



CU_CSE_2017_FOOBAR_Gaming_Tournament_NOV_2017_v1

FACULTY OF ENGINEERING
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Competitive Event on GAMING TOURNAMENT

Date:15th November, 2017.

Time:4:15 pm to 6:00 pm

Venue: Room 215, Kengeri Campus, Christ University, Bengaluru

Organization and Place:Christ University, Bengaluru (Internal).

Organizers/s:

1. Mr.Neil Joseph Barlow
2. Mr.Nived Mohan

Volunteers

1. Joshua Dos
2. PrajwalAnand
3. Shubra D.
4. Ajay P.
5. Ashish JND

Target Audience (Students): Open to All Christites.

Total Students' Present:All registered participants for the event.

OBJECTIVE:

To conduct a mega gaming event and encourage gaming expertise.

POSSIBLE LEARNING OUTCOMES:

1. To understand the working/ testing of the Game.
2. Encourage Team Work

SUMMARY:

The gaming tournament hosted Counter Strike 1.6 to check the participants co-ordination with mouse and keyboard. Next day we hosted FIFA-15 to check the participants skills with a controller.

Day 1

(VENUE: Room No. 215, 2nd block) 15th November 2017, the gaming tournament hosted Counter Strike 1.6 having 30 participants to play with each other. There were 5 elimination rounds hosted each with increasing complexities. In the end 2 participants were chosen to play face-off with each other. In the end a winner was announced. The position was secured by Sarthak Mishra from 3rd year Computer Science department.



Day 2

(VENUE: Room No. 254, 2nd block) 16th November 2017, the gaming tournament hosted FIFA 15 having 30 participants to play with each other. There were 5 elimination rounds hosted each with increasing complexities. In the end 2 participants were chosen to play face-

off with each other. The final round was hosted on FIFA 18 and was made to play on the projector screen to increase the fun and enthusiasm. In the end a winner was announced. The position was secured by Ritin Roy from 1st year Basic Sciences department. In conclusion, this report would like to state that the Event was in overall a success; the participants exuded an overall feeling pleasure and gratitude, albeit a few setbacks. It seemed to be well managed, and time delays were kept to a minimum. The organizing team was pleasantly surprised to enthusiastic feedback from the participants and their potential as a gamer.



CONSOLIDATED FEEDBACK ANALYSIS:

SI No	Faculty Name	Signature / Remarks
1.	Mr. Naveen J	
2.	Mrs. GokulaPriya	
3.	Mr. Gerard Deepak	

Head of the Department



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