



HP Omen launch event : Introduction to cutting-edge technology in a fun and interactive environment.

Place: Girls Common Room

Room no. 603

Date: 19th and 20th September

eCell MSIT, under the guidance of our esteemed professor and eCell convener Dr. Neeru Rathee, gaming tournament on the 19th and 20th September from 1:00 PM in the Girls Common Room. The purpose of the gaming tournament featuring the release of two new HP laptops was to showcase the laptops' performance and capabilities while providing an exciting platform for gamers to compete and connect. President Shaurya Mishra, graced the event with his presence, emphasizing the importance of innovation in gaming and technology. His participation highlighted the commitment to fostering a vibrant gaming community and supporting the advancement of gaming experiences. Overall, the tournament served as a celebration of gaming culture and a chance for participants to engage with cutting-edge technology in a fun and interactive



environment.

We extend our heartfelt thanks to Dr. Neeru Rathee for her continuous support and guidance throughout the tournament. Special appreciation also goes to our President, Shourya Mishra and Vice President, Harshika Drall, whose leadership and dedication played a crucial role in the success of this event. Their efforts have ensured that we bring on board the best talent to drive eCell's initiatives forward.



On day 1,

- eCell MSIT organized a gaming event featuring popular titles such as Valorant and Tekken 7. The event provided an exciting platform for students to engage in friendly competition and showcase their gaming skills.
- Although the first day did not see many tournaments take place, participants enjoyed casual matches and built camaraderie through their shared passion for gaming. The atmosphere was lively, with players enthusiastically supporting one another and exchanging strategies.

On day 2,

- Players were playing games and on the basis of their performance they were selected for the tournament and a tournament held.
- The winner won a Tee from Omen with a branding of Omen and Intel. All those who were posting stories they got option between batch and key chain and semi final and honorable

played got both as complimentary gifts. Participants engaged in various games that served as qualifiers for an upcoming tournament. Based on their performance, players were selected to compete in the tournament, showcasing their skills and sportsmanship.

Tournament Results

The tournament featured intense matches, culminating in a thrilling final round. The winner was awarded a branded T-shirt from Omen, featuring logos from both Omen and Intel, symbolizing



their victory and recognition within the gaming community.

Participant Engagement

To encourage participant interaction and social media engagement, players were incentivized to post stories about their experiences. Those who shared posts had the option to receive either a branded badge or a keychain. Additionally, participants who reached the semifinals and those who played honourably were rewarded with both items as complimentary gifts.

Conclusion

Gaming Tournament was a resounding success, with high levels of participation and engagement. The tournament not only highlighted the skills of the players but also fostered a sense of community and excitement among attendees. Looking ahead, we anticipate continued enthusiasm as the event progresses.

