ANNUAL REPORT MALAYSIA ESPORTS FEDERATION (MESF)

YEAR: 2025

1. EXECUTIVE SUMMARY

This report provides an overview of the Malaysia Esports Federation's (MESF) key activities, achievements, and strategic growth over the past year of 2024. Malaysia Esports Federation (MESF) continues to play a central role in shaping the future of esports in Malaysia and is committed to further enhancing its collaboration with global esports governing bodies like International Esports Federation (IESF).

2. ABOUT MALAYSIA ESPORTS FEDERATION (MESF)

Mission: To govern and foster the growth of esports in Malaysia, ensuring equitable access to opportunities for players, teams, and organizations.

Vision: To position Malaysia as a leading nation in the global esports' ecosystem, with a strong presence in international tournaments, player development, and community engagement.

Key Values: Innovation, Collaboration, Integrity, Excellence.

History & Role: MESF is recognized as the official national governing body for esports in Malaysia, responsible for coordinating, managing, and overseeing esports activities within the country. MESF works closely with government bodies, international organizations, and industry stakeholders to drive the growth of esports.

3. OBJECTIVE MALAYSIA ESPORTS FEDERATION (MESF)

3.1. National Growth of Esports

Objective: To expand the reach of esports across Malaysia, ensuring access for all demographics, from urban to rural areas. This includes developing grassroots programs, youth leagues, and school initiatives to create a larger pool of talent and engagement at the community level.

Key Actions:

- Launching and expanding youth programs in schools and universities to build interest in esports.
- Organizing local tournaments and community events to identify emerging talent.
- Establishing esports clubs and societies within schools and universities, including providing mentorship and training for students.

Outcome:

- Increased participation in esports, with measurable growth in the number of players, teams, and fans.
- Higher engagement and inclusion of underserved communities in both urban and rural regions.
- Creation of a diverse talent pool that feeds into higher levels of competitive esports.

3.2. Development of Esports Infrastructure

Objective: To enhance Malaysia's infrastructure for esports, ensuring that players have access to top-tier training facilities, competition arenas, and broadcasting services. This includes developing esports arenas, setting up dedicated training facilities, and integrating esports into mainstream media platforms for wider reach.

Key Actions:

- Constructing esports hubs or arenas in key cities and districts to facilitate both local and international competitions.
- Partnering with tech companies to provide advanced equipment for training and competition, ensuring high-performance facilities for players.
- Expanding broadcast capabilities for esports events, including live streaming on multiple platforms to reach a broader audience.
- Working with government and private investors to ensure funding for infrastructure development.

Outcome:

- The establishment of world-class esports facilities that attract international tournaments and sponsors.
- Improved quality of competitions through better resources, leading to more professional and competitive players.
- Increased visibility and recognition of Malaysian esports on a global scale, with events being live-streamed to an international audience.

3.3. Global Representation in Esports

Objective: To significantly increase Malaysia's representation in international esports events and tournaments, ensuring that Malaysian athletes and teams are competing at the highest global levels. This involves developing elite-level training programs, providing athlete support, and facilitating access to global competitions.

Key Actions:

- Identifying and nurturing top esports talent through high-performance training camps and partnerships with international teams.
- Increasing Malaysia's presence in IESF-hosted tournaments and other international competitions such as the World Esports Championship and the SEA Games.
- Offering scholarships, sponsorships, and travel support for Malaysian players to participate in global esports competitions.

Outcome:

- Higher rankings and stronger performances by Malaysian teams in international esports events.
- Increased recognition of Malaysia as a competitive esports' powerhouse in Asia and globally.
- Stronger international relationships through competition, positioning MESF as a regional leader in esports governance.

4. KEY ACHIEVEMENTS AND HIGHLIGHTS

4.1. National Esports Events

List of tournaments by MESF

No	Name of National Tournaments	Participation List	Date
1	PERTANDINGAN REKACIPTA LOGO DAN	100	19 FEBRUARI - 15 MAC

