

CSI ArenaX Gaming Event: Valorant Tournament Report

Date : 1/12/2024

Registration fees: 500 Rs.

Platform: Online

Introduction :

On 1st December 2024, the CSI Committee successfully hosted *ArenaX*, a thrilling online gaming tournament featuring the popular first-person shooter game *Valorant*. Designed to foster teamwork, strategy, and competitive spirit, the event brought together 16 teams for an intense competition. With a registration fee of ₹500 per team, *ArenaX* proved to be a significant success, engaging players and spectators alike.

Event Overview :

The tournament followed a knockout format, ensuring every match was a high-stakes encounter. The 16 participating teams competed over several rounds, culminating in a grand finale and a third-place match. The top three teams—**Team Badmosh**, **Team Code Red**, and **Team Blizzard**—emerged victorious after an exhilarating display of skills and strategy.

Tournament Format and Progression :

1. Initial Rounds (Round of 16):

The tournament began with 16 teams battling in 1v1 matches. After 8 intense matches, 8 teams advanced to the quarter-finals, while the others were eliminated. These matches showcased the competitive spirit and diverse strategies of the participants.

2. Quarter-Finals (Round of 8):

In the quarter-finals, the competition intensified as the remaining 8 teams competed for a place in the semi-finals. The matches were marked by impressive coordination and tactical gameplay, leading to 4 teams securing their positions in the semi-finals.

3. Semi-Finals:

The semi-finals featured the top 4 teams. Each match was fiercely contested, with the winners advancing to the finals. The losing teams faced off in a third-place match to determine the second runner-up.

4. Finals and 3rd Place Match:

- **Finals:** The final match was an epic showdown between **Team Badmosh** and **Team Code Red**. After a nail-biting game, **Team Badmosh** emerged as the champions of *ArenaX*.
- **3rd Place Match:** The battle for third place was equally exciting, with **Team Blizzard** defeating the other semi-finalist to secure their spot as the second runner-up.

Highlights and Achievements :

ArenaX attracted 16 teams, comprising over 80 players. The widespread interest reflected the increasing popularity of e-sports and Valorant among students and gaming enthusiasts. Matches were marked by high levels of skill, teamwork, and strategic depth. Teams showcased their ability to adapt under pressure, making every match engaging and competitive.



Match Starting

Leveraging advanced online gaming platforms, the tournament was executed without technical issues. Players and spectators enjoyed a smooth and immersive experiences. ArenaX fostered a sense of camaraderie among participants, building a vibrant and inclusive gaming community.



1v1 Fight

Winners :

1st Place: Team Badmosh

2nd Place: Team Code Red

3rd Place: Team Blizzard

Each team demonstrated outstanding teamwork, adaptability, and determination throughout the tournament.

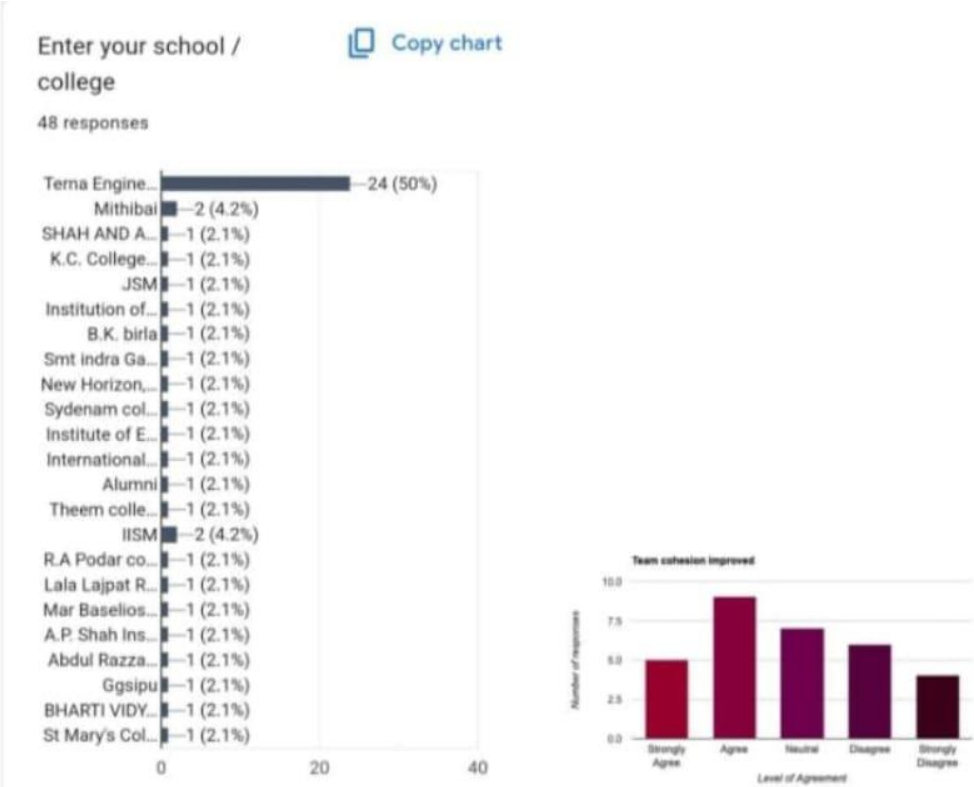
Feedback and Impact :

The feedback from participants and viewers was overwhelmingly positive. Many praised the seamless organization, the competitive format, and the opportunity to test their skills against other talented teams. ArenaX not only provided a platform for gaming enthusiasts but also strengthened the sense of community among participants.

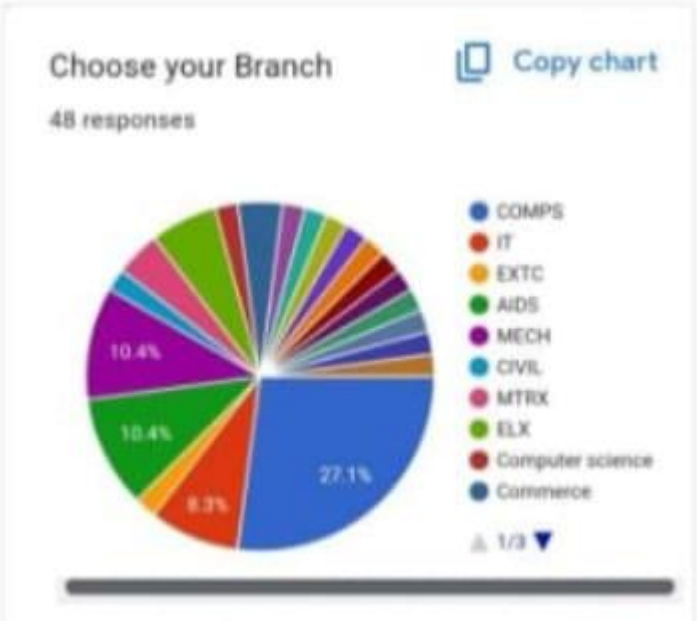
Conclusion :

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.

The seamless execution, coupled with the enthusiastic response from players and spectators, solidified the tournament’s place as a milestone event. The CSI Committee is proud of this achievement and looks forward to organizing more such initiatives, aiming to nurture talent, promote inclusivity, and further establish e-sports as a vital part of the community experience.



Feedback Form Data



Attendance Pie Chart