



Event Outcome Report

Summary of Events (Month-wise)

S.No.	*Type of Event		Name of Event (Latest first)	Date (from-to) (YYYY/ MM/DD)	Duration (days)	Pg. No. (from-to)
	Category	Metric No.				
1			<i>Esports</i>	<i>5th & 6th March</i>	<i>2 day</i>	<i>1-5</i>

* *Type of Events*- Please categorise as per the applicable NAAC AQAR Metric No. (*AQAR manual attached for reference*)

Category would also include Conferences, Seminars, FDP, MDP, SDP, Guest Lectures, Webinars, Industrial Visits, and any other events, with their respective metric no.



Event Outcome Report

- 1. **Topic/ Title of Event:** *Esports*
(Refer to the Indicative List of Events)
- 2. **Type of Event:** (*Annex* the brochure/ information manual) (tick ✓ the appropriate box)

Conference		Seminar		FDP		SDP		Others, Specify	✓
Guest Lecture		Webinar		MDP		Industrial Visit			

Others, Specify _____

- 3. **Date/ Duration of Event Date:** (YYYY/ MM/DD) to (YYYY/ MM/DD): 2026/03/5,2026/03/06
2 day

- 4. **Mode** (tick ✓):

Online	✓	Offline		Blended	
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- 5. **Collaboration, if any.**

Name of Organisation	SIU	Outside SIU
Sponsorship, if any	None	

- 6. **Objective of Event:**

- a. To promote collaborative problem-solving, teamwork, and strategic thinking through competitive eSports tournaments involving games such as **Call of Duty: Mobile, Free Fire, Battlegrounds Mobile India, and Valorant.**
- b. To bridge the gap between casual gaming and professional eSports by providing students with an organized competitive platform to showcase their gaming skills and strategies.
- c. To introduce participants to the fundamentals and advanced concepts of competitive gaming, including team coordination, communication, tactical planning, and fair play in modern eSports environments.

- 7. **Event Contributing to SDGs (Global / National / Regional / Local Requirement)**

Yes.

The eSports tournament supports SDG 4 (Quality Education) by improving digital and strategic skills, SDG 8 (Decent Work and Economic Growth) by creating awareness about careers in the gaming industry, and SDG 9 (Industry, Innovation and Infrastructure) by promoting modern digital technologies. It also encourages inclusivity and collaboration among students through competitive gaming such as Call of Duty: Mobile, Free Fire, Battlegrounds Mobile India, and Valorant.

- 8. **Event Usefulness Leading to – Employability / Entrepreneurship / Skill Development / etc.**

Yes.

The event promotes skill development such as teamwork, communication, and strategic thinking. It creates awareness about careers in eSports, encourages innovation and entrepreneurship in gaming, and promotes professional ethics and fair play while providing equal participation opportunities for all students



Name of Faculty Coordinator: Mr. Sai Prashanth Mallelu

9.Resource Persons:

S.No.	Name and Designation	Organization
1.		
2.		

10.Total Number of Participants:

Students	Faculty	Staff	Total Participants
23	0	0	23

a. Student Attendance (*Annex attendance details in the below-given format*)

7. OK. I've created the table with the team captain names, the games they registered for, and their email addresses.

Team Captain Name	Select the game you want to register for	Team Captain Email ID
Yashwardhan Tarwala	Free Fire	24010324127@student.slsh.edu.in
Teja	BGMI	24022022024@scmshyd.siu.edu.in
Jeremy Eliot	Free Fire	Jeremyelliotsinghnagpur@gmail.com
ADNAN UDDIN	Free Fire	Adnanuddin5557@gmail.com
Prathiv	Free Fire	25010323119@student.slsh.edu.in
Abhinav	BGMI	25010324031@student.slsh.edu.in
Aditya Gupta	COD Mobile	adityagupta882004@gmail.com
Abhinav	Free Fire	24070722020@sithyd.siu.edu.in
Tarun	COD Mobile	Tarun200725@gmail.com
Devank Reddy	COD Mobile	devank2588@gmail.com
Manish	BGMI	rajumanish0517@gmail.com
Shashi	Free Fire	pulegarisashikirran@gmail.com
Soha	Valorant	sohamgawli3@gmail.com
Vrishab	Free Fire	25070725006@sithyd.siu.edu.in
Sujay	Valorant	24070721040@sithyd.siu.edu.in
Vaidyadev	Free Fire	Vaidyadevatcha3@gmail.com
Aditya jha	BGMI	Aadityazha14@gmail.com
Aryan	Free Fire	aryanboddu14@gmail.com
Krishna Srivastav	Free Fire	25070721030@sithyd.siu.edu.in
Chitturi Kaushal Ram	COD Mobile	kaushalramchitturi@gmail.com
Adesh kumar Shrivastav	COD Mobile	24010323076@student.slsh.edu.in
Varshith	COD Mobile	23022022090@scmshyd.siu.edu.in