	NAMA PASUKAN ESPORT MALAYSIA		
2	PERTANDINGAN REKA CIPTA SLOGAN DAN WARCRY	100	19 FEBRUARI - 15 MAC
3	TABLETALK 2025	100	23 MAC
4	PIALA ESPORTS MALAYSIA Peringkat kumpulan Peringkat Play In Peringkat Akhir	500	8 MAC - 23 MAC
5	MLBB WOMEN'S INVITATIONAL MYSG 2025	500	1-2 MEI , 7 MEI
6	FOOTBALL MALAYSIAN CUP 2025	600	25 APRIL - 11 MEI
7	MALAYSIAN ESPORT LEAGUE MYML MYEL MYRL MYTL MYSL MYKL MYPL MYFL	500	APRIL - JULAI
8.	K188 E-BATTLE MLBB	500	26 JULAI - 27 JULAI
9	FELDARIAN ESPORTS CHAMPIONSHIP	500	1 OGOS - 3 OGOS
10	MLBB JUNIOR CUP	500	2 - 4 SEPTEMBER
11	E-VARSITY CUP	500	3 & 4 SEPTEMBER
12	WORLD ESPORT CHAMPIONSHIP	500	3 - 7 DISEMBER

4.2. International Tournaments Participated by MESF

No	Name of International Tournaments	Result	Date
1	MALAYSIAN WOMEN INVITATIONAL QUAILFIER 2025	5th Place	1 MEI - 2 MEI
2	ASEAN YOUTH ESPORT CHAMPIONSHIPS 2025	1st Place Singles 1st Place Mixed Doubles	24 JUN - 25 JUN
3	MLBB MID SEASON CUP 2025	2nd Place	10 Julai - 2 Ogos
4	China-ASEAN Esports Championship 2025	2nd Place (Valorant)	17 September - 19 September
3	WORLD ESPORT CHAMPIONSHIP	Champion	3 - 7 DISEMBER
4	33rd SEA Games Thailand	1 gold + 1 silver	9 - 20 Disember

			2025

4.3. Athlete Development & Training Programs

No	Name of Athlete Development & Training Programs	Participation List
1	SAMBUTAN HARI BELIA NEGARA EFOOTBALL	200
2	Kejohanan Esports Kebangsaan 2025	500
3	KEJOHANAN REMAJA 2025 E Football Gran tourismo FC25	100
4	Program Train of Trainers Course	50
5	Program TVET Level 1	500
6	Program TVET Level 2	200
7	Program TVET Level 3	100

5. SOCIAL MEDIA STATISTICS

5.1. MALAYSIA ESPORTS FEDERATION SOCIAL MEDIA 2024

No	Platform	Username	Followers	Engagement
1	Tiktok	https://www.tiktok.com/@mesfmy	1,395	16,682
2	Instagram	https://www.instagram.com/mesfmy/	439	16,682
3	Facebook	https://www.facebook.com/malaysiaesportsfederation	106,897	66,865
4	Website	mesf.my	-	-

5.2. MALAYSIA ESPORTS FEDERATION SOCIAL MEDIA 2025

No	Platform	Username	Followers	Engagement
1	Tiktok	https://www.tiktok.com/@mesfmy	33300	6 Million
2	Instagram	https://www.instagram.com/mesfmy/	3577	3.67 Million

3	Facebook	https://www.facebook.com/malaysiaesportsfederation	112000	860,126
4	Youtube	https://www.youtube.com/@OfficialMESFMY	7960	-

6. MALAYSIA ESPORTS FEDERATION (MESF) ORGANIZATION STRUCTURE

6.1 Official Members & Position of Malaysia Esports Federation (MESF) 2025.

No	Name of Members	Position	Contact Number	Email
1	Muhammad Naim Al Amin Bin Saharudin	PRESIDENT	019-517 0000	naim@mesf.my
2	Afiq Fadhli Bin Narawi	DEPUTY PRESIDENT	012-8088292	afiqfadhli@icloud.com
3	Muhammad Khir Bin Md Noor	VICE PRESIDENT 1	017-4090757	mkhirglobal@gmail.com
4	Muhammad Faries Faizal Bin Shamsul	VICE PRESIDENT 2	011-61660449	faries90@gmail.com
5	Dr Zatul 'Iffah Binti Abu Hasan	VICE PRESIDENT 3	014-2903060	zatuliffah@usim.edu.my
6	Muhammad Muzakhir Bin Nur Mubin	VICE PRESIDENT 4	011-12515129	cattmonos1@gmail.com
7	Syed Fakrurrozi Bin Syed Agil	SECRETARY GENERAL	019-2751999	Fakrurrozi@gmail.com
8	Muhammad Alif Hakimi	ASST. SECRETARY GENERAL	011-15612380	alifhakimiishak@gmail.com
9	Ahmad Shahrul Nizam Bin Ab Gahni	TREASURER	019-9801040	a.shahrulnizam@yahoo.com
10	Luqman Haqim Bin Mat Hassan	HEAD OF INFORMATION	014-5070751	luqman@gamesmyesport.gg

