Persekutuan Sukan Elektronik Malaysia
Spacerubix, Jalan TPP 1/7,
Taman Perindustrian Puchong,
47100 Puchong,
Selangor Darul Ehsan.

Tarikh : **27** JUNE 2025 (FRIDAY)

No Rujukan :

MINUTES OF MEETING
MEETING TOPIC: ANNUAL GENERAL MEETING 2025
LOCATION: ESI
ATTENDEES:

1. MESF REPRESENTATIVES

Agenda

1. **Appointment of a Permanent Chairperson**
   - A chairperson was selected to preside over the AGM for the evening.
2. **Presentation of the 2024 AGM's Agenda**
   - The Secretary General presented the full agenda for the 2024 annual general meeting.
3. **Presentation of Proposals from Each State**
   - Each state representative submitted and presented their official proposals for discussion.
4. **Presentation of State Portfolios**
   - All participating states presented their respective portfolios, outlining their activities and responsibilities.

Welcome Remarks by Encik Muhammad Naim Al Amin

- In 2024, the Malaysia Esports Federation (MESF) made history by elevating Malaysia to the international stage at the World Esports Championship (WEC).
- The government has placed a strong focus on sports, including esports, which has now been recognized as a core sport.
- Esports is not merely about organizing competitions, it also plays a crucial role in building a complete ecosystem that supports esports development.
- Recently, the inclusion of esports in the national TVET (Technical and Vocational Education and Training) framework has opened new opportunities for the growth of the esports industry.
- Events such as the SEA Games in Bangkok and SUKMA demonstrate the sustainability and resilience of esports, projected to continue strongly until 2028.
- The National Youth League will take place tomorrow in Bahrain, and in progress is the University League (Liga Uni).
- Grassroots-based programs are also being actively implemented.
- MESF serves as a media platform for the government, and the existence of the Annual General Meeting (AGM) creates a space for collaboration in further advancing esports.
- With each tournament held, no state is left behind — inclusivity remains a core principle.
- The AGM plays a key role in shaping the Vision and Mission 2030 together.
- There are challenges in ensuring that our planned journey can be sustained, but we are able to operate actively because of available funding.
- We must remain confident that each year, budgets are subject to change and fluctuation.
- Due to significant budget cuts, several programs have been dissolved, including Hari Sukan Negara (National Sports Day), MyLadies, Jelajah Esports, and other development initiatives.

- For everyone's information, during the AGM in Sarawak, several motions were passed, including the rebranding of MESF a new logo and tagline have been introduced. Let us embrace this new image and renewed spirit. A new entity, MESF Holdings Sdn. Bhd., has also been established.
- Various initiatives have been undertaken to generate revenue and drive the continuous development of esports.

1. **Appointment of a Permanent Chairperson**
    - A chairperson was selected to preside over the AGM for the evening which is Encik Husyin Bin Abd Murat.

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2. **Presentation of the 2024 AGM's Agenda**
    - The Secretary General presented the full agenda for the 2024 annual general meeting. Encik Syed Fakrurrozi bin Syed Agil.

Presentation of the 2024 Financial Report from Muhammad Issya Bin Md Salleh from state of perlis
Presentation of the financial performance and position of the *Persekutuan Sukan Elektronik Malaysia (MESF)* for the financial year ending 31st December 2024.

On the Income Overview first which for the year 2024, MESF received a total income of RM 1,824,810.00. This revenue came from several main sources:

- From government support, we received RM 793,000.00 from MSN/KBS, RM 395,000.00 from ESI, and RM 531,000.00 from KBS.
- On the corporate side, MESF received RM 20,000.00 from Jaya Section 14 and RM 833.60 from MSD Alliance Sdn. Bhd.
- Additionally, we collected RM 245.00 from association membership fees.

These funds enabled us to carry out a wide range of esports activities, events, and operations throughout the year.

