



KEMENTERIAN BELIA DAN SUKAN

PELAN TINDAKAN PEMBANGUNAN BELIA MALAYSIA

2035

(PELAN TINDAKAN PBM 2035)



**MALAYSIA
MADANI**

PELAN TINDAKAN
PEMBANGUNAN
BELIA MALAYSIA
2035
(PELAN TINDAKAN PBM 2035)

@ Kementerian Belia dan Sukan Malaysia (KBS) 2026

Penerbitan ini, kecuali mana-mana gambar yang mempunyai hak cipta, boleh diterbitkan semula secara keseluruhan, atau sebahagiannya dan dalam apa jua bentuk untuk tujuan pendidikan dan tujuan bukan komersial tanpa kebenaran khas daripada Kementerian Belia dan Sukan Malaysia (KBS) dengan syarat pengakuan sumber dibuat. KBS amat menghargai penerimaan satu salinan mana-mana penerbitan yang menggunakan penerbitan ini sebagai sumber. Tiada penggunaan penerbitan ini boleh dibuat untuk jualan semula atau untuk sebarang tujuan komersial lain sekalipun tanpa kebenaran terlebih dahulu daripada KBS..

Kementerian Belia dan Sukan (2026). Pelan Tindakan Pembangunan Belia Malaysia 2035. Putrajaya: KBS

ISBN: 978-967-25569-4-7

Penerbitan ini boleh dimuatnaik di www.kbs.gov.my

Cara memetik: Pelan Tindakan Pembangunan Belia Malaysia 2035. (2026). Kementerian Belia dan Sukan. Putrajaya. Malaysia.

Diterbitkan oleh:



KEMENTERIAN BELIA DAN SUKAN

Kementerian Belia dan Sukan Malaysia
Menara KBS, No. 27 Persiaran Perdana
Presint 4, Pusat Pentadbiran Kerajaan Persekutuan
62570 Putrajaya, MALAYSIA

Tel : +603 – 8871 3221

Laman Web : www.kbs.gov.my

ISBN: ISBN 978-967-25569-4-7



KANDUNGAN

i. Perutusan YAB Perdana Menteri	4
ii. Prakata YB Menteri Belia dan Sukan	5
iii. Kata Alu aluan Ketua Setiausaha	6
iv. Ringkasan Eksekutif & Matrik Peneraju/ Pelaksana	7
1. Pengenalan	11
2. Punca Kuasa	15
3. Analisis Senario Belia Masa Kini	21
4. Kaedah Pelaksanaan/ Metodologi	47
5. Analisis Literatur/ Penanda Aras	55
6. Analisis Dasar/ Perundangan/ Garis Panduan	63
7. Pelan Tindakan PBM2035	67
8. Penilaian dan Pemantauan	133
9. Langkah ke Hadapan (<i>Way Forward</i>)	135
10. Penutup	139
11. Implikasi	143
12. Glosari	145
13. Senarai Rujukan	147
14. Kronologi	153
15. Penghargaan	157

PERUTUSAN PERDANA MENTERI

Assalamualaikum Warahmatullahi Wabarakatuh dan Salam Malaysia MADANI.

Tahniah Kementerian Belia dan Sukan Malaysia kerana berjaya menghasilkan Pelan Tindakan Pembangunan Belia Malaysia 2035, sebuah dokumen strategik yang menjadi panduan utama dalam usaha kita mempersiapkan generasi belia yang progresif, dinamik dan berdaya tahan menjelang tahun 2035. Pelan ini adalah manifestasi komitmen Kerajaan MADANI dalam memperkasa pembangunan belia sebagai pemacu utama kemajuan negara.