11	Dr Yew Weng Kean	AJK 1	012-5106486	w.yew@hw.ac.uk
12	Mohamad Thariq Bin Kamar	AJK 2	011-2951669	mohdthariq88@gmail.com
13	Eugene Lai Sin Chean	AJK 3	012-8863163	Eugene@esportsarawak.org

14	Abdul Razak Bin Haji Mohd Yusof	AJK 4	019-6633441	zack.rzk@gmail.com
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16	Adib Bin Abdullah	AJK 6	019-7129232	adib.abdullah11@gmail.com
17	Akbar Khan Bin Abdul Malik	AJK 7	-	apengtakahashi@gmail.com
18	Cheoh High Zhi	AJK 8	-	chuckyebu@gmail.com
19	Syed Afif Hakimi Bin Tengku Abdillah	AJK 9	012-7741474	mrkymie85@gmail.com
20	Azzarizal Bin Mohd Zainol	AJK 10	018-2817292	azzarizal@gmail.com
21	Muhammad Hamka Bin Mohd Ali	AJK 11	019-6646555	hamka90@gmail.com
22	Mohd Shahrilnizam Bin Omar	AJK 12	010-2995308	farelomar.jdtesports@gmail.com
23	Muhamamd Fadzli Bin Ab Rahim	AJK 13	017-3606136	fadzli.rahim1987@gmail.com
24	Alexander Charles Yoong Loong	AJK 14	012-3878813	alex@axle.com.my
25	Lai Kok Kiong	AJK 15	012-6541314	blackshrewesport@gmail.com

7. MALAYSIA ESPORTS FEDERATION (MESF) PROGRAM & INITIATIVES

This section will provide an in-depth look at the various programs and initiatives MESF has spearheaded to foster the growth of esports in Malaysia. Each program or initiative is designed to address specific areas of development—grassroots engagement, talent identification, professional development, gender inclusion, and community outreach. Through these initiatives, MESF aims to build a more robust and sustainable esports environment for Malaysia and its players.

7.1. Esports Development Programs
Youth Outreach & Grassroots Development

Objective: To introduce esports to younger generations and foster a love for gaming and competition at an early age. These programs aim to identify and nurture talent from schools, universities, and communities, allowing Malaysia to build a strong foundation for its esports future.

Key Actions:

- Collaborating with schools and universities to create esports clubs, providing resources like gaming equipment and coaching.
- Organizing local tournaments at the school and university levels, encouraging students to engage in healthy competition.
- Developing training workshops for students, teaching them key skills like teamwork, strategy, and leadership.
- Introducing esports curriculum in educational institutions, focusing on the skills required for a career in esports (e.g., game design, broadcasting, marketing).

Outcome:

- A sustainable pipeline of talented players, teams, and organizations coming from grassroots levels.
- Increased awareness and acceptance of esports as a legitimate career path among students and parents.
- Growth of competitive esports leagues at the youth level, laying the groundwork for the next generation of athletes.

7.2. National and Regional Tournaments

Objective: To provide a platform for Malaysian players and teams to compete at a national level while gaining exposure and experience to prepare for international competitions. These

tournaments also serve as qualifying events for global competitions such as the IESF World Esports Championship and SEA Games.

Key Actions:

- Hosting national tournaments in key game titles to identify top players and teams in the country.
- Organizing regional qualifiers and inter-state competitions to ensure that talent from across Malaysia is discovered and developed.
- Partnering with local businesses, sponsors, and media outlets to broadcast events and provide financial support.
- Creating specialized leagues for different game genres (e.g., MOBA, FPS, Fighting Games) to cater to a variety of player skills and interests.
- Offering prize pools, scholarships, and sponsorship opportunities to incentivize participation and elevate the level of competition.

Outcome:

- Stronger and more competitive teams and players who can represent Malaysia at international tournaments.
- Increased viewership and public interest in esports events, helping to expand esports' mainstream appeal in Malaysia.
- Financial and sponsorship support for local teams and tournaments, creating a sustainable ecosystem.

7.3. Player Development Programs

Objective: To provide comprehensive training and support for players to excel at the national and international levels. This includes both technical skill development and personal growth through mentorship and coaching.

Key Actions:

- Establishing esports academies that provide coaching, analysis, and training on game mechanics, strategies, and team dynamics.
- Offering mentorship programs where experienced professional players guide emerging talents, focusing on improving individual and team performance. ○ Organizing workshops on topics like communication skills, mental resilience, and managing stress in high-pressure environments.
- Partnering with sports psychologists and nutritionists to ensure holistic development of esports athletes.
- Creating esports boot camps before major events to intensify training and prepare players for international competition.