Move forward to Expenditure Summary.
Moving on to expenses, MESF recorded a total expenditure of RM 1,640,375.10, which was allocated across several key categories:
1. Program Implementation
A large portion of our budget went into national and international esports events, including:

- Sekolah Nesdeg – RM 90,000
- Pemilihan IESF Riyadh – RM 84,076
- Malaysia Esports League – RM 147,500
- Malaysia Eracing – RM 480,000
- JIEM Kebangsaan – RM 348,520
- Other notable events include NADI Kebangsaan, AGM MESF 2023, Esports Con @ Parliament, and international participations in WEC Busan, AEG Bangkok, and IESF Riyadh.

2. Administration and Operations
Operational expenses included:

- Staff salaries and allowances – RM 17,200
- Office rental – RM 13,252.79
- Utility bills – RM 3,781.35
- IESF membership fees for 2023–2024 – RM 4,532.55
- Auditor's fees for audits from 2020–2023 – RM 18,000

3. Miscellaneous Costs
Other expenditures covered:

- Debt settlement for Sea Games 2023 (Hanoi) hotel – RM 16,994.10
- Sponsorship support – RM 5,000
- Anugerah contribution – RM 8,000
- Blaze contract settlement – RM 16,900
- Travel reimbursements and office equipment – RM 749 and RM 386 respectively
- Bank charges – RM 13.83

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Financial Outcome

Despite the extensive programming and operational activities, I am pleased to report that MESF recorded a net surplus of RM 184,434.93 for the year. This shows our commitment to maintaining financial discipline while actively developing the esports ecosystem.

Balance Sheet as of 31 December 2024

Looking at our financial position:

- We hold total assets of RM 185,981.75, all of which are current assets kept in our CIMB bank account.
- We reported no liabilities, and our accumulated funds now stand at RM 185,981.75—this includes:
    - An opening balance of RM 1,546.82
    - Plus the surplus of RM 184,434.93 from this year

Closing Remarks

In conclusion, 2024 was a financially stable year for MESF. We successfully delivered multiple impactful programs while maintaining a strong fiscal position. The surplus gives us a healthy start moving into 2025, allowing us to plan and expand with confidence. We look forward to leveraging our resources to further strengthen the esports landscape in Malaysia.

Official response from Encik Muhammad Naim Al Amin

- All parties are required to pay the fees to receive the grant. However, there are still some states that have yet to make a payment.
  Alhamdulillah, for the year 2025, we no longer carry any outstanding debts except for legacy debts.
  Based on the presentation earlier, our financials will undergo another audit before submission to PJS.
  We have successfully taken full control and obtained ownership of the MESF accounting system.

Recommendations from the Committee of Labuan state, Taufik Bin Yakup

- It is proposed that the financial statements be incorporated into the annual report to provide all states with updated information on MESF's financial position.

Official response from Encik Muhammad Naim Al Amin

- The financial presentation is not to be published in the annual report or disclosed publicly at this stage, as it is still pending full evaluation.

Enquiry from the Committee Members, Ahmad Akmal Fitri Bin Mohd Ghazali from state of Selangor.

- May we request a more detailed breakdown of the financial statement? Kindly advise when such information will be made available.
- Would it be possible to share the detailed financial information of the MESF account?

Official response from Encik Muhammad Naim Al Amin

- The financial presentation is not to be published in the annual report or disclosed publicly at this stage, as it is still pending full evaluation.

Akbar Khan Bin Abdul Malik state of Labuan

- Verify the Financial Statement of 2024.

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Muhammad Thariq Mohamad Thariq Bin Kamar From state of Kelantan

- Verify the Financial Statement of 2024.

MATTERS ARISING

Proposed by the Secretary of Labuan, Mohd Rahmat bin Zainal

1. Proposed by the Secretary of LabuanIt is proposed that a series-based Esports Championship (Grand Prix) be organised according to zones.
2. The involvement of MESF is essential in the execution of this initiative.
3. In the event that the Grand Prix cannot be implemented, it is recommended that a State-Level Community Esports League be established as an alternative.
4. To optimise cost-efficiency, it is suggested that the Grand Prix be limited to the Borneo region.

Responded by Mr. Afiq Fadhli Bin Narawi

- A similar initiative was previously conducted for the Borneo region but was discontinued due to a lack of funding.
- It is therefore proposed that we collaborate with Esports Labuan, or consider Labuan as the host for the proposed Grand Prix.
- Collective efforts should be made to secure funding in order to successfully implement this proposal.