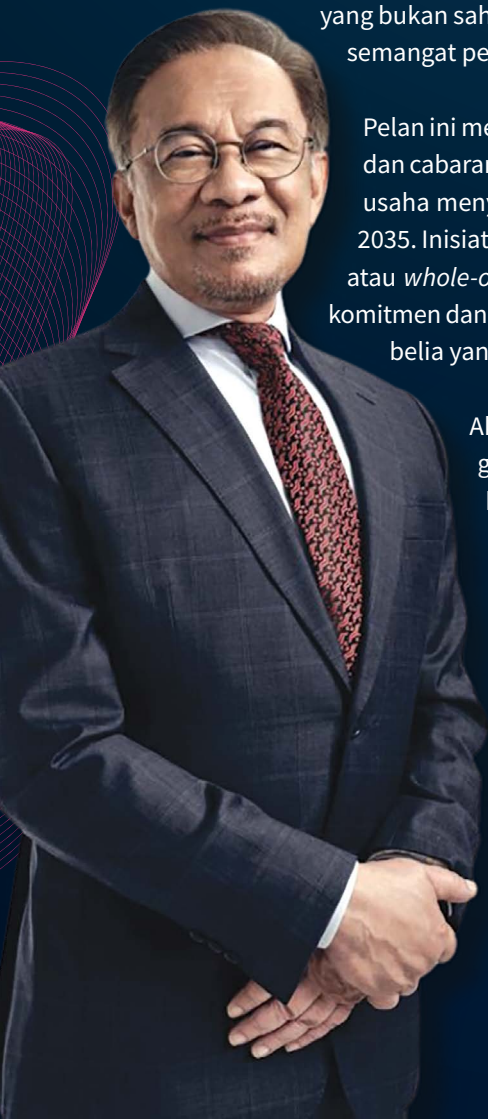
Belia merupakan aset penting dan penentu masa depan negara. Dalam era yang serba mencabar ini, menuntut generasi belia yang bukan sahaja berdaya saing pada peringkat nasional dan global, malah turut memiliki jati diri yang kukuh, semangat perpaduan yang tinggi dan keupayaan untuk mencipta perubahan yang bermakna buat Malaysia.

Pelan ini merupakan dokumen dinamik perancangan strategik yang perlu dijadikan asas bagi memahami isu dan cabaran kumpulan sasaran belia serta strategi yang wajar dilaksanakan oleh kumpulan pelaksana dalam usaha menyediakan tindakan ke arah pembangunan belia Malaysia dalam jangka masa panjang sehingga 2035. Inisiatif ini merupakan sinergi merentas Kementerian / Jabatan / Agensi / Badan Bukan Kerajaan (NGO) atau *whole-of-nation approach* agar semua pihak berganding bahu melaksanakan pelan ini dengan penuh komitmen dan tanggungjawab. Hanya melalui usaha kolektif, kita mampu membentuk ekosistem pembangunan belia yang menyokong pembinaan negara bangsa yang lebih maju dan harmoni.

Akhir kata, Pelan Tindakan Pembangunan Belia Malaysia 2035 ini adalah kunci kepada lahirnya generasi belia yang bukan sahaja hebat mendepani cabaran, malah menyumbang kepada kemakmuran negara. Bersama kita jayakan agenda ini demi Malaysia yang berdaulat, seiring dengan aspirasi Malaysia MADANI.

YAB DATO' SERI ANWAR BIN IBRAHIM

Perdana Menteri MALAYSIA Ke-10



PERUTUSAN YBM

Assalamualaikum WBT dan Salam Malaysia Madani.

Belia adalah nadi kepada pembangunan negara. Sebagai pewaris kepimpinan dan pembentuk masa depan, belia Malaysia perlu dilengkapi dengan ilmu, kemahiran, dan nilai-nilai murni yang membolehkan mereka menghadapi cabaran globalisasi serta menyumbang secara aktif kepada kesejahteraan negara.

Berikutan itu, Kementerian Belia dan Sukan telah menghasilkan Pelan Tindakan Pembangunan Belia Malaysia 2035. Pelan ini disusun dengan matlamat yang jelas iaitu untuk membentuk belia yang berdaya tahan, progresif dan inklusif. Strategi dan inisiatif dalam pelan ini dirangka berpaksikan kepada dokumen-dokumen utama pembangunan belia iaitu Dasar Belia Malaysia (DBM) 2015-2035, Model Pembangunan Belia MADANI 2030 (MPBM2030), Pelan Pemerkasaan Sosioekonomi Belia 2030 dan Rancangan Malaysia Ketiga Belas (RMK13).

Dalam memastikan kejayaan pelan ini, kerjasama utuh dan komitmen yang tidak berbelah bahagi amat diperlukan daripada semua pemegang taruh serta penggiat pembangunan belia di Malaysia. Saya ingin mengucapkan setinggi-tinggi penghargaan kepada semua pihak yang telah bersama-sama menjayakan pembangunan pelan ini termasuk rakan-rakan strategik daripada sektor awam, swasta, pertubuhan belia dan Badan Bukan Kerajaan (NGO). Saya juga ingin menyeru semua belia untuk terus memainkan peranan aktif dalam menjayakan pelan ini demi masa depan negara yang lebih cemerlang.

