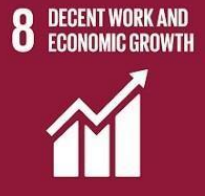


Standard Report Format

Title of Activity*	National College Cup Lan Qualifiers [North Zone]
Organized by (School/Centre Name)*	School of Engineering, Department of Electrical Electronics and Communication Engineering
Program Theme*	Gaming League
Date*	24-05-2026
Time*	10:30 AM- 5:30 PM Block–C Room no. 545 & 538 (Offline Mode)
Banner	
YouTube/Facebook Link: (if live steamed or video posted on FB/YT)	NA
Social media link (promoting in any one Facebook/Instagram/ Twitter is mandatory)	NA
No. of Students* (only no. to be written, list in excel or word should be maintained at department level as proof for any further requirement)	10 Internal +10 External

No. of Faculty* <i>(only no. to be written, list in excel or word should be maintained at department level as proof for any further requirement)</i>	1
No. of External Participants (students+faculty) <i>[write NA if not applicable]</i>	10
Photograph-1*	
Photograph-2	
Photograph-3	

Description (min 250 to max 800 words)*	The Department of Electrical, Electronics & Communication Engineering organised a cultural event National College Cup Lan qualifiers (North zone) tournament was successfully conducted for all college students with the objective of driving eSports growth and providing major exposure to the MOBA gaming ecosystem. The event commenced at 10:30 AM, where the special guests, including prominent content creators (Kaveesha Vemuri & Vijay Duggal) and top MOBA casters (RV The caster), were formally welcomed by the organizing team and Dr. Divya Sharma. Following the welcome address, the competitive matches began with active participation from the registered teams. During the tournament, players showcased high-level skills in mobile gaming and actively interacted with opposing teams. Competitors collaborated to discuss complex in-game strategies and executed them in real-time to secure victory. Additionally, creators utilized the campus venue to capture and generate engaging digital media. The casters distributed official merchandise to the participants and shared valuable insights regarding the eSports ecosystem in our country, highlighting the growing interest of universities in supporting competitive gaming.
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SDGs Mapped	
Report Submitted by <i>(write faculty coordinator name) Fields marked with '*' are mandatory</i>	Dr. Divya Sharma Associate Prof. DEECE