Outcome:

- A pool of highly trained and well-prepared players who are competitive at the international level.
- Increased player retention and loyalty to Malaysian esports organizations, reducing talent drain to other countries.
- Enhanced performance and mental fortitude of players in high-stakes tournaments, leading to better results in global events.

7.4. Women in Esports Initiatives

Objective: To encourage and support women's participation in esports, both as players and in leadership roles. This initiative aims to break down barriers to entry and ensure a more inclusive and diverse esports community in Malaysia.

Key Actions:

- Launching female-only tournaments to create a safe space for women to compete and showcase their skills.
- Promoting women in leadership roles within esports organizations, such as team managers, coaches, and event organizers.
- Partnering with global organizations and influencers to create visibility and role models for aspiring women in esports.
- Offering scholarships, sponsorships, and career development programs to young female players and industry professionals.
- Creating online communities and support networks where women can share experiences, collaborate, and grow together in the esports world.

Outcome:

- A more balanced and equitable representation of genders in esports competitions, both in terms of players and leadership positions.
- Increased media coverage and sponsorship opportunities for women in esports, elevating their status in the industry.
- Strengthened community support for women in esports, reducing the stigma and barriers to participation.

7.5. Community Engagement & Fan Development

Objective: To build a strong and loyal esports fanbase within Malaysia, ensuring that the local community is actively involved in the growth of the esports scene.

Key Actions:

- Organizing fan meet-ups, esports viewing parties, and live event experiences to engage with the esports audience in a more personal and interactive way. ○ Running community outreach programs to educate the public on the positive impacts of esports, including career opportunities, social engagement, and entertainment value.
- Developing content creation programs that allow fans to contribute through fan art, commentary, or esports media.
- Launching esports-themed merchandise and fan engagement products, allowing fans to show support for their favorite teams and players.

Outcome:

- A more connected and passionate esports community, with greater support from fans, local businesses, and sponsors.
- Increased media and audience engagement, raising the profile of esports events and increasing attendance and viewership.
- A dedicated and loyal fanbase that supports local events and teams, ensuring the

long-term success of Malaysian esports.

7.6. International Collaboration & Exchange Programs

Objective: To promote Malaysia's esports presence globally and offer Malaysian players, teams, and organizations exposure to international competitions, training, and networking opportunities.

Key Actions:

- Facilitating exchange programs where Malaysian players can train or compete with international teams to broaden their skills and experience.
- Partnering with global esports organizations to co-host tournaments, share knowledge, and create networking opportunities for local players.
- Organizing international esports camps where players from different countries can collaborate and learn from one another.
- Offering opportunities for Malaysian players to participate in global esports events and experience the international esports scene firsthand.

Outcome:

- Enhanced visibility of Malaysian players and teams on the international stage.
- Increased competitiveness of Malaysian athletes in global tournaments, with the exchange of knowledge and training benefiting both local and international participants.
- Stronger relationships with international esports bodies, ensuring Malaysia is well-represented and respected in the global esports' community.

8. MALAYSIA ESPORTS FEDERATION (MESF) ROADMAP 2025

No	Name of Program	Level of Program	Date
1	Malaysia National Esports League (MYNEL)	National Tournament	Jan-Jun 2026
2	Malaysia Esports League 25 (MEL)	National Tournament	Jul-Aug 2026
3	MDEC Junior Cup	Under 18, National Tournament	Aug 2026
4	Program eSports Coaching Course Level 1 Development & Refinement Workshop	National Development Program	May-Nov 2026

5	TVET Program Course Training of Trainer Tvet Level 1 Tvet Level 2 Tvet Level 3	National Development Program	May-Nov 2026
6	Mobile Legends Profesional League Malaysia S17 & 18	National Tournament	Apr&Sep 2026
7	Mobile Legends Snapdragon Pro Series	International Tournament	Mac & Aug 2026
8	Mobile Legends Mid-Season Cup (Msc)	International Tournament	Jul-Aug 2026
9	Mobile Legends Women's Invitational	International Tournament	Jul-Aug 2026
10	Free Fire World Series Sea 2026	International Tournament	Mac & Aug 2026
11	Free Fire Esports World Cup	International Tournament	Jul - Aug 2026
12	Free Fire World Series Global Finals 2026	International Tournament	Aug & Sep 2026
13	Pubg Mobile Professional League MY 2026	International Tournament	Feb, May & Aug 2026
14	Pubg Mobile Global Championship 2026 (Pmgc)	International Tournament	Nov - Dec 2026
15	Esports World Cup	International Tournament	Jul - Aug 2026
16	ASIAN Games	International Tournament	Nov - Dec 2026
17	IESF World Esports Championship (WEC)	International Tournament	Nov - Dec 2026

