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TENSOR X VERTECHX EVENT – BGMI

Event Overview

The Department of Artificial Intelligence and Machine Learning organised a tournament titled “BGMI” as part of VERTEX 2025 on 15 November 2025, from 10:00 AM to 4:30 PM, in the AIML Department Lab Block, MVJ College of Engineering, Bangalore.

The event aimed to promote teamwork, strategic thinking, coordination, and a healthy competitive spirit through e-sports. A total of 56 teams registered for the tournament, which was conducted in multiple stages, including qualifiers, semi-finals, and finals. The matches were held between 10:00 AM and 4:30 PM, with proper network setup and fair-play monitoring to ensure the event was conducted smoothly. In Round 1 – Qualifiers, teams played across five lobby matches, with the top 16 teams advancing to the next stage. During Round 2 – Semi-Finals, teams competed in two lobbies, focusing on zone rotation and survival strategies. The Grand Finale was followed by a judging session in which the evaluation was based entirely on individual scores from each round of the competition, determining the final rankings.

The tournament was coordinated by faculty members with active support from AIML student volunteers. Participants demonstrated strong decision-making and collaboration skills throughout the matches. The event also attracted a large audience, with more than 200 students actively witnessing the competition, contributing to an energetic and enthusiastic atmosphere.

Objectives of the Event

The primary objectives of the event were:

- To encourage teamwork and coordination among students
- To develop strategic thinking and quick decision-making skills
- To promote a healthy competitive spirit through e-sports
- To provide a platform for students to showcase gaming skills
- To strengthen the e-sports culture within the institution

Outcomes and Impact

The BGMI Tournament successfully enabled 140+ students from 36–39 teams to showcase their decision-making, strategic thinking, and teamwork abilities. Participants demonstrated strong coordination, strategic planning, and collaboration throughout the tournament. The event encouraged healthy competition among students and significantly strengthened the e-sports culture at MVJCE, fostering engagement, interaction, and sportsmanship across departments.

Conclusion

The BGMI event was a well-organised and highly engaging tournament that created a vibrant competitive environment. It encouraged student participation, enhanced teamwork skills, and contributed positively to campus e-sports culture. Overall, the event was a successful initiative that added value to extracurricular and co-curricular activities.

Report by: Prof. Amit Kumar,

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Fig. 1- Students while participating in the event



Fig 2 - Judges Prof. Sanjivini D Tipe and Prof. Ankita Mishra



Fig 3 - Participants during the event