

CSI ArenaX Gaming Event: BGMI Tournament Report

Date : 26/11/2024 and 27/11/2024

Registration fees: 300 Rs.

Platform: Online

Purpose:

The CSI ArenaX BGMI Tournament was organized with the primary goal of bringing together gaming enthusiasts and fostering a spirit of healthy competition within the gaming community. The event aimed to provide a platform where players could showcase their skills, strategize in high-pressure scenarios, and engage in thrilling battles against like-minded competitors.

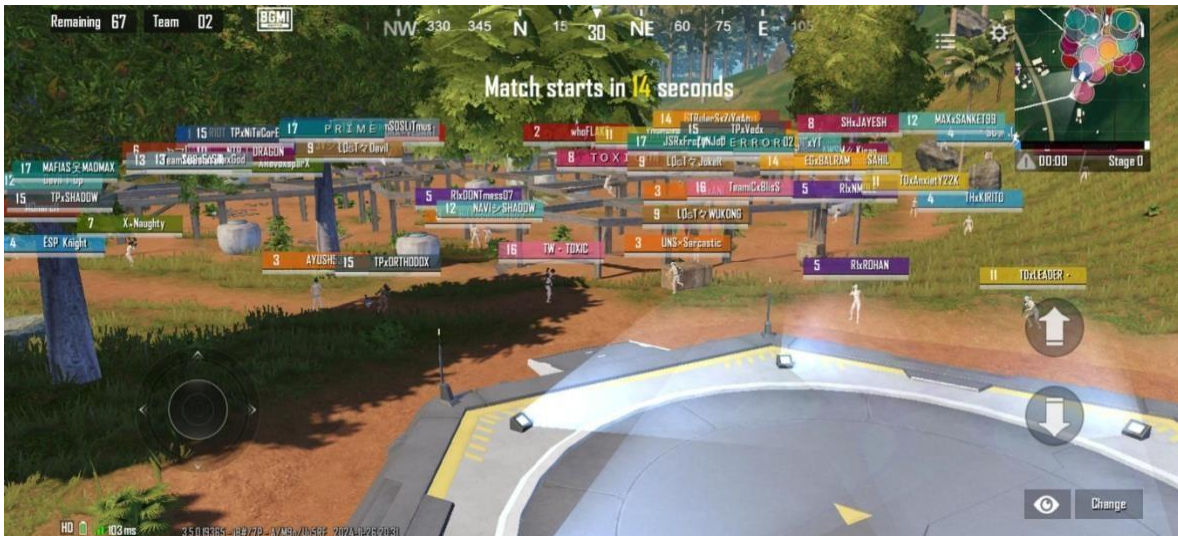
Event Structure and Timing:

The gaming event was structured into three matches, each played on a different map to offer variety and challenge to the players. These matches were conducted online, and the matches were divided into two groups, Group A and Group B. Each group consisted of 16 players, making a total of 32 players participating in the tournament.

The event timeline was as follows:

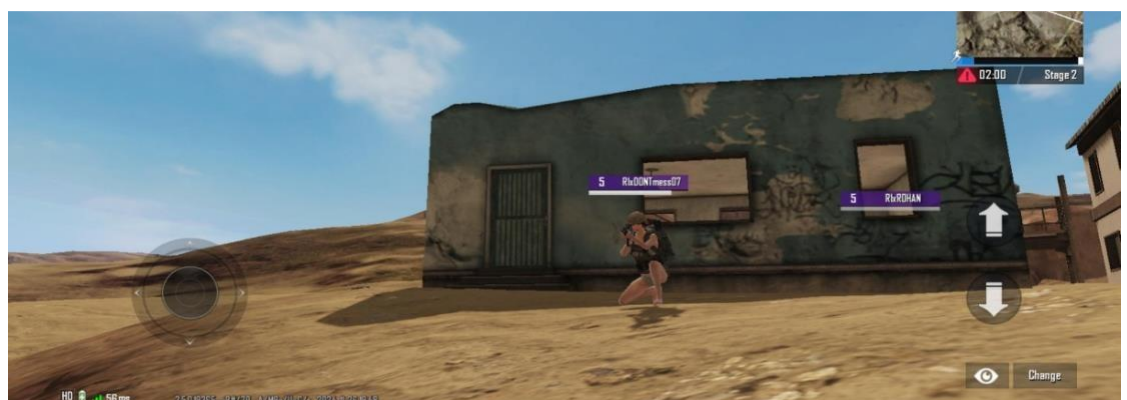
- **Match 1: Erangel Map-** The first match kicked off at 6:30 PM on the popular Erangel map. Erangel is known for its diverse terrains, making it an ideal starting point to warm up the players for more intense battles ahead. The players had to utilize their tactical skills to survive and collect points as per the predefined point system.
- **Match 2: Miramar Map-** The second match started at 7:30 PM on the Miramar map, which is known for its vast open spaces, deserts, and difficult terrain. The players were tested on their ability to adapt to the harsh environment and engage in combat while also considering the strategic positioning and cover available across the map.
- **Match 3: Sanhok Map -** The final match of the day began at 8:30 PM on the Sanhok map. Known for its dense forests and small size, Sanhok provides a fast-paced and action-packed experience. Players had to make quick decisions while balancing combat strategy and survival tactics.