9. CONCLUSION

As we reflect on the progress and achievements of MESF over the past year, it is clear that the Malaysian esports ecosystem is on a path toward significant growth and global recognition. Through our dedicated efforts in developing grassroots programs, organizing national tournaments, fostering player development, and promoting diversity and inclusion, MESF has positioned itself as a key player in shaping the future of esports in Malaysia.

Our strategic collaborations with international bodies such as the IESF, along with our focus on

infrastructure, talent development, and community engagement, have laid a strong foundation for continued success. As we move forward, MESF remains committed to creating more opportunities for Malaysian athletes, teams, and organizations, while ensuring that esports become a recognized and respected field for all Malaysians.

Looking ahead, we are excited about the prospects of expanding our initiatives, strengthening our global partnerships, and elevating Malaysian esports to new heights. With a shared vision and collective effort, MESF will continue to drive the growth of esports in Malaysia, placing our nation on the world map as a leading force in this dynamic and rapidly evolving industry

10. APPENDICES

1. PERTANDINGAN REKACIPTA LOGO DAN NAMA PASUKAN ESPORT MALAYSIA



2. PERTANDINGAN REKA CIPTA SLOGAN N WARCRY



3. TABLETALK 2025



4. PIALA ESPORTS MALAYSIA





5. MALAYSIA WOMEN INVITIONAL MY/SG 2025





6. FOOTBALL MALAYSIAN CUP 2025



7. MALAYSIAN ESPORT LEAGUE





8. K188 E-BATTLE MLBB





9. FELDARIAN ESPORTS CHAMPIONSHIP



10. MLBB JUNIOR CUP



11. E-VARSITY CUP



12. WORLD ESPORT CHAMPIONSHIP





13. SAMBUTAN HARI BELIA NEGARA EFOOTBALL



14.Kejohanan Esports Kebangsaan 2025



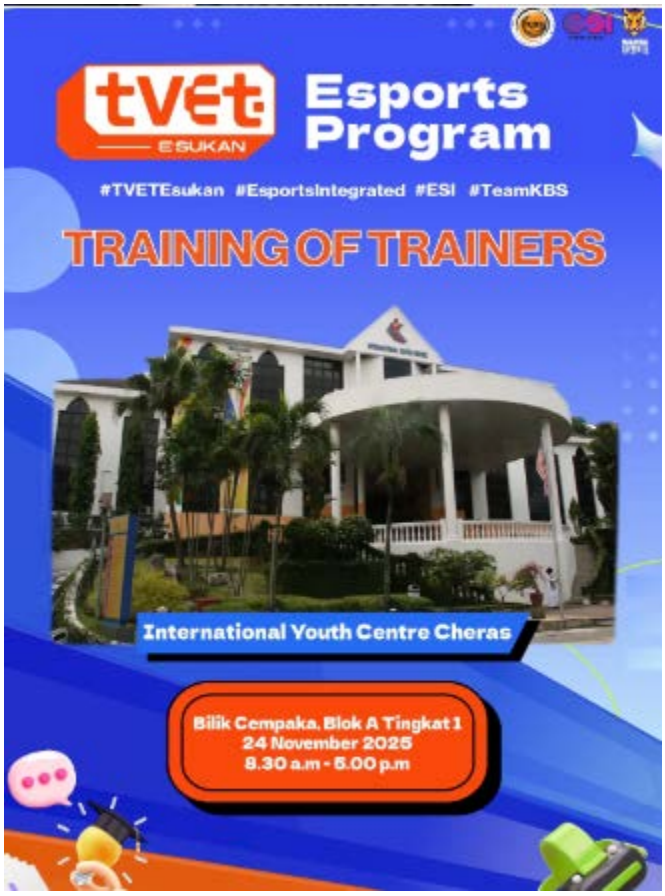
15. KEJOHANAN REMAJA 2025





16. PROGRAM TVET

- PROGRAM TRAINING OF TRAINERS



- PROGRAM TVET LEVEL 1





- PROGRAM TVET LEVEL 2





- PROGRAM TVET LEVEL 3



