



UTM
UNIVERSITI TEKNOLOGI MALAYSIA

ExCEL Mini Report

Event:

SPORTS & E-GAMES SEGA'21

Name : Muhammad Naim bin Abdul Jalil
Matric No. : A20EC0096
Programme : Bachelor Of Computer Science (Software Engineering)
with Honours Computing
Academic Advisor : Prof. Madya Ts. Dr. Shahida Binti Sulaiman

1. Introduction

Kolej Tun Dr. Ismail Sports & E-Games 2021 or KTDI SEGA '21 was organized by committee member Kolej Tun Dr. Ismail (KTDI) from 21st March 2021 to 3rd April 2021. It was conducted online.

2. Graduate Attributes

Attributes that are related to SEGA '21 are adaptability, and leadership and teamworking skills.

3. Role in the Activates

My position and role in SEGA '21 as a participant.

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 '21 as participant to support the event. There are many sub events in SEGA '21 such as Opening Ceremony, E-Games and Closing Ceremony that were streaming live on Facebook.

4.2. The graduate attributes that are focused on

- **Adaptability**
SEGA '21 was conducted online for this year. They were able to adapt to the new workflow of program. Plus, they managed to improve the program from the previous year. From this event, I always search the event can I join for lifelong learnings.
- **Leadership and teamworking**
SEGA '21 can't happen without teamworking in committee member or bad leadership. However, I looked this event very interesting and organized very well by them. Their leader had provided a clear vision for the team to organize the event for two weeks.

4.3. Content of the activities

The event was started from 21st March 2021 to 3rd April 2021 for UTM students and community. A virtual run, a virtual fitness test challenge, and three E-Games tournaments were among the events, which were open to both UTM students and the public. Below is a tentative for the whole event.

| Date | Activities |
|--|---|
| 21 st March 2021 | Opening Ceremony |
| 22 nd March 2021 – 2 nd April 2021 | Virtual Run Virtual Fitness Challenge E-Games |
| 3 rd April 2021 | Closing Ceremony |

5. Reflection

SEGA '22 has been my first participant as KTDI student. It shows the support for their event since they got some challenges to get participant. I so amazed with their posters, videos, and the workflow of program. It shows that I need to learn more about multimedia since I have some knowledge for it. 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. My teammate that joined as committee member have shown well managed time for the group project and submitted on time. Even though they get pressure for the event, but they can adapt the workspace and had a good teamworking. It thought me the importance to manage time very well in study and be an active student for UTM.

6. Evidence