Responded by Mr. Encik Muhammad Naim Al Amin

- MESF currently does not have a main source of income or consistent funding.
- If adequate funding were available, we would be able to organise more events; however, the current financial resources are insufficient.
- Numerous programs have been planned and implemented by MESF throughout the year 2025.
- Significant costs have been incurred to support the development of esports in Malaysia.
- At MESF, we have various opportunities to organise events. Several grants provided through the Ministry of Youth and Sports (KBS) have been instrumental in supporting the community.
- The GPS grant is still open for applications and can be utilised if we plan to conduct events.
- However, the federal grant allocation is only RM1 million, which is not a substantial amount to cover the full cost of organising esports events nationwide.
- Members are encouraged to seek guidance from peers on how to apply for the GPS.

Proposal by Mr. Azrai Bin Abdul Aziz

- A logo design competition was organised by MESF earlier this year as part of its rebranding initiative.
- The new branding direction aims to enhance MESF's visibility and recognition, especially leading into 2025.
- The rebranding maintains the tiger symbol as the core identity element.
- The new motto introduced is: "Governing, Fair Play & Excellence." At the core of our mission is a commitment to integrity, equity, and excellence. We champion fair play through respect, sportsmanship, and transparency, creating an environment where all participants can grow and succeed based on merit. Through strong governance and accountability, we aim to elevate competitive standards and inspire future generations to value both the journey and the achievement.
- Design elements have been refined to reflect a more corporate and professional image.

- final presentation materials and promotional gimmicks currently being finalised.
- I also want to propose about yearly membership for MESF.
- The existing database contains information on Event Organisers (EOs) and athletes within the esports ecosystem.
- It is proposed that a yearly membership system be introduced, requiring individuals to subscribe annually.
- All participants would be required to register with MESF**,** which will be responsible for managing the database.
- Players participating in MESF-sanctioned events would be able to verify the identity of Event Organisers through the database.
- This serves as a proactive measure to prevent scams and fraudulent activities**.**
- MESF would directly collect and manage the database, helping to ensure a more efficient and streamlined management system.

Responded by Mr. Azrul Syahradzi bin Sazali, the Representative of Johor state

- Legal action should be taken against any party that misuses the logo or branding.
- It is recommended that copyright protection be obtained for the new logo to safeguard its use.

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3. **Presentation of Proposals from Each State**
    - Each state representative submitted and presented their official proposals for discussion

Proposed by Mr. Mohd Hafis Bin Khairulah, representative of the Selangor State Association

- As grassroots members, we would like to know how we can obtain direct information from MESF, as certain updates do not appear to reach all states. This has resulted in some states feeling left out. Therefore, I propose the creation of a dedicated communication channel or platform specifically for MESF personnel to ensure consistent and timely updates on MESF activities.

Responded by Mr. Encik Muhammad Naim Al Amin

- It was suggested to create a public information group to share updates on MESF developments.
- Additionally, a new platform may be established to further disseminate MESF-related news and progress.

Motion proposed by Mr. Faris Haziq, representing the Kedah State Esports Association

- It was proposed that the Northern Regional Championship be organised once again, specifically for states in the northern region. The purpose of this initiative is to identify and nurture new talents, particularly for Para Esports Qualifiers. One of the athletes who later represented in the Para Games was initially discovered during the previous Northern Championship. Therefore, it is important that efforts to identify Para esports players begin at the grassroots level, with the aim of developing them towards international representation.

Responded by Mr. Naim Encik Muhammad Naim Al Amin

- In response, it was stated that a youth-level championship for Persons with Disabilities (PWD) will be organised to support the development of Para esports. Further discussions will be required with Mr. Syed to obtain more detailed information regarding the initiative. Additionally, engagement with Mr. Megat is necessary concerning Malaysia's participation in Para SEA Esports. On a global level, Mr. Megat is focused on medal achievements, and therefore, MESF must begin preparations to ensure our athletes are properly trained and ready to compete at the international level.