The event saw the formation of two competitive groups: ****Group A**** and ****Group B****, each consisting of 16 players. The event was held simultaneously for both groups, ensuring that each group had its own set of challenges to face. The players in both groups were equally skilled and enthusiastic, which led to an exciting series of matches. Throughout the evening, players showcased their impressive strategies, team coordination, and reflexes, making the event an unforgettable experience for everyone involved.



Pre Game Lobby

The top 8 teams from both Group A and Group B were selected based on their overall performance across all three matches. These teams earned a spot in the finals, which will take place the following day, 27th November 2024. The final promises to be a high-stakes battle, as the top performers from both groups will compete for the championship title.



Player Sniping

On 27th November 2024, the final day of the CSI Committee's BGMI tournament took place, showcasing an exhilarating battle among the top 16 teams from Day 1. The structure and timing mirrored Day 1, with three matches conducted on the same maps. The stakes were high, and every team brought their A-game to the battlefield. Teams entered the day with varying strategies—some opting for aggressive plays to maximize eliminations, while others focused on survival and placement points to secure a higher position. The competition was fierce, and every decision made during the matches had a profound impact on the leaderboard.

Point System and Rules:

The event followed a carefully structured point system to determine the best-performing players and teams. Points were awarded based on the following factors:

- **Kills:** Players received points for each opponent eliminated during the match. This rewarded aggressive and strategic gameplay, encouraging players to stay active and engage in combat.
- **Survival Time:** Players who survived for longer durations in the game, while maintaining their position on the leaderboard, earned additional points. This encouraged players to stay alert and manage their resources efficiently.

Highlights and Key Moments:

- The most notable moment of the event was the intense competition between the players, particularly in the Miramar match, where several unexpected ambushes and strategic moves kept spectators on the edge of their seats.
- The Sanhok match, being the last of the three, was especially fast-paced, with players needing to make quick decisions in order to secure their position for the final.
- The coordination between team members was evident throughout the event. Many teams demonstrated excellent teamwork and tactical execution, leading to thrilling moments in each match.

Winners:

The final matches concluded with three teams emerging victorious. Their consistent performance and teamwork set them apart from the competition:

1st - Team Comeback

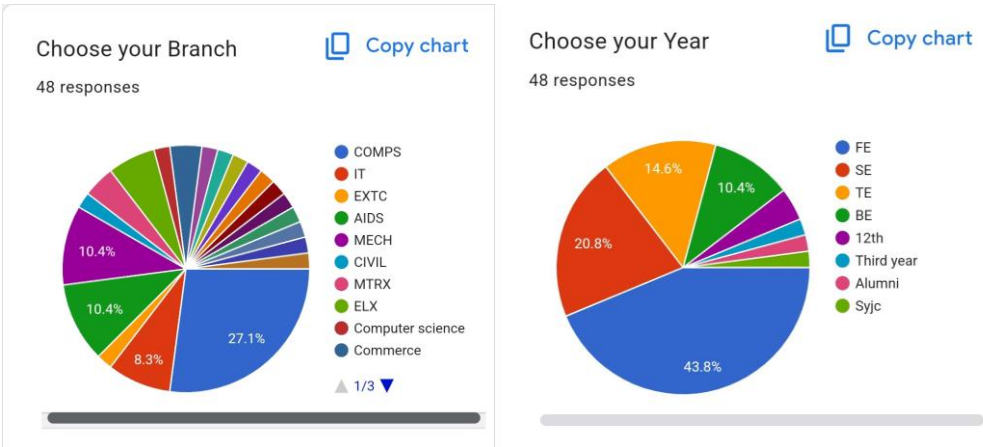
2nd - Team Sakec

3rd - Team Apex

Conclusion:

