



UTM
UNIVERSITI TEKNOLOGI MALAYSIA

ExCEL Mini Report

EVENT – Kolej Tun Dr. Ismail Sports & E-Games 2022 (KTDI SEGA ‘22)

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Justification in joining the activity

Kolej Tun Dr. Ismail Sports & E-Games 2022 (KTDI SEGA '22) was organized Jawatankuasa Kolej Mahasiswa Kolej Tun Dr. Ismail (KTDI) from 12th to 18th December 2021 which was conducted online. The program is specifically aimed to ensure the active involvement of students in sports as well as to develop and hone students' skills in sports whether in sports events physically or virtually. I joined to be bureau chief committee member of this event to meet new people and learn how to handle a program virtually whilst honing my leadership and communication skills.

The graduate Attributes that are focused on

- Communication skills

As a committee member, there were a lot of meetings and discussions going on. Thus, this program and event shows the importance of having good communication skills as we need to meet clients, audiences, participants and higher upper committees to make this program run smoothly and with no errors. In the end, I have honed my social and communication skills to the max and also improved it along the way.

- Leadership and Team working Skills

As the event is conducted in a team, I was in charge to lead all the activities and events that ran throughout the whole program. Thus, I had to work with many teams from different units of activities to get the event running smoothly. It is a big step up from the last SEGA event which I was only a committee member for the activity unit and not the head of activity unit. There are multiple activities that need to be completed to reach a certain goal with each activity focusing getting the right equipment, setup, planning, and group dividing. This in return has sharpen up my skills as a leader and developed my soft skills as well.

Content of the activity

The event was carried out from from 12th to 18th December 2021 for all UTM students and the public as well. Outside participation was also welcomed as there were certain events that were open to anyone who was not a UTM student as well. The main program ran from the 12th of December however, some activities and events started earlier as the 3rd of December. This program includes activities such as TikTok Challenge, Virtual Run, Virtual Jump Rope Challenges, sharing session, and also E-Games. Below is a tentative description of the whole program.

VIRTUAL RUN: 3 DECEMBER 2021 (FRIDAY) - 17 DECEMBER 2021 (FRIDAY)

7:30 a.m.	<ul style="list-style-type: none">• Participant registration using QR code
8:00 a.m.	Participant starts running <ul style="list-style-type: none">• Track data using an application that have been decided
11:00 p.m.	Participants stop running <ul style="list-style-type: none">• Send all the information needed via Google Form
11:30 p.m.	<ul style="list-style-type: none">• End for the day

VIRTUAL SKIPPING: 3 DECEMBER 2021 (FRIDAY) - 17 DECEMBER 2021 (FRIDAY)

8:00 a.m.	<ul style="list-style-type: none">• Participant registration using QR code
8:30 a.m.	Participant can start doing the exercises <ul style="list-style-type: none">• Track data using an application that have been decided and record video doing the exercises
11:00 p.m.	Participant stop doing the exercises <ul style="list-style-type: none">• Send all the information needed via google form
11:30 p.m.	<ul style="list-style-type: none">• End for the day

TIKTOK CHALLENGE: 4 DECEMBER 2021 (SATURDAY) - 17 DECEMBER 2021 (FRIDAY)

8:00 a.m.	Participant registration using QR code
8:30 a.m.	Participant can start doing their TikTok challenge related to sports
11:00 p.m.	Participant can send all the information needed via Google Form
11:30 p.m.	End for the day

E-GAMES: 12 DECEMBER 2021 (SUNDAY) - 16 DECEMBER 2021 (THURSDAY)

8:00 a.m.	Participants registration for attendance
8:30 a.m.	E-sport games for group stage <ul style="list-style-type: none">• Mobile Legend• PUBG Mobile• VALORANT
11:30 p.m.	End for the day

E-GAMES ELIMINATION ROUNDS: 17 DECEMBER 2021 (FRIDAY) - 18 DECEMBER 2021 (SATURDAY)

8:00 a.m.	Participants registration for attendance
8:30 a.m.	E-sport games for elimination round <ul style="list-style-type: none">• Mobile Legend• PUBG Mobile• VALORANT
10:00 p.m.	End of all the games

JUMP ROPE SHARING SESSION: 18 DECEMBER 2021 (SATURDAY))

4:15 p.m.	Participants enter the FB Live
4:30 p.m.	Sharing Session by player from Jump Rope Malaysia <ul style="list-style-type: none">• En. Wazir• En. Amir
6:30 p.m.	Participants scan the QR code for merit and dismissed

CLOSING CEREMONY: 18 DECEMBER 2021 (SATURDAY)

8:30 p.m.	Arrival of Kolej Tun Dr. Ismail residents
9:00 p.m.	VVIP arrival
9:15 p.m.	National anthem
9:20 p.m.	Prayer recitation
9:30 p.m.	Program Director's speech
9:40 p.m.	Principal's speech
10:00 p.m.	Prize announcement ceremony for the winner of : <ul style="list-style-type: none">• Mobile Legends• PUBG Mobile• VALORANT• Virtual Skipping• TikTok Challenge
10:45 p.m.	Keunggulan Terbilang
11:00 p.m.	End of the ceremony