



**SOMAIYA
VIDYAVIHAR**

K J Somaiya Institute of Technology
An Autonomous Institute Permanently Affiliated to the University of Mumbai



Indian Society for Technical Education

Event “Call of Duty” Held by ISTE On 9th & 10th Oct, 2025

K. J. Somaiya Institute of Technology’s (KJSIT) Indian Society for Technical Education (ISTE) organized an event “Call of Duty” on 9th & 10th October 2025 from 12 PM to 4 PM at CR 0 & CR 12 respectively. ISTE Student Coordinators & Team were the presenters for the event. The session was organized under the guidance of Prof. Sarika Mane, Faculty Coordinator.

Publicity Poster:



Event Details:

Date and Time: 9th & 10th October 2025

Venue: CR0 & CR12, KJSIT, Sion

Registration fee: ₹150 per team

Time: 12:00 PM – 4.00 PM

Participants: All Students

Prize: ₹2500/-

Mode: Offline



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Objectives:

- To foster teamwork, strategic thinking and competitive spirit among students through e-sports.
- To provide a platform for gamers to showcase their skills in a structured and engaging environment.
- To promote gaming as a legitimate avenue for recreation, collaboration and community building on campus.

Faculty Coordinator:

- Prof. Sarika Mane

Event Heads:

- Ayush Shetty
- Dilip Patel

About Event:

The ISTE committee of KJSIT conducted a thrilling event called ***“Call of Duty”***. The Event was organized in the CR 0 & CR 12, led by **Ayush Shetty** and **Dilip Patel**. The event planning commenced 9:00 AM in advance, ensuring all logistics were meticulously taken care of. Participants unleashed skills and achieved a chance to win a pool prize of up to Rs. 2500/- with their spirit. Event had two different stages.



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STAGE 1: KNOCKOUT MATCHES (DAY 1)

Teams competed in knockout rounds to qualify for the next stage. Each match determined which teams advanced based on their performance and overall score.

- **Mode:** Team Deathmatch (or Battle Royale, depending on setup)
- **Format:** Knockout – losing team eliminated
- **Time Limit:** Standard in-game duration per match
- **Judging Criteria:** Total kills, team coordination, fair play

STAGE 2: SEARCH AND DESTROY (DAY 2)

Qualified teams competed in the *Search and Destroy* mode, focusing on strategic gameplay and teamwork. Each round tested communication, planning and execution under pressure.

- **Format:** Best-of-three rounds
- **Objective:** Attack or defend bomb sites effectively
- **Judging Criteria:** Match wins, strategic play, team coordination

Rules:

- Players must participate with registered teams only.
- Use of cheats, hacks, or unfair means will lead to immediate disqualification.
- Maintain sportsman like behaviour throughout the event.
- Matches to be played under standard *Call of Duty* settings decided by the organizers.
- In case of a tie:
 - Total kill count will be considered.
 - If still tied, the fastest win time will determine the winner.



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Winners:

- **Winner:** Team MKX-GODS

Event Glimpses:



Outcomes:

The *Call of Duty Tournament* had several positive outcomes:

1. **Teamwork and Strategy Development:** Participants enhanced their teamwork, coordination and tactical thinking skills through competitive gameplay, learning to communicate effectively under pressure.



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- 2. Community Engagement:** The event fostered a strong sense of camaraderie among students, uniting gamers and non-gamers alike through shared enthusiasm for e-sports and campus activities.
- 3. Recognition and Motivation:** Winners and standout players received recognition and rewards, motivating participants to continue pursuing excellence in future gaming tournaments and events.

Conclusion:

The *Call of Duty Tournament* was an exhilarating two-day event that brought together gaming enthusiasts from across the campus, creating an atmosphere of energy, teamwork and healthy competition. It successfully achieved its objectives of promoting e-sports culture, enhancing collaboration among students and showcasing strategic and reflex-based skills in a fun and engaging way. The event was well-organized, witnessed enthusiastic participation and left players and spectators alike eagerly anticipating future gaming tournaments and e-sports initiatives in the college.

Report Submitted by: Mr. Swaroop Pawar, Public Operation Officer, ISTE.

Report Verified by: Mr. Yash Balotiya, Chairperson, ISTE.

Report Approved by: Dr. Harsh Bhor, Faculty Coordinator, ISTE.