



LOG BOOK

CO-CURRICULUM FOR ESPORT MOBA

SEMESTER 2
SESSION 202309

Students' Information

		photo	photo	photo
Name	:			
Student's Reg. No	:			
I.C No	:			
Telephone No	:			
E-mail	:			
Programme	:			

Part	Marks		
I. Rules and Regulations (25 marks)			
II. Current Development and Issues (25 marks)			
III. My Personal Activity Log (30 marks)			
IV. Reflections (20 marks)			
TOTAL :			

Performance Evaluation

Throughout the practical session, the performance of all the students who enroll in the co-curriculum course will be evaluated through marks and graded. However, the grades will not contribute to the GPA and CGPA.

Games/Sports & Cultural courses are evaluated based on the following:

- i. Attendance 20%
- ii. Log Book 20%
- iii. Involvement 10%
- iv. Achievement 10%
- v. Skill Test 1 20%
- vi. Skill Test 2 20%

Attendance

1. Students who are absent from the Co-curriculum course and present a letter/proof of the reasons stated below will be considered present with a remark:

- i. Medical Certificate (MC)
- ii. Represent TAR UC for external events (RC)
- iii. Death of **IMMEDIATE** family member (DC)
- iv. Leave of absence approved by Faculty
- v. Skip letter approved by Deputy Director/Director of DSA or Branch Campus Head

2. Students who are absent with the reasons below will not be considered present:

- a. Personal matter (PTPTN submission)

Component	Overall %	Description	Breakdown %	Remarks
Attendance	20	11 + 3 (coqday)	100	Must fulfill threshold
Log book	20	Submission by session 8	100	Late submission minus mark
Skill Test 1 - Quiz & Presentation	20	Quiz (25 MCQ)	50	Session 10
		Group presentation	50	Session 9
Skill Test 2 - Practical	20	6 Custom games	50	Total score of 6 games (capped at 50)
		6 Classic games	50	Total score of 6 games (capped at 50)
Involvement	10	Commitment & attitude	100	Bonus
Achievement	10	Competition	100	CoQ Day Results

Course Content/ Lesson Plan

Session 1	INTRODUCTION <ul style="list-style-type: none"> • Brief history of E-sport in general & specifically MOBA. • E-sport (MOBA): Introduction to the map and its environment. • Game Interface and setting • Sportsmanship and etiquette. • Character Skills Intro: 1st batch of Basic Characters.
Session 2	GETTING STARTED <ul style="list-style-type: none"> • Controllers function. Objective of the game. • Type of Characters, meta & its gameplay • Character Skills Intro: 2nd batch of Tanky Characters • On-going tasks: Clear lane & take down turrets • Wrist, arm, shoulder and neck exercises • Class practice: 2 custom/classic/brawl games
Session 3	BASIC <ul style="list-style-type: none"> • Understanding profile & games statistics • In-game environment: Utilising bushes, walls & cyclone eye • On-going tasks: Jungling of Hyper Character • Character Skills Intro: 3rd batch of Fighter Characters • Class practice: 2 custom/classic/brawl games
Session 4	EARLY GAME <ul style="list-style-type: none"> • How to record games, livestream & casting • One-to-one solo lane gameplay • Set up Emblem, Build Items & Battle Spell • Character Skills Intro: 4th batch of Marksman Characters • Class practice: 2 custom/classic/brawl games
Session 5	BASIC TACTICS I <ul style="list-style-type: none"> • Team line-up: 1-3-1 Formation • Strategy to secure Cryoturtle & Sanctuary Lord • Tactical set up: Gather & Ambush • Character Skills Intro: 5th batch of Mage Characters

	<ul style="list-style-type: none"> • Class practice: 2 custom/classic/brawl games
Session 6	BASIC TACTICS II <ul style="list-style-type: none"> • Team line-up: 2-2-1 Formation • Tactical set up: Zoning for support • Understanding ranking system • Character Skills Intro: 6th batch of Support Characters • Class practice: 2 custom/classic/brawl games
Session 7	MID GAME <ul style="list-style-type: none"> • Counter opponent' build items • Understanding in-game 'Jargon' • Tactical set up: Split Push • Character Skills Intro: 7th batch of Assassin Characters • Class practice: 2 custom/classic/brawl games
Session 8	DEFENSIVE GAMEPLAY <ul style="list-style-type: none"> • Defense & utilise turrets • Defence against Sanctuary Lord • Characters rotation for back up • Class practice: 2 custom/classic/brawl games
Session 9	OFFENSIVE GAMEPLAY <ul style="list-style-type: none"> • Protecting & utilising Sanctuary Lord • Tactical set up: Set up bait • Group presentation • Class practice: 2 custom/classic/brawl games
Session 10	LATE GAME <ul style="list-style-type: none"> • Strategy to secure opponent base perimeter • Skill test: Accumulation of games score • Quiz (25 MCQ) 45mins • Class practice: 2 custom/classic/brawl games
Session 11	COMPETITION FORMAT <ul style="list-style-type: none"> • Explain Co-Cu Day Tournament • Competition Critical Factor <ul style="list-style-type: none"> ◦ Fairness ◦ Tie-breaker • Tournament format <ul style="list-style-type: none"> ◦ Group Stage & Knock-out (Best of 3) ◦ Ranking