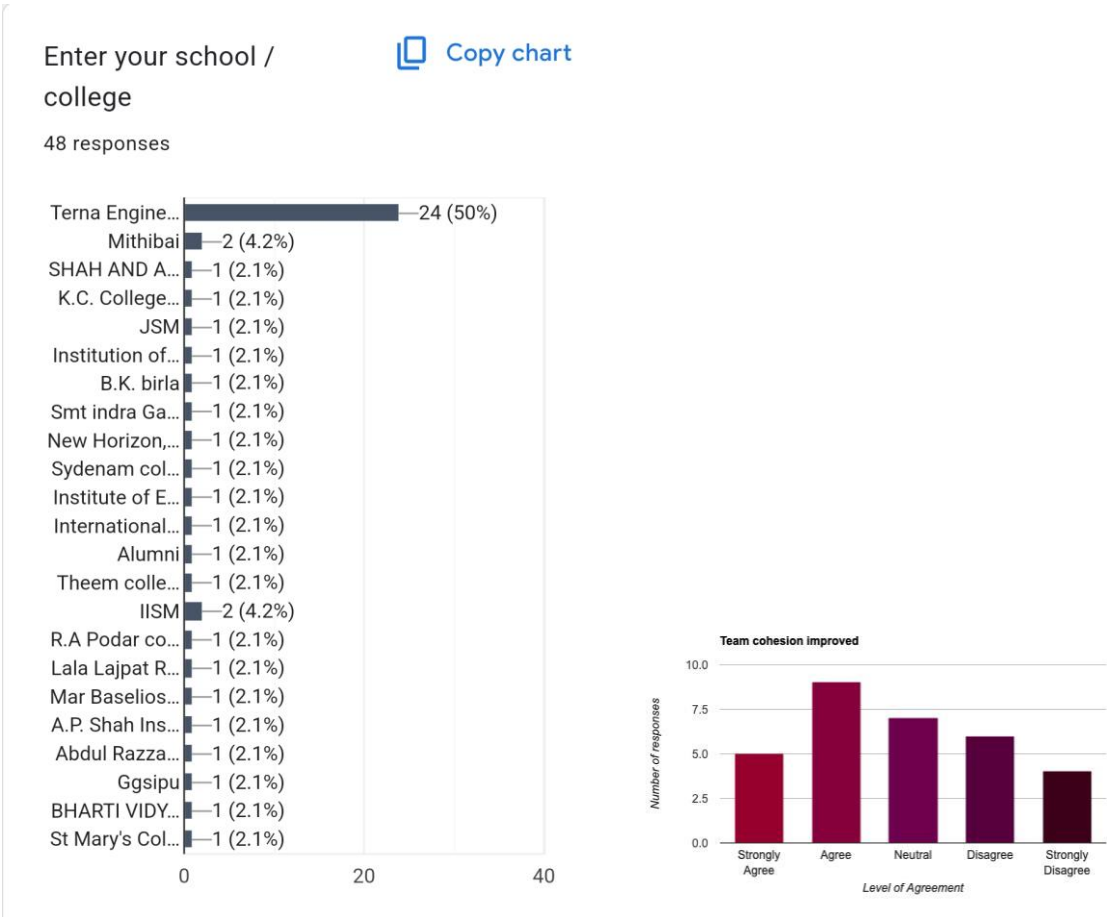
The ArenaX Gaming Tournament on 1st December 2024 was a resounding success, not only as a competitive gaming event but also as a celebration of teamwork, strategy, and the growing e-sports culture. It brought together a diverse group of participants, fostered community engagement, and provided an exceptional platform for showcasing gaming talent.

Attendance :



Attendance PieChart

Feedback and Conclusion :



Feedback Form Data