

A REPORT ON CYBERCLUTCH 2.0

Date: 12th, 13th and 15th July, 2023
Venue: Hybrid

CYBER CLUTCH 2.0

BRING YOUR SQUAD

GAMING EVENT



Introduction:

Silver Oak University IEEE Student Branch organized a competitive **gaming** extravaganza called “**CyberClutch 2.0**”, which aimed to boost the talent of our youth, cultivate a display of skilled dexterity and expertise all while showcasing the ingenuity of the squad with members that would beat all the odds towards victory. This **India-level** competition welcomed players from all spaces to exhibit their talent and be rewarded for it.

About the Event:

Date: 12th, 13th and 15th July, 2023

Time: 11:00 A.M. Onwards

Venue: Hybrid

Participants: 70

Day 1:

On 12th July 2023, the first round of the league began, each match lasted 45 minutes with a coin toss within Valorant, which decided the squads role to be either the defenders or the attackers of 'spike', the objective being to safeguard it from the opponents. The players had started planning the game plan for the strike they were about to engage in as soon as their role was assigned. It was an exciting and thrilling display of strategy and teamwork. Each team was assigned a team manager for a smooth workflow. To mitigate any disruption of game flow and encourage decorum, 5-8 game moderators were posted to vigilantly observe and duly act.

The competition was held in a bracket fixture format, which created an atmosphere of excitement and tension for the squads as each round progressed. Valorant utilized the players' ability to multitask by concentrating as well as discussing strategies with each other. The squads were seen cheering each other on and rooting for their favourite players. It was an amalgamation of expertise and joy as one team beat another after every round. A total of 16 matches were played within which 6 out of 14 teams were eliminated. Thus, leaving 8 teams remaining for more thrilling conquests the following day.

Day 2:

On the morning of 13th, high spirits of the players were rejuvenating to bask in, team managers were coordinating their teams as the timer struck and the games commenced. The competition saw 6 matches of 45 minutes each on this day, wherein 4 out of the 8 teams got eliminated. Regardless of the outcome, the defeated teams kept the morale high for the remaining ones, cheering each other on along the way. Squads often made impactful comebacks, after many gruelling defects, inspiring themselves with spirited confabulation, not only surprising the teams but also galvanising them to be better despite all their previous setbacks.

The electrifying energy of the room increased substantially as the hours went on, demonstrating the thrill of video gaming and the communal adventure of defeating opponents within it. The day ended with the squads who had made it to the finals of the league, their team names were displayed on the bracket fixture for all to see and be proud of.

Day 3:

The finals of this gaming extravaganza occurred on the 15th, where the 4 remaining squads played with each other. The entire day's matches were live streamed on **Silver Oak University IEEE SB YouTube channel**, along with incredibly charismatic and humorous talk-along of the event unfolding in real time. A total of 4 matches were played, closing the bracket fixture to two supreme teams, After Peace 2.0 and No Flexx, who played the best of the three. Thereby After Peace 2.0 consequently won 2 matches, thus claiming the victory.

They also received a cash prize of Rs. 4000. As runner up team, No Flexx also had much to be happy about as they were rewarded with a cash prize of Rs. 2000, to an enigmatic round of applause from the rest of the members and viewers alike. This would not have been possible without the encouragement and support of Dr. Satvik Khara, Dean, Diploma Engineering, Silver Oak University; Head, Department of Computer Engineering, SOCET; Senior member IEEE; Founding Member, Silver Oak University IEEE Student Branch; Chairperson, SIGHT, IEEE Gujarat Section and Secretary, Computer Society, IEEE Gujarat Section.

Conclusion:

To conclude, the 3-day gaming marathon was a resounding success, unveiling immense talent and forging new bonds, all while striving for a better outcome and never giving up. The event not only provided a platform but also fostered camaraderie and friendship among participants, creating lasting bonds that extend beyond the virtual realm. Throughout the extravaganza, players demonstrated unwavering determination and resilience, never succumbing to setbacks but instead rising above challenges.

Some glimpses of the event:



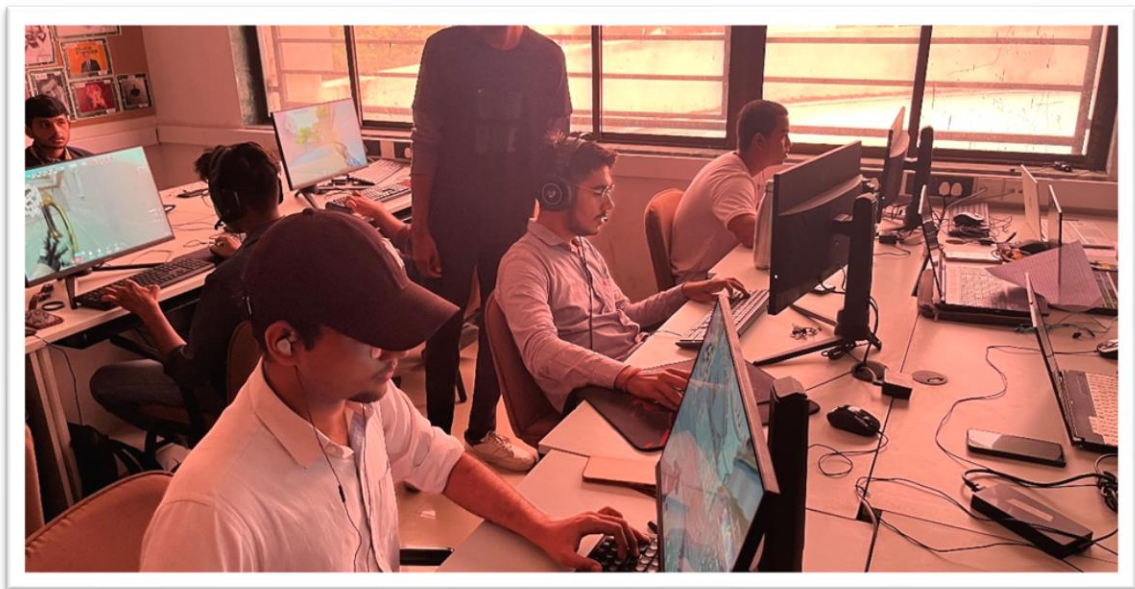
Participants while playing a match.



Game moderators monitoring the matches.



Set-up and equipment check before a match.



In-game monitoring for fair gameplay.



Dr. Satvik Khara sir bestowing prizes to the Winner Team “After Peace 2.0”



Prof. Digant Parmar sir bestowing prize to Runner-Up Team “No Flexx”