

GENEREX PUBG Event Tournament

Organised by
Diploma Students of Sports Science and Recreation

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On 4th and 5th June 2021, the PUBG (Player Unknown's Battlegrounds) event tournament was organized by Sport Science and Recreation diploma students. This event intended to help students handle the elemental activities sportsmanship, team spirit, cooperation, and lots more. The programme was inline with the main vision of the Faculty of Sports and Recreation Science to be the centre of excellence and leadership in the field of sports, sports management and recreation superior, ethical and world class.



The main purpose of this tournament event was to fulfil the requirements of Event Management (SMG251) curricular in organizing virtual e-sport events. The tournament was held in two days of sports team squad battles. A total prize pool of 800 MYR was awarded among winners of each perspective mode. The tournament was ultimately won by the Melorion Hoho-team, who took home the top prize of 250 MYR. The champion, Astra E-Sport took a slice of chicken worth RM150 and the runner up, Atomic Revolution brought home RM100.

With the involvement of all committee members in all aspects of the management, the tournament was successfully organized. All committee members gave rational ideas and all efforts were produced more effectively. With the improvement of the marketing and promotion of the event, there were more spectators to watch the match online during the live streaming session. There are hundreds of spectators watching and supporting their members competing in the PUBG tournament.



Participants of PUBG Tournament

In addition, this program can also strengthen the relationship between team members in the Faculty of Sports and Recreation Sciences as well as fostering a spirit of cooperation with each other. In conclusion, the tournament event was successfully managed. Hopefully, the tournament event could add experience in event management and learn about the procedure of organizing events virtually. Running an event online is not easy, but all participants can work together and unite to make the event a success. We can learn a lot about e games event management.



Winners of the event