Motion proposed by Mr. Akhbar Khan bin Abd Malik, Representative of the Labuan State Esports Association

Issue Raised:

- The grant issue has not yet been resolved.

Additional Updates:

- Development of the Level 3 Module for TVET is currently in progress.
- MESF has officially entered the TVET ecosystem, marking a significant milestone in esports education and training.

Proposal:

- It is proposed that a Portfolio Development Program be introduced.
- This program would serve as a platform to encourage individuals to design and implement structured esports-related programs, in line with TVET standards and qualifications.

Responded by Mr. Naim

- Mr. Naim stated that further clarification regarding the grant will be provided in due course. He also urged all members and associations to actively participate in the ongoing TVET development initiatives, emphasising the importance of collective involvement in advancing esports through accredited education and training pathways.

Motion proposed by Mr. Mohamad Haikal Bin Zakaria, representative from the State of Pahang

A representative from the State of Pahang inquired about the licensing process for state-level esports associations. The query specifically addressed whether Pahang is permitted to adopt the regulatory procedures used by other states in order to obtain approval for the development of an esports studio, intended to support the state's involvement in the national esports industry. The representative also took the opportunity to formally extend an apology on behalf of Pahang for any past issues that may have arisen.

Responded by Mr. Naim Encik Muhammad Naim Al Amin

It was clarified that MESF is currently awaiting approval from the Ministry of Youth and Sports (KBS), which is required before proceeding to obtain endorsement at the Higher Education Ministry (KPT) level. For example, in the State of Perak, any application for esports licensing must first receive support from KBS before further steps can be taken. It was also highlighted that it is the responsibility of each state esports association to engage directly with the Ministry of Local Government Development (KPKT) to discuss matters related to licensing. This is necessary because the authority and licensing procedures may vary across states, depending on the local governance structure.

Motion proposed by Mr. Mohd Faizal, Representative of the Kelantan State Esports Association

The Kelantan State Esports Association proposed that esports be formally introduced as part of school co-curricular activities, with competitions organised at the District Education Office (PPD) level. This initiative is intended to strengthen esports development at the grassroots level, particularly within the school environment. At this stage, Kelantan is seeking consideration and support to explore the feasibility of implementing such programmes in collaboration with relevant education authorities.

Responded by Mr. Naim Encik Muhammad Naim Al Amin

Efforts have been made to introduce esports at the school level; however, these initiatives have not yet received strong support or response. The Ministry of Education (KPM) currently does not have a formal policy in place to support the integration of esports into the school curriculum.

Nevertheless, it was noted that further efforts can and should be pursued. The revision of the National Sports Policy may provide new opportunities and create the necessary space for organising more school-level leagues and structured esports development programmes in the future.

Motion proposed by Mr. Mohd Faizal, Representative of the Johor State Esports Association

What is the current certification status of each state esports association?

Motion proposed by Mr. Eddy, Representative of the Perak State Esports Association

It was proposed that a centralised esports hub be established, with initial plans to begin development in Penang. The team has already explored using container-based infrastructure for the hub setup.

Additionally, it was noted that Perak has successfully obtained official certification and a MESF account, enabling the state to move forward with its development plans

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Motion proposed by Mr. Adib bin Abdullah, Executive Committee Member representing the Negeri Sembilan State Esports Association

Sponsorship and Legal Inquiry

A suggestion was made to seek sponsorship support to assist with the licensing application process, and all committee members were encouraged to pursue potential sponsors for this purpose actively.

Additionally, a concern was raised—though outside the proposer's official scope—regarding legal matters related to existing legislation. Specifically, clarification was requested on the proper procedure for lodging formal complaints, such as whether an official letter must be submitted, in light of a recent case that has arisen.

Response by Mr. Azrai Bin Abdul Aziz

All complaints may be submitted to **aduan@mesf.my**. Supporting evidence and documentation should be included when filing a report through this official channel.

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4. **Presentation of State Portfolios**

Request to Present Committee Portfolios
Mr. Naim requested to present the portfolio and responsibilities of each state to provide a clear update on the progress and current developments under their respective roles.

- All participating states presented their respective portfolios, outlining their activities and responsibilities.

