SPORTS FACILITIES

Reva University has advanced sports facilities and has the best infrastructure to support sports training. REVA University has 6 acres of outdoor Sports ground with facilities for cricket, football, basketball, volleyball, kabaddi, tennis, etc. It also has an excellent indoor sports facility for table tennis, carrom board,chess, badminton, gymnasium, etc. The details of Sports facilities available in REVA University is provided below:

INDOOR SPORTS:

SL.NO	EVENTS	QUANTITY	AREA
1	Table tennis boards	3	750 sqft
2	Carrom boards	6	300 sqft
3	Chess	60	300 sqft
4	Multi gym	2	1500 sqft
5	Yoga hall	1	2000 sqft
6	Weightlifting	250kg	200 sqft

OUTDOOR SPORTS:

SL.NO	EVENTS	QUANTITY	AREA
1	400m Athletic track	1	53092.75 sqft
2	Football	1	53092.75 sqft
3	Cricket	1	53092.75 sqft
4	Throwball	1	53092.75 sqft
5	Basketball court	2	14400 sqft
6	Volleyball court	1	7200 sqft
7	Tennis court	1	7200 sqft
8	Kabaddi	1	7200 sqft
9	Hockey	1	16500 sqft
10	Cricket Nets	2	1000 sqft
11	KHO KHO	1	4000 sqft

Overall, an esports club can be a valuable addition to any college or university, providing opportunities for students to compete, build community and develop valuable skills.

The REVA gym works in alignment with the Health and Wellness Programmes drawn up by the University. The sports infrastructure is host to various inter-University and inter-collegiate sporting events. The playground is well-lit at night and sports practice goes on till late hours.

REVA University
Bengaluru - 560 064

ESPORTS CLUB – REVARENA

REVA University touched a new milestone by launching its very own **Esports Club – REVARENA**. Not to be confused with the mundane online gaming, Esports requires a unique set of skills and proficiency for competitive gameplay.

The vision encapsulated in the establishment of the REVARENA club is to encourage and discover the world of competitive gaming and its interplay with sports. The club will act as the bustling hub of gaming, networking with professionals and collaborating with developers to cherish the mutually shared passion for technology and esports. The club would additionally focus on developing and training young talent with the leading professionals in the industry

OBJECTIVES AND SCOPE

Esports, or competitive video gaming, has grown rapidly in popularity over the past few years, and many colleges and universities have started to recognize the benefits of having an esports club on campus. Such a club can provide opportunities for students to compete against other colleges, develop skills in teamwork, communication, and strategic thinking, and build a community around a shared interest.

One of the main benefits of having an esports club on campus is that it can provide a sense of community and belonging for students who may not otherwise have a place to connect with others who share their interests. It can also help promote diversity and inclusion by providing a space where students of all backgrounds and skill levels can come together and learn from each other.
Additionally, esports can help students develop valuable skills that are highly sought after by employers, such as teamwork, communication, and problem-solving. As esports continue to grow in popularity and become more mainstream, having experience in the field can be a valuable asset for students who are interested in pursuing careers in related fields such as game development, marketing, or event management.

Overall, an esports club can be a valuable addition to any college or university, providing opportunities for students to compete, build community, and develop valuable skills.

REVARENA SEASON 1

REVARENA was a major initiative taken by the School of Legal Studies and Department of Physical Education and Sports. The 1st season was conducted on the 19th of April 2022.

The event saw the first intra-university competition where a total of 40 players were registered, these players were then divided into 8 teams and played in league stages. The 8 teams battled in the game

of Valorant and Team Crew of Honoured trumped all the clashes and was declared champions of the first REVARENA tournament.

REVARENA SEASON 2

After the successful launch of Season 1. REVARENA conducted the 2nd Season on the 5th of September 2022. Another new milestone was achieved, where Season 2 saw a whopping 138 players register for the Valorant game. These participants were divided into 25 teams and the matches were played in knockout stages.

The 2nd season also saw sponsors coming onboard to support the esports club. ThinkWorks – A gaming and animations academy supported the club by providing gaming equipment worth INR 15,000 and additionally a cash price worth INR 15,000. Totaling the value of the sponsorship support to INR 30,000.

The second intra-university competition saw 25 teams battling in the game of Valorant. After an intense battle between Team Bankai and the defending champions -Team Crew of Honoured. Team crew of Honoured trumped all the clashes and were successful in defending their title as winners of the REVARENA Valorant Season 2 tournament.