11.Event Schedule

- **5th (Day 1)**
Afternoon: Battlegrounds Mobile India Tournament
Afternoon: Free Fire Tournament
- **6th (Day 2)**
Morning: Call of Duty: Mobile Tournament
Afternoon: Valorant Tournament

12. Description of Event (max. 250 words)

13. Here is the same description converted to your eSports event context and kept shorter and suitable for a report:

- 14.** The eSports tournament is designed to introduce students to the rapidly growing field of competitive gaming and digital entertainment. The event aims to bridge the gap between casual gaming and professional eSports by providing a structured platform for students to participate in competitive matches and showcase their skills.
- 15.** The tournament features popular games such as **Battlegrounds Mobile India, Free Fire, Call of Duty: Mobile, and Valorant**, allowing participants to experience different styles of team-based and strategy-driven gameplay.
- 16.** Through this event, students improve teamwork, communication, decision-making, and strategic thinking skills. The tournament also promotes fair play, sportsmanship, and awareness about opportunities in the growing eSports industry such as professional gaming, streaming, and tournament management.
- 17.** Overall, the event encourages innovation, collaboration, and digital engagement while providing students with an exciting and competitive learning experience.

13.Feedback Analysis (preferably create a graphical representation):

Tick (✓) to Scale on 1-10 (1 – unsatisfactory and 10 – exceptional)

	1	2	3	4	5	6	7	8	9	10
Overall Satisfaction										✓
Usefulness of Event										✓
Resource Persons										✓
Quality of Content										✓
Ease in attending (Offline/ Online/ Blended)										✓
Support at Event (Organizing team feedback)										✓
Accommodation (if availed)										✓
Handouts/ Study Material (if provided)										✓

14. Details of Achieved Outcomes (Whether the objectives were achieved and an inclusive environment was created?) (max 50 words)

The objectives of the event were successfully achieved by providing participants with a competitive platform to showcase their gaming skills and teamwork. An inclusive environment was created by encouraging equal participation, strategic collaboration, and fair play across games such as Call of Duty: Mobile, Free Fire, Battlegrounds Mobile India, and Valorant, ensuring engagement and accessibility for all participants regardless of background

15.Photographs/ Press Note/ Media Coverage:

Note: Max 2-4 geotagged-pics (please follow geo tagging guidelines issued by SIU)



SYMBIOSIS INSTITUTE OF TECHNOLOGY, HYDERABAD

Constituent of Symbiosis International (Deemed University), Pune

(Established under Section 3 of the UGC Act of 1956 vide notification number F-9-12/2001-U-3 of the Government of India)

Re-Accredited by NAAC with 'A++' Grade

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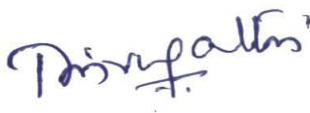


BLAZE 2.0
eSports Tournament

LAST DATE FOR REGISTRATION: 04/03/2026

BGMI KRAFTON | **VALORANT**

COD MOBILE | **FREE FIRE**

REGISTER NOW!
TOTAL PRIZE POOL: ₹10,000
TOURNAMENT STARTS: 05/03/2026

Signature & Name (QIC Coordinator)	Signature, Name & Seal (Director of Institute)
	 

Director
Symbiosis Institute of Technology
Hyderabad-509 217.