

Near Air-port, Hingoli Road, Nanded-431605.

Department of Computer Science and Engineering

Extra-curricular Activity

Name of Activity: Dominators League

Prepared by: Ms. Pande N. S. Date: 09th May 2022

Introduction:

On May 9, 2022, the Computer Users' Club (CUC) hosted the Dominators League, an eagerly awaited gaming competition that brought together 113 students to demonstrate their skills in three popular esports titles: BGMI (Battlegrounds Mobile India), Call of Duty (COD), and Valorant. This event marked one of the largest gaming competitions held at our college, fostering a vibrant and competitive atmosphere while celebrating the growing esports culture among students.

The competition featured three esports titles, and the winners and runners-up in each category were as follows:

Call of Duty:

Winner: Mugiwara Crew (Shreyash Garudkar)

Runner-up: Nexus (Aditya Kulkarni)

BGMI (Battlegrounds Mobile India):

Winner: Team ROG (Vedant Vinayakrao Patil)

Runner-up: B4B (Vinayak Choudhary)

Valorant:

Winner: Strange Team (Akshay Narsane)

Runner-up: MA4C (Ambrish Udgirkar)

Each winner and runner-up received certificates of excellence and exciting prizes in recognition of their outstanding performances.

Activity Details:

• Date: May 9, 2022

• Time: 9:00 AM - 6:00 PM

• Duration: 9 hours



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• Location: College Campus

Participants:

Number of Participants: 113 students

Class: Participants included students from various classes and departments,
 reflecting a diverse gaming community within the college.

Outcomes:

The Dominators League successfully achieved its goals of promoting esports and providing a platform for students to showcase their gaming talents. The outcomes of the event are as follows:

- 1. **Showcase of Gaming Skills:** Participants demonstrated exceptional skills in gaming, strategic thinking, and teamwork, highlighting the competitive spirit and dedication of our student gamers.
- 2. **Encouragement of Teamwork and Sportsmanship:** The event fostered a sense of camaraderie and sportsmanship among participants, promoting healthy competition and teamwork.
- 3. **Community Engagement:** The event drew a large audience both on-site and through live streaming, engaging the college community and gaming enthusiasts.

Relevance with Program Outcomes

The Dominators League aligns with several Program Outcomes, including:

- PO9: Individual and Team Work: The competition emphasized both individual skills and team coordination, fostering teamwork and collaboration among participants.
- 2. **PO10: Communication:** Effective communication and coordination were crucial for success in team-based games like BGMI, Call of Duty, and Valorant, enhancing participants' verbal and non-verbal communication skills.
- 3. **PO12: Lifelong Learning:** The competitive nature of esports encourages continuous learning and improvement, motivating students to develop their skills and strategies.



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Feedback:

Feedback from Participants:

• Positive Aspects:

- Participants appreciated the opportunity to compete in a well-organized and competitive environment.
- The inclusion of multiple esports titles allowed participants to compete in their preferred game, catering to diverse interests within the gaming community.

• Suggestions for Improvement:

- Some participants suggested providing more practice sessions or workshops prior to the competition to help teams prepare better.
- There were requests for more frequent gaming events throughout the academic year to maintain engagement and provide regular opportunities for gamers to showcase their skills.

Attachments:

• Any supporting materials (photos, videos, presentations, etc.)



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Poster for the Dominators League





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Glimpse of the Gaming event

Event Co-ordinator

Ms. N. S. Pande

H.O.D

Dr. A. M. Rajurkar