The conclusion of Season 2 we eventful as REVA University was able to create its own Esports team after choosing the best players from this tournament. The official team was later called 'REVA Darkstars' and will go onto competing at various inter university level tournaments, representing REVA University.

REVARENA SEASON 3

In April 2023, the 3rd season of REVARENA'S Intra-University league will again experience many milestones. Apart from Valorant, the club has announced the launching of 2 additional gaming titles in CODM and FIFA for this season. The success of the previous two seasons attracted increased sponsorship support.
Creoverse – An institution that specializes in animation, visual effects, and game design &
Lysto - A gaming identity platform that displays all gaming achievements of players & experiences across all platforms, on a single profile.

Increasing the prize pool for Season 3 to INR 30,000 across the 3 gaming titles.
REVARENA is constantly working on promoting esports from the grassroots level, by working with different organizations who are equally interested in supporting and developing the esports eco system at the University.

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During the 3 seasons of the intra-university leagues, the university has added more students to the REVARENA club, increasing the player base for esports.

CORE COMMITTEE:

A formal Core Committee team has been formed by the students, where over 15 students with specific roles & responsibilities have been established. These roles range from league operators, tournament managers, discord moderators, tournament admins, mobile admins, etc. Committee members team will be reporting to the Director of Physical Education and Sports with day-to-day updates and will be the custodians of managing the club.

The club has also identified Student Ambassadors who will represent the University's interest in the gaming industry. They will closely work with organizations who can support the University in various activities and in bridging the two parties.

COLLEGE / UNIVERSITY AMBASSADORS:

A university ambassador is a student representative who works on behalf of the university to promote and enhance the institution's image and reputation. Ambassadors are typically chosen based on their academic performance, leadership skills, and involvement in campus activities.
University ambassadors can develop skills in communication, leadership, and event planning that can be valuable in their future careers. Currently we have Student Ambassadors for the following esports organizations.
- MOGO ESPORTS
- NSG
- THE ESPORTS CLUB
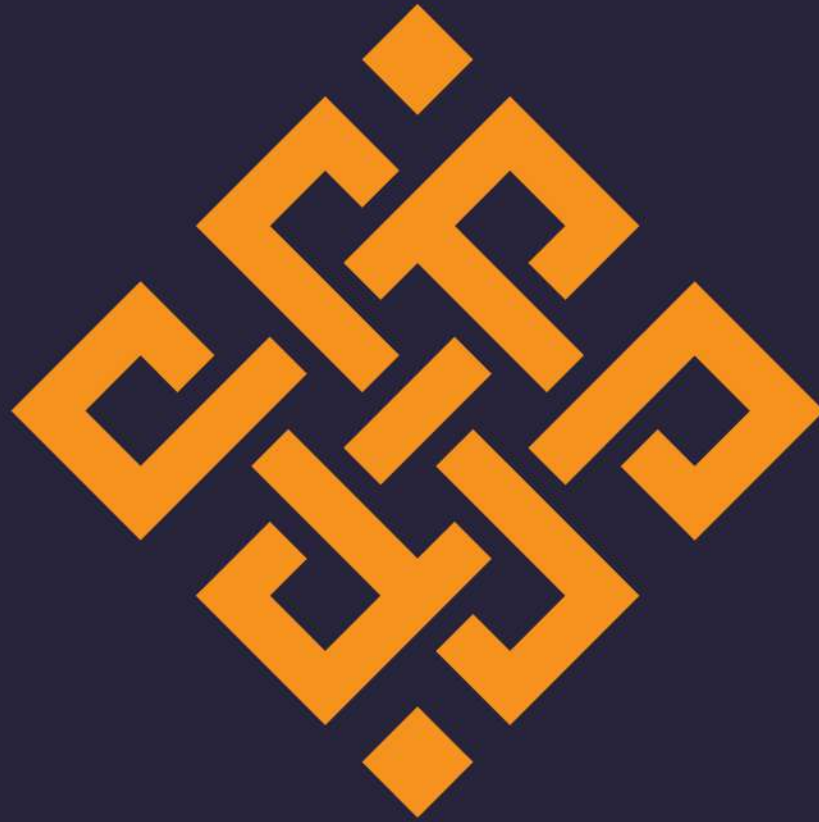
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