



UTM
UNIVERSITI TEKNOLOGI MALAYSIA

ExCEL Mini Report

**Activity: Sukan Sekolah Komputeran 2020
(SUSKOM'20)**

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Justification in joining the activity

SUSKOM also known as Sukan Sekolah Komputeran is an annual sports event for School of Computing organised by PERSAKA. During the event, a variety of sports and games are being competed among the courses included in School of Computing which are SECR, SECJ, SECD, SECI, SECB. Sports and games offered are badminton, futsal, PUBG, Mobile Legend etc. In my case, I have participated in Mobile Legend in a 5-man team called STEADY BOM BIBI, one of the representing teams from my course, SECR. Mobile Legend is basically a strategy role playing mobile game where 2 teams with 5 members on each team compete with each other, with the objective of destroying the opponent base tower in order to get the victory for that particular match. There are plenty of champions to be chosen by the players from 6 roles, Tank, Fighter, Assassin, Mage, Marksman and Support.

The Graduate Attributes that are focused on

- **Communication Skills**

Communication skill is essential in a game like Mobile Legend. Just like any other sports that are based on team, efficient communication among the team members will surely contribute to the chances of getting the sweet victory. Because the 'battlefield' is ever changing, hence we have to communicate with each other constantly to inform each other of the latest strategy and enemy location. And the communication involves two parties, the one who talks and listens, hence it also trains us to be a good talker and a good listener. As we are working as a team, it's important that each of the members can confidently voice out their own opinions and the other listeners respect and consider what was being told. In this way, an efficient communication among team members can be achieved.

- **Thinking Skills**

As mentioned before, this is a strategy game, with the only objective being to destroy the enemy base tower. With that being said, there are plenty of methods and different strategies to win the match. People usually just focus on 'killing' the enemy champions, which is the usual and effective way, but oftentimes people get obsessed in getting the

kills and become cocky. In this situation it gives a high chance for the losing team to make an epic comeback. This is just one of the examples of strategy people used in the game, which also reflect that anything can happen in the game, in just a moment. Hence, it required us to keep thinking and never give up until the last moment. Me and my team constantly thinking and guessing the enemy movement and location, and hence coming up with a strategy to counter their movements.

- **Leadership and Teamworking Skills**

Aside from communication and thinking skills, what's more important in a team is leadership and teamworking skills. Every individual is different, they have different ways of thinking, experience and personality. But once one is working in a team, there should'nt be any individualism, every individual should work as one, and this requires trust and tolerance to each other. Before the competition, we would practise together and enhance our skills and the teamwork between us. And as mentioned before, this game has different roles to pick from, and each one of us should play a different role in the team, or else, it usually doesn't work out. And here comes the role of the leader to find out each strength and weakness and assign roles accordingly. Leader will have to keep motivating and provide positivity to the members.

- **Adaptability**

This is the first time we participated in the Mobile Legend competition, and this is also the first time my team members and I are working as a team. Hence, first and foremost I will have to adapt to my other members' playstyle and adjust accordingly. Besides, every opponent is new to us, with every one of them having a different playstyle too. We don't know their strength and how they will be playing, we will only get to know that once the match starts. Thus, it really required my team members and I to adapt, improvise and overcome the obstacles and challenges given by the opponent team.

Content of the activity

There are a total of 12 teams participating in SUSKOM'20, which the organiser further divided the participating teams into 2 groups, Group A and B. I formed a group with 4 other members which are Eyu Si Xiong, Chua Kek An, Chin Wei Xiang and Jack Lee. And as mentioned before, our group is called Steady Bom BiBi and was placed into Group A.

There is no specific duration during the gameplay as the winner will be decided when the opponent surrenders or loses the match. (1 point for 1 winning match, 0 point for losing the match) Grouping will be best of 1 for each game. The knockout stage will be best of 3 where 2 teams with lowest points for each group from the grouping game cannot proceed to the knockout stage. During the grouping game, each will have to face every other team in the group that one being categorized in. Because there is insufficient jury for the match, the match duration is 8.30PM- 12AM everyday during the competition. Teams that will be playing on the given day will have to be prepared during that time period.