

# INFORMS OPEN ESPORTS MLBB FAST-TOUR 2024

A TRIUMPH IN MOBILE ESPORTS



The INFORMS Society successfully organized the INFORMS Open eSports MLBB Fast-Tour 2024

**By Margeret Jelian Anak Calvin Davidson**

INFORMS Society successfully organized the INFORMS Open eSports MLBB Fast-Tour 2024 on Saturday, 18th May 2024, at Dewan Jubli, UiTM Sarawak, Samarahan Campus. The event aimed to foster student camaraderie, showcase gaming skills, and promote competitive e-sports within an academic setting, with enthusiastic participation from teams across various faculties competing for the championship title.

The planning phase was thorough. As discussed with INFORMS Advisor Dr. Hajah Imilia binti Ibrahim, the goal was initially 16 teams. However, due to time constraints, only 8 teams participated. A special committee was set up to find a qualified referee, and 15 students from the School of Information Science were appointed to assist the INFORMS committee.

As the event date neared, enthusiasm built among INFORMS and its participants. The event starts at 9.00 a.m., and all the teams will begin their matches together without any complications. The tournament's grand finals continued after lunch hour, which was at 2.00 p.m. The top two teams were highlighted to face off in a thrilling match that kept everyone glued to their screens, including the INFORMS. The big screen in front of the hall was opened for the audience to watch the live match. The venue was energized as teams battled it out in front of the audience. The tournament featured high-stakes matches, culminating in a grand finale that kept spectators on the edge of their seats and their eyes stuck on the screen. The final game was a close contest, with both teams displaying exceptional gameplay.

At the end of this tournament, the champion, the runner-up, and the third place were announced. The champion was secured by the team called "Ih Takutnye," the second runner-up was won by "Autown Esports," and the third place was "Power Rangers." The President of INFORMS, Muhammad Amierul Haqem bin Mohd Faizan, was called on stage to present the prizes to the winners. Then, this program ended well with a photo session with the players and the audience.

In conclusion, INFORMS considered this event successful due to the hard work and dedication of all the people involved. INFORMS gave gamers a platform to demonstrate their skills and emphasized the value of teamwork among students at the School of Information Science. Regarding the number of visitors coming, even though few people were attending, the hall was filled with thunderous cheers from the audience and the participants themselves. Hopefully, this event can be held and continued in the future as it can foster teamwork, strategic thinking, and networking opportunities among the students.



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