Responded by Mr. Azrul Syahradzi bin Sazali – Representative of JDT
It was stated that the NESDEG blueprint has been in existence for quite some time.

Motion proposed by Akhbar Khan Bin Abd Malik, the Labuan State Esports Association
The following proposals were submitted:

1. A presentation of committee portfolios to provide clarity on roles and responsibilities.
2. Collaboration in the NADI programme, encouraging joint efforts between state and national bodies.
3. At the state level, programmes will be conducted through a hybrid approach, combining both offline and online formats to maximise reach and participation.

State Portfolio Presentation from Muhammad Issya Bin Md Salleh, the Perlis state Esports
The representative from **Perlis** presented their state portfolio and highlighted several key issues and initiatives:

1. Concerns regarding explicit content in the evolving esports environment were raised, emphasising the need for content monitoring and appropriate guidelines.
2. The issue of scammers operating within the esports ecosystem was also highlighted as a growing concern requiring collective attention.
3. Perlis reported involvement in esports-related programmes held at the Institute of Youth Skills (IKBN), demonstrating efforts to engage youth and build structured development pathways.

Remarks by Mr. Luqman Haqim bin Mat Hasan, Head of Higher Education Affairs (IPT)

1. A university esports league is currently being held and will run throughout the year.
2. The league features 2 competitive game titles.
3. There are high expectations for this championship, as it is seen as a key initiative to support talent development and grassroots growth within higher education institutions.

Remarks by Mr. Syed Afif Hakimi bin Tengku Abdillah, Person-in-Charge of Malaysia Esports League (MEL)

1. Several states are still in the process of organising and completing their MEL tournaments.
2. An overview of MEL developments was presented, covering the progress, key updates, and current status of the league implementation across various states.
3. Ongoing efforts continue to ensure uniformity and successful execution of MEL nationwide.

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Remarks by Mr. Azzarizal bin Mohd Zainol, Person-in-Charge of MYNEL

1. Mr. Azzarizal reported that his portfolio is focused on the MYNEL (Malaysia Youth National Esports League) programme.
2. MYNEL serves as a continuation of the MYEL (Malaysia Youth Esports League).
3. A total of nine (9) game titles are featured in the league, including Gran Turismo, which has been identified as a potential entry into the Olympic esports programme.
4. MYNEL is designed as a continuation of existing international-level programmes, supporting the long-term development of esports talent.
5. The MYEL has officially concluded, and the next phase will proceed with the implementation of MEL (Malaysia Esports League).

Remarks by Mr. Husyin bin Abd Murat, Representative of Esports Pahang

1. It was reported that there is an outstanding payment of over RM6,000 involving an Event Organiser (EO), which has yet to be settled.
2. MESF has requested Esports Pahang to provide clarification regarding this matter.
3. It was further highlighted that certain parties have organised programmes without consultation or approval from Esports Pahang.
4. Although an official letter was issued to the involved party, no show-cause letter was submitted in response.
5. There are concerns that internal parties within MESF may have shared information with external parties, contributing to the incident.
6. It was requested that relevant authorities within MESF take appropriate action to resolve this issue and prevent similar occurrences in the future.

Remarks by Mr. Abdul Akif bin Rahim, Representative of Esports Melaka

1. A meeting was conducted with the Ministry of Education (KPM) to discuss the introduction of an esports education textbook.
2. The initiative is currently still under discussion and review by the relevant authorities.
3. This development is seen as a positive advancement toward the growth of the national esports ecosystem, particularly in education and youth engagement.

Remarks by Mr. Aiman Wafiy

1. Preparations are currently underway for upcoming international events, namely the SEA Games and the International Cyber Games (ICG).
2. At present, MESF is in the longlisting phase, identifying and submitting the names of potential players.
3. While awaiting further developments, particularly in September, a boot camp will be organised to begin training the shortlisted athletes.
4. As part of the athlete development strategy, discussions are ongoing regarding the final selection and submission of shortlisted players.
5. The main focus for this year is the SEA Games in Bangkok, with detailed planning and preparation being prioritised.

