ExCEL Mini Report

Event:

SPORTS & E-GAMES SEGA'22

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Programme   : Bachelor Of Computer Science (Software Engineering)
                  with Honours Computing

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1. **Introduction**

   Sports & E-Games 2022 or SEGA '22 was organized by committee member Kolej Tun Dr. Ismail (KTDI) from 3rd December 2021 to 18th December 2021. It was conducted online.

2. **Graduate Attributes**

   Attributes that are related to SEGA '22 are communication skills and thinking skills.

3. **Role in the Activates**

   My position and role in SEGA '22 as a committee member as crew multimedia unit.

4. **Report**

   4.1. Justification in joining the activities

   The program's aim is to achieve those students are actively involved in sport and e-games to develop students' skills whether it is physical activities or virtual activities. I joined SEGA '22 to hone my skill in multimedia for several event. I was assigned to create videos and montages for Valorant, Virtual Run, Closing Ceremony, PUBG and Mobile Legend.

   4.2. The graduate attributes that are focused on

   - Communication skills

     There a no event can handle without any communication skills. Lot of meetings and discussions needs for this event. SEGA '22 really highlights the value of good communication between the team to work together. As a crew in multimedia unit, there are 3 people need to create a montage video before closing ceremony and we successful to create a good compliment from the team and community.

   - Thinking skills

     To hone my skills in multimedia, it needs to think creatively for video, poster, and animation. The video should be attractive to the community so they will join the event. Also, I need to make sure that the video can deliver the message very well. This activity has sharpened up my thinking skill for creativity.

4.3. Content of the activities

The event was started from 3rd December 2021 to 18th December 2021 for UTM students and community. The main program started from 12th December 2021, but Virtual Run, Virtual Jump Rope, TikTok Challenge, and E-games started from 3rd December 2021. Below is a tentative for the whole event.

Virtual Run:

3 December 2021 – 16 December 2021

Time	Activities
7:30 a.m.	Participant registration using QR code
8:00 a.m.	Participant starts running • Track data using an application that have been decided
11:00 p.m.	Participants stop running • Send all the information needed via Google Form
11:30 p.m.	End for the day

Virtual Skipping:

3 December 2021 – 16 December 2021

Time	Activities
8:00 a.m.	Participant registration using QR code
8:30 a.m.	Participant can start doing the exercises • Track data using an application that have been decided and record video doing the exercises
11:00 p.m.	Participant stop doing the exercises • Send all the information needed via google form
11:30 p.m.	End for the day

TikTok Challenge:

4 December 2021 – 16 December 2021

Time	Activities
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 (Mobile Legend):

3 December 2021 – 7 December 2021 & 16 December 2021

Date	Activities
3 December 2021	Group stage
4 December 2021	Group stage
5 December 2021	Elimination stage
6 December 2021	Elimination stage
7 December 2021	Semi-final stage
16 December 2021	Final stage

E-Games (PUBG):

10 December 2021 – 11 December 2021 & 17 December 2021

Date	Activities
3:45 p.m.	Waiting for all the teams to gather
4:00 p.m.	First half match
7.45 p.m.	Waiting for all the teams to gather
8.00 p.m.	Second half match
10.20 p.m.	Game ends

E-Games (VALORANT):

3 December 2021 – 17 December 2021

Date	Match
3 December 2021	Grouping Stage
4 December 2021	Grouping Stage
9 December 2021	Round 1
10 December 2021	Loser Round 1 & Round 2
11 December 2021	Loser Round 2 & Semi Final
12 December 2021	Loser Round 3 & Loser Round 4
17 December 2021	Final

Jump Rope Sharing Session:

18 December 2021

Time	Activities
4:00 p.m.	Arrival of KTDI residents
4.15 p.m.	Arrival of panel sharing session from Jumprope Malaysia
4:30 p.m.	Start of ceremony
4:35 p.m.	Prayer recitation
4:40 p.m.	Sharing session starts in FB Live
6.00 p.m.	QnA
6.20p.m.	Photography session
6:30 p.m.	End of the sharing session

Closing Ceremony:

18 December 2021

Time	Activities
8:15 p.m.	Arrival of Kolej Tun Dr. Ismail residents
8:20 p.m.	VVIP arrival
8.30 p.m.	Start of ceremony
8:35 p.m.	National anthem, Keunggulan Terbilang, KTDI song
8:40 p.m.	Prayer recitation
8:45 p.m.	Program Director's speech
8.55 p.m.	Program Felo Advisor's speech
9:05 p.m.	Principal's speech
9.15 p.m.	UTM Sports Director's speech
9.25 p.m,	Video montage
9:30 p.m.	Prize announcement ceremony for the winner of: • Mobile Legends • PUBG Mobile • Valorant • Virtual Skipping • TikTok Challenge
10:00 p.m.	Photography session
10:15 p.m.	End of the ceremony

5. **Reflection**

SEGA '22 has been my first experience as committee member in my UTM life. After one-year studies in UTM, I got request by other committee member to join and help in multimedia unit. It helped to build the trust between the community Kolej Tun Dr. Ismail for joining any event from them. I made new friends from the event since we need to communicate each other about the task and share the ideas for realize the video in order to attract the community to join the event. It helped me to finish around 3 one-minute-videos every day for the e-games competition. During the event, there are many commitments as a student such as assignment, lab, and exam. Without manage time very well, it can interrupt the task from the event or late submission or unfinish work for the assignment. However, I learn to communicate with the other to help some tasks already given and I got to manage my time during exam or emergency case.

6. **Evidence**