



CENTRAL UNIVERSITY OF JAMMU

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Draft: Establishment of an E-Sports Club at the Central University of Jammu

With the growing popularity of competitive gaming, we believe that there is a strong demand among students for a club that caters to their interests in E-Sports. As E-Sports continues to grow in popularity, universities across the world are recognizing the benefits of having an E-Sports club on campus.

With this in mind, we the students from the branch of B. TECH Computer Science Engineering (Cyber Security) are proposing the establishment of an E-Sports Club at the Central University of Jammu. The club will serve as a platform for students to come together and engage in competitive gaming, develop valuable skills, and build a community.

Name of the CLUB: E-Sports – CUJ

The Purpose of establishment and the main Objectives of the CLUB are:

1. Creating a community for students who are passionate about gaming and E-Sports to connect with one another.
2. Providing opportunities for students to participate in competitive gaming and E-Sports tournaments both on and off campus.
3. Fostering personal and professional growth by developing valuable skills such as teamwork, communication, problem solving and strategic thinking.
4. Promoting healthy gaming habits and encourage responsible gaming behaviour among members.
5. Establishing a positive reputation for the university by representing the University in Inter and Intra university E-Sports competitions and events.
6. Creating opportunities for students to learn about and explore potential career paths in the E-Sports industry.
7. Collaborating with other clubs and organizations on campus to host joint events and fundraisers.
8. Create a welcoming and inclusive environment for students of all backgrounds and identities to engage in gaming and E-Sports.

The Plans that we would look forward to implement under this CLUB:

1. Forming a committee of interested students and faculty members to oversee the establishment of the club.
2. Conducting a regular survey to gauge interest in the club and gather information on preferred games, gaming platforms, and potential events.
3. Development of a code of conduct that emphasizes responsible gaming behaviour and creates a safe and inclusive environment for all members.
4. Hosting/ Organizing regular meetings and gaming sessions weekly and bi-weekly to build a community and develop skills of each other.
5. Organizing workshops and guest speaker events to provide educational opportunities related to gaming and E-Sports.
6. Participation in E-Sports tournaments and events, both on and off campus, to represent Central University of Jammu and build the club's reputation.
7. Collaboration with other clubs and organizations on campus to host joint events and fundraisers.
8. Maintaining an online presence through social media to promote the club and its activities.
9. Providing access to gaming equipment and resources for students who may not have access to these at home.
10. Foster personal and professional growth by developing valuable skills such as teamwork, communication, adaptability and collaboration.
11. Securing funding from the university and external sources to support the club's activities and events.
12. Organizing multiple kick-off events to build excitement and enthusiasm for the club, and to attract new members.

By following these points, the plan to establish an E-Sports club at a university can create a welcoming and inclusive community for students who are passionate about gaming and esports, and provide opportunities for personal and professional growth through the development of valuable skills such as teamwork, communication, problem solving, strategic thinking and critical thinking.

To achieve the stated objectives and its implementation, we would require the following support from the university:

- Use of university facilities, such as meeting rooms and gaming equipment, for club meetings and events.
- Funding to cover club expenses, such as equipment purchases and event costs.
- Support for the club's efforts to promote responsible gaming behaviour.
- Recognition as an official university club, with access to university resource and support

COUNCIL MEMBERS:

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Akshat Jasrotia	Sashwata Chakraborty
Ansh Sharma	Shivong Sharma
Dev Babu	Sparsh Keshri
Dhruv Ghai	Swastik
Gourab Keshav	Vivek Kumar
Kirtan Dhotra	Yachhat Chaure
Krishna Kumar Yadav	

*[*ALL THE STUDENTS THOSE WHO WILL JOIN THE CLUB IN THE FUTURE WILL BE UNDER THE PREAMBLE AND THE CONSTITUTION OF THE CLUB*]*

We believe that an esports club can provide a valuable addition to the university's extracurricular offerings, and we are committed to working with the university administration to establish a successful and sustainable club.

Sincerely,
E-Sports CLUB – CUJ