Remarks by Mr. Azrai, from the Information Division

1. MESF will be issuing a set of official guidelines aimed at enhancing the corporate image and branding of the organisation.
2. This identity upgrade is expected to provide added value to MESF's presence and recognition at both national and international levels.

3. The initiative is intended to present a more professional and positive image to potential sponsors, positioning MESF not only as an esports governing body but also as a credible corporate entity.

Remarks by Mr. Muhammad Muzakhir bin Nur Mubin, Representative from Kedah

1. Mr. Muhammad Muzakhir informed the meeting that he has been assigned to oversee the management of MESF's company operations.
2. He is currently working on several key tasks related to the Esports World Cup (EWC), including the development of a special travel package for fans attending the EWC in Riyadh.
3. The goal is to offer a value-added experience for Malaysian fans and supporters travelling to the event.
4. In addition, efforts are underway to market official MESF merchandise, with a focus on strengthening brand identity through the new logo.

Remarks by Dr. Zatul, Vice President III – Esports Medica

1. Dr. Zatul introduced Esports Medica, a division under her leadership comprising a team of specialist doctors focused on the medical aspects of esports.
2. The team has already implemented various programmes in schools, including a recent event with Team SRG, in collaboration with CelcomDigi.
3. Esports Medica is also in partnership with MDEC, focusing on interactive and activity-based health awareness programmes rather than traditional lectures.
4. Dr. Zatul expressed the intention to integrate educational components into future tournaments, proposing collaborations with agencies like MACC (SPRM) to raise awareness on topics such as anti-doping and ethics in esports.
5. Efforts are underway to apply for funding to promote and provide resources for a "Healthy Gaming Setup" initiative, including guidance on how to game healthily.
6. She also requested cooperation from all parties to provide tournament data, so that it may be analysed by Esports Medica for further research and development of athlete health strategies.

Remarks by Mr. Muhammad Faries Faizal Bin Shamsul, Vice President II

1. Mr. Faris encouraged the implementation of developmental programmes with a specific focus on SEA Games preparation.
2. He stressed the importance of concentrating on the official game titles featured in upcoming international competitions.
3. For the SUKMA Games, the focus will be placed on PUBG Mobile and Mobile Legends.
4. He called for collaborative efforts within MESF to provide proper training and preparation for national-level players.
5. State associations were urged to be more proactive in securing sponsorships and to enhance their understanding of database management and effective use of social media.
6. He proposed the creation of a semi-professional league, similar to ESTL, which is cost-effective and capable of identifying and nurturing emerging talent across states.

Remarks by Mr. Mat Khir, Vice President I

1. Negeri Sembilan has taken the initiative to collaborate with KEMAS in organising esports programmes.
2. The Ministry of Communications and Digital has shown strong interest in organising Mobile Legends and PUBG tournaments.
3. The Department of Communications has also expressed willingness to collaborate with any state associations planning to host esports tournaments.

4. Telekom Malaysia (TM) has indicated its readiness to invest financially in esports initiatives. States are encouraged to seize this valuable opportunity and partner with TM.
5. MESF will support states by providing manpower and workforce assistance where needed.
6. During the recent meeting held in Sarawak, it was agreed to establish a Cooperative (Koperasi Sdn Bhd) in each state.
7. Therefore, all states are urged to establish their esports cooperative associations, aligned with the national directive.
8. The primary objective of these cooperatives is to streamline and manage partnerships with local suppliers, ensuring efficiency and sustainability in esports operations.

Remarks by Mr. Afiq, Deputy President

1. Recently, Malaysian players were sent to Moscow to compete in a Tekken tournament.
2. Additionally, other players were deployed to Mumbai for international competition.
3. Mr. Afiq shared updates on the First Ordination for the Southeast Asia Esports Federation, marking a significant regional milestone.
4. The MESF President has been entrusted with leading the Central Esports Federation (CEF)—a role that carries great responsibility and regional impact.
5. The Esports Stadium is expected to be completed next year in preparation for the SEA Games.
6. It was emphasised that MESF must continue to strengthen its structure and relevance to maintain international credibility and leadership.
7. An update was also provided on a tournament hosted in Bahrain, further reflecting Malaysia's global participation.
8. The venue for the Esports World Cup (EWC) has been finalised, marking progress in preparation efforts.
9. The SEA Games preparation is currently being handled and led by Mr. Aiman Wafiy.

