Bhartiya Vidya Bhavan's
Sardar Patel Institute of Technology
(Autonomous Institute Affiliated to University of Mumbai)
Internal Quality Assurance Cell

ACTIVITY REPORT 2023-24

DEPARTMENT/ COMMITTEE NAME: MCA / ACSES Committee

IQAC ACTIVITY No:6

NAME OF THE ACTIVITY: CYBERSAGA E-Sport Event			
DATE	**STUDENTS/TEACHER**	**DEPARTMENT/COMMITTEE**	**COORDINATOR NAME**
21-10-2023 TO 22-10-2023	Students	MCA / ACSES COMMITTEE	Prof.Pallavi Thakur
TIME	**VENUE**	**NUMBER OF PARTICIPANTS**	**NATURE: Outdoor/Indoor**
10:00 AM – 3:00 PM	407	60	Outdoor
SUPPORT/ASSISTANCE:			

BRIEF INFORMATION ABOUT THE ACTIVITY (**CRITERION NO:)**

TOPIC/SUBJECT OF THE ACTIVITY	CYBERSAGA E-Sport Event
OBJECTIVES	1.Networking and Social Interaction 2.Entertainment and Enjoyment 3.Professional Development:
METHODOLOGY	The event took place in 407, where the vibrant atmosphere buzzed with excitement as students of CS department For This Gamming Event
OUTCOMES	Participating in esports events also provides specialized knowledge, such as game mechanics, tournament organization, and broadcasting techniques, aligning with the rapidly growing esports industry. This knowledge can potentially translate into viable career paths within the gaming sector, meeting the demands of an evolving job market.

PROOFS & DOCUMENTS ATTACHED (Tick mark the proofs attached):

1. Notice & Letters	**2. List of people who participated**	**3. Activity report**	**4. Photos (GEO TAG)**	**5. Feedback form**
6. Feedback analysis	**7. News clip with details**	**8. Certificate**	**9. Any other**	

IQAC CELL:

IQAC CELL ACTIVITY NUMBER:

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NAME OF TEACHER & SIGNATURE	NAME OF HEAD/ COMMITTEE INCHARGE & SIGNATURE	IQAC COORDINATOR (SEAL & SIGNATURE)

REPORT ON

"CYBERSAGA E-Sport Event "

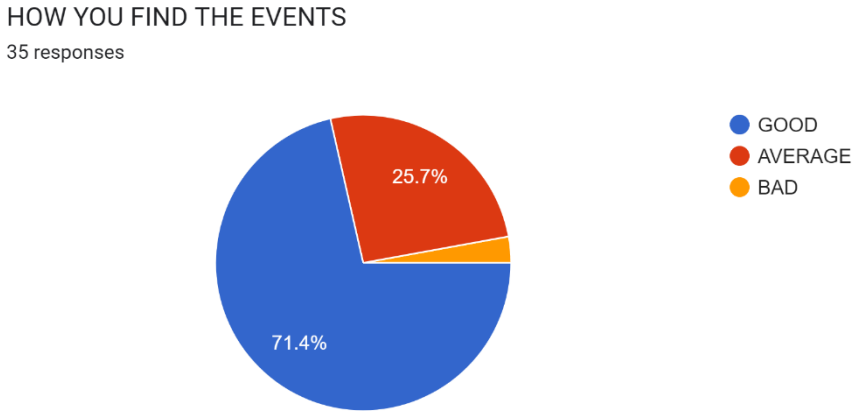
Under
ACSES Committee 2023-24

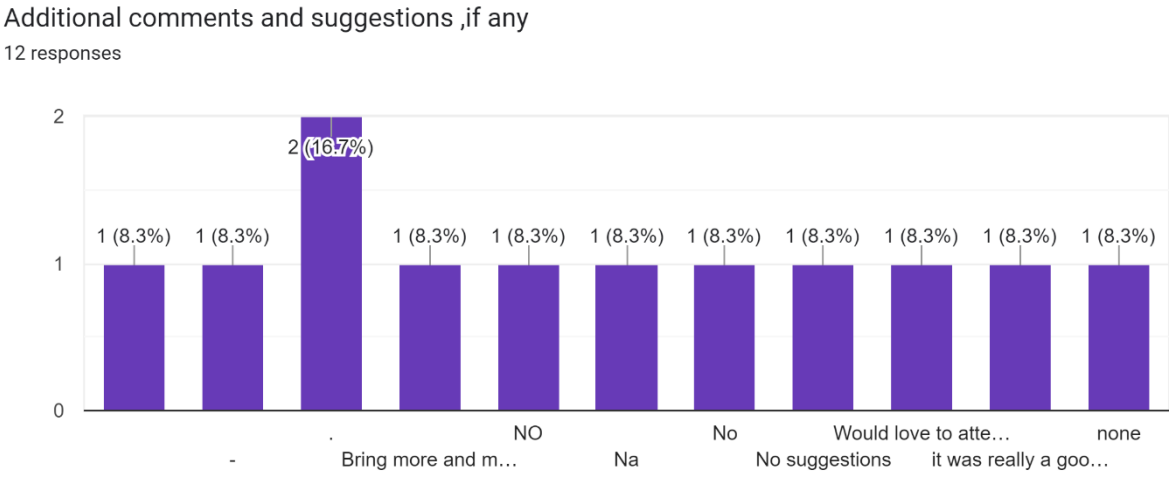
MCA Department, Sardar Patel Institute of Technology

Notices and letters

Photos

Feedback:-





Program Outcomes:

The College Esports Extravaganza had a significant impact on various fronts:

1. Promotion of Gaming Culture: The event successfully promoted gaming as a legitimate and competitive sport within the college. It contributed to changing perceptions and establishing gaming as an integral part of campus life.

2. Skill Development: Students had opportunities to develop essential skills such as teamwork, strategic thinking, and quick decision-making. Gamers improved their gaming prowess through competitive play.

Activity Report:

The College Esports CyberSaga was a spectacular event that showcased the thrill of competitive gaming. Hosted by our college, the event featured popular games like BGMI (Battlegrounds Mobile India), Valorant, FIFA, and Clash Royale. With a successful execution, the event attracted over 300 enthusiastic attendees, including students, faculty, and the broader gaming community. The event aimed to promote gaming culture, develop gaming skills, and foster a sense of community while providing an exciting platform for competition and entertainment.

Event Execution:

The College Esports Extravaganza was executed flawlessly, with careful planning and coordination. Key elements of the event's execution included:

1.Game Selection: The event featured popular titles to cater to a diverse range of gaming interests, including BGMI (Battlegrounds Mobile India), Valorant, FIFA, and Clash Royale.

2. Tournament Format: Each game had its dedicated tournament format, complete with brackets, rounds, and championship matches. Gamers of all levels had opportunities to compete, with separate brackets for beginners and experienced players.

3.Venue and Equipment: The college's facilities were transformed into gaming arenas, equipped with high-quality gaming devices and stable internet connections to ensure a smooth gaming experience.

4 .Registration and Promotion: Students were encouraged to register for the event, and promotion was carried out through posters, social media, and college newsletters. Sponsors and gaming communities were also engaged to enhance event visibility.

5.Experienced Moderators: Trained moderators oversaw each tournament, ensuring fair play, adherence to rules, and addressing any technical issues promptly.

6.Streaming and Spectator Experience: The event was live-streamed on platforms like Twitch and YouTube to reach a wider audience, allowing students and gaming enthusiasts to watch their peers' gameplay. Live commentary and analysis added to the excitement.

7. Prizes and Recognition: Winners received prizes, certificates, and recognition within the college community. Prizes ranged from gaming peripherals to gift vouchers.