a) To abstract the important rules and regulations. (15 marks)

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

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b) Draw a diagram of the Mobile Legends Map complete with landmarks and labels . (10 marks)

II) Current Development and Issues in Esports MOBA (25 marks)

III) My Personal Activity Log (30 marks)

Name of student: _____ Co-cu number: _____

Date	Start & End Time	Duration	Activity	Goal	Confirmed by Staff / Student
Total Duration (Hours):					

Each student in the group are required to log their own learning time of not less than 28 hours
(any activity related to skills and physical fitness)

III) My Personal Activity Log (30 marks)

Name of student: _____ Co-cu number: _____

Date	Start & End Time	Duration	Activity	Goal	Confirmed by Staff / Student
Total Duration (Hours):					

Each student in the group are required to log their own learning time of not less than 28 hours
(any activity related to skills and physical fitness)

III) My Personal Activity Log (30 marks)

Name of student: _____ Co-cu number: _____

Date	Start & End Time	Duration	Activity	Goal	Confirmed by Staff / Student
Total Duration (Hours):					

*Each student in the group are required to log their own learning time of not less than 28 hours
(any activity related to skills and physical fitness)*

IV) Reflections (20 marks)

What did **we learn from this course? (10 marks)**

What should **we do to further develop **our** soft skills and technical skills? (10 marks)**

Comments : (by staff)

Marking Rubrics

Descriptor	Competency Level				
	1 Very Poor	2 Poor	3 Good	4 Very Good	5 Excellent
Attendance (100%) *Must fulfill 80% class attendance *MC more than 2 times has to withdraw	Attend 10 sessions (60)	Attend 11 sessions (70)	Attend 12 sessions (80)	Attend 13 sessions (90)	Attend all sessions of class. (100)
Involvement (100%)	Sometimes chooses not to participate and does not complete assigned tasks (10 – 20)	Sometimes a satisfactory group member who does what is required (21 – 40)	A satisfactory group member who does most of what is required (41 – 60)	A strong group member who consistently does what is required. Other group members can count on this person (61 – 80)	A true team member who contributes a lot of effort, and encourages and supports the efforts of others in the group (81 – 100)
Achievement in Tournament – compulsory for Co-Curriculum Day** (100%)	Present for the Cu-Curriculum day (40)	Participated in competition (50)	Second Round and Quarter Finalist of the competition (60)	Semi Finalist of the competition (70 – 80)	Champion and Runner Up of the competition (90 – 100)
Log Book Report (100%) For late submission, there will be a reduction of absolute marks from the mark's score submitted:	The report does not refer to the purpose of the practice. Some points are not present, nor are they together or in order (10 – 20)	The report explains some of the purpose of the practice but miss key purposes. Most points are present, but they are together or in order (21 – 40)	The report explains most of the purpose of the practice. All points are present, but are either not together or in order (41 – 60)	The report explains all of the key purpose of the practice. All points are present, in order, and together (61 – 80)	The report explains all the key purpose of the practice and point out less obvious one as well. All points are present, in order, and together (81 – 100)
Individual Skills Test 1 (100%)	Able to interpret theoretical gameplay with poor demonstration (41 – 60)	Able to interpret theoretical gameplay with average demonstration (41 – 60)	Able to interpret theoretical gameplay with correct demonstration (41 – 60)	Able to interpret theoretical gameplay with good demonstration (41 – 60)	Able to interpret theoretical gameplay with excellent demonstration (41 – 60)
Individual Skills Test 2 (100%)	Able to showcase gameplay even with poor performance (10 – 20)	Able to showcase gameplay with average performance (21 – 40)	Able to showcase gameplay with above average performance (41 – 60)	Able to showcase gameplay with good performance (61 – 80)	Able to showcase gameplay with excellent performance (81 – 100)