Remarks by Joker Lai – Representative for Honor of Kings (HOK)

1. An update was shared regarding the development of Honor of Kings (HOK) in Malaysia.
2. Last year, Malaysia sent representatives twice to international competitions.
    - The first was for the Asian Championship in China, where the Malaysian team achieved Runner-Up status.
    - The second was for the AY6 tournament, where another Malaysian team participated.
3. Currently, the Malaysia region has three active HOK teams.
4. The ongoing target is to consistently place within the Top 3 in all future regional and international tournaments.
5.

Remarks by Mr. Ali Imran bin Mohd Zamli, Representative of Excel E-Racing Club

1. It was noted that Excel E-Racing Club is not involved in the SEA Games this year, and therefore, no activities are currently being conducted under the club for 2025.
2. However, it was proposed that preparations should begin for the development and training of national e-racing athletes.
3. It was highlighted that Malaysia has yet to secure an Olympic medal in e-racing, and this presents a challenge and opportunity for growth in the sport.
4. Looking ahead, the club hopes to make a comeback in 2026, with a goal to compete and potentially achieve success at international levels.

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Closing Remarks by Mr. Naim, Deputy President – MESF

1. Mr. Naim began by addressing a serious issue that has arisen involving the state of Pahang, where a fraudulent case was reported involving parties operating under MESF's state-level authority. This was acknowledged as a major concern that must be addressed transparently and urgently.
2. He stated that Pahang is required to hold an internal meeting to deliberate whether a temporary suspension or other corrective action is appropriate in response to the incident.
3. He reaffirmed that MESF gives autonomy to all state affiliates to organise esports-related programmes. However, he reminded that every organiser must follow MESF's sanctioning procedures to ensure legitimacy and protection for all stakeholders.
4. Following this incident, Mr. Naim noted that MESF will implement stricter screening and validation processes for any event seeking official sanction.
5. He extended appreciation to all state bodies for their consistent efforts in the growth of Malaysia's esports scene, particularly in the lead-up to the SEA Games.
6. He officially announced the appointment of Mr. Azzarizal as the International Delegation Officer (IDO), who will oversee international coordination for Malaysia's SEA Games esports delegation.
7. A comprehensive framework for tournament planning and management is currently being developed to ensure structured and standardised implementation across SEA Games qualifying events.
8. Games like Honor of Kings (HOK) and E-Racing have already shown competitive strength, and MESF will continue to support their growth as core disciplines in Malaysia's international lineup.
9. MESF is planning to host a Master Tournament in October 2025, which will serve as a national platform to highlight top-tier talent.
10. There are also efforts to revive the Esports State League (ESTL) this year, with the aim of reinvigorating state-level competition and discovering grassroots players.
11. Mr. Naim called on Vice President I to explore further international opportunities, encouraging states to consider hosting or bidding for global tournaments.
12. He highlighted the strong support from the Ministry of Youth and Sports, which continues to position Malaysia as a strategic centre for esports in Southeast Asia.
13. Reflecting on the recent AYES event, Mr. Naim shared that foreign representatives were highly impressed by Malaysia's hospitality, organisation, and management capabilities.
14. This has led to international recognition and invitations to collaborate, with other nations showing interest in sharing intellectual property (IP) and engaging in future joint initiatives.
15. He acknowledged that substantial funding and continuous efforts have been invested in the esports industry to sustain growth, development, and professionalisation across all levels.
16. Finally, Mr. Naim shared that MESF is currently working towards becoming an affiliate of the Olympic Council of Malaysia (OCM), a strategic move that will allow esports to gain wider legitimacy and institutional support in the broader national sports framework.

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47100 Puchong,
Selangor Darul Ehsan.

Meeting Adjourned at: 12:17 AM
Prepared by: Nazurah Mansor

Sincerely,



Nurnazurah binti Mansor,
Intern Malaysia Esport Federation,
Malaysia Esport Federation (MESF)