

| EVENT PROPOSAL | |
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| Event Name | V R Valorant |
| Date(s) | 04-02-2022 to 06-02-2022 |
| Number of Days | 03 |
| Time | 3:00 PM TO 8:00 PM |
| Location Mode (Online / Offline) | Online in Valorant and YouTube Platform |
| Purpose of Event | The purpose of the event “V R Valorant” is to explore the gaming community and create a more relaxed atmosphere among the students. This event focuses on boosting the competitive spirit among the attendees and enhance team collaboration. |
| Target Audience | 1 st – 4 th Year Students |
| Expected Number of Attendees | 150-200 |
| Event Description | The event “V R Valorant” the participants will be playing a notable E-sports game “ Valorant ” and it will be broadcasted in ACM’s YouTube channel where their peers can enjoy the relishing gameplay. |
| Learning Outcome | The event offers the chance for participants to come together and to learn to work as a team and strategize like a professional player. This event also engages the spectators and enlighten them to handle high pressure situations as well as cherish it. |
| Budget required | RS. 3000 worth amazon vouchers |
| Any other resources required | Zoom and password |