Akhir kata, saya percaya Pelan Tindakan Pembangunan Belia Malaysia 2035 ini akan menjadi pemacu kepada pembangunan belia yang lebih komprehensif dan berimpak tinggi. Bersama-sama, marilah kita melangkah ke hadapan dengan semangat perpaduan dan kesungguhan untuk membina Malaysia yang lebih gemilang.

Sekian, terima kasih.

YB DR. MOHAMMED TAUFIQ BIN JOHARI

Menteri Belia dan Sukan



KATA ALU ALUAN KETUA SETIAUSAHA

Assalamualaikum WBT dan Salam Malaysia Madani.

Belia adalah pemangkin utama pembangunan negara. Oleh itu, pelaburan dalam pembangunan belia merupakan pelaburan strategik bagi menghadapi cabaran masa depan dan memastikan Malaysia kekal berdaya saing di peringkat global.

Pelan Tindakan Pembangunan Belia Malaysia 2035 memberi tumpuan kepada pendekatan menyeluruh dalam menyerlahkan potensi belia. Pelan ini merupakan kesinambungan usaha komprehensif Kementerian Belia dan Sukan untuk mendaya upayakan belia secara menyeluruh dan melahirkan generasi belia yang berilmu dan bersiap siaga dalam menghadapi cabaran dunia yang semakin kompleks.

Pelan ini juga menggariskan strategi yang komprehensif dan berasaskan data serta maklum balas yang diperoleh daripada pelbagai pihak berkepentingan, termasuk kumpulan belia yang berumur 15 hingga 30 tahun. Hala tuju pembangunan belia akan digerakkan melalui penekanan kepada 7 teras utama iaitu Penguasaan Teknologi dan Literasi Digital, Pemerkasaan Literasi Politik, Kenegaraan dan Tadbir Urus, Pembinaan Identiti, Bakat dan Kepimpinan, Penjana Ekonomi dan Pekerjaan Belia, Pemaparan Ekosistem Sukarelawan dan Perpaduan, Pemerkasaan Pendidikan dan Latihan Profesional, serta Penjagaan Kesihatan Fizikal dan Mental.

Saya ingin merakamkan penghargaan kepada semua pihak yang telah memberikan sumbangan kepada penghasilan pelan ini. Kejayaan pelan ini hanya akan dapat direalisasikan melalui usaha sama dan komitmen padu semua pihak. Saya berharap agar Pelan Tindakan Pembangunan Belia Malaysia 2035 menjadi panduan dan rujukan utama dalam memperkasakan pembangunan belia ke arah mewujudkan Malaysia yang lebih inklusif, progresif dan sejahtera. Semoga belia Malaysia terus maju, berjaya dan menjadi kebanggaan negara.

Sekian, terima kasih.

YBHG. DATO' RAHIMI ISMAIL

Ketua Setiausaha

Kementerian Belia dan Sukan



RINGKASAN EKSEKUTIF PELAN TINDAKAN PBM 2035

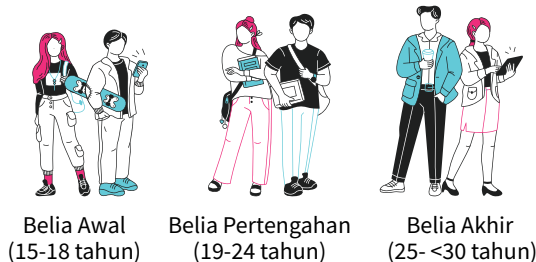
PUNCA KUASA



OBJEKTIF

1. Menetapkan perancangan program dan inisiatif melibatkan semua teras DBM 2015-2035, MPBM 2030, Pelan Pemerkasaan Sosioekonomi Belia 2030 dan RMK13 (2026-2030).
2. Memastikan semua program dan inisiatif merentas pelbagai pemegang taruh utama pembangunan belia.
3. Memastikan semua program dan inisiatif dirancang berasaskan data, inklusif, bersasar dan mempunyai elemen yang boleh ditambah baik mengikut perkembangan semasa.

KATEGORI KOHORT UMUR BELIA



KERANGKA PELAN TINDAKAN Isu Semasa dan Cabaran

Teras 1

- Belia perlu menguasai kemahiran digital bagi menghadapi dunia berasaskan teknologi.
- Jurang digital, tahap kesedaran keselamatan siber yang rendah dan kelemahan penguasaan teknologi masih menjadi cabaran utama yang perlu ditangani secara menyeluruh.

Teras 2

- Literasi politik dan semangat kenegaraan penting bagi memastikan belia memahami peranan mereka dalam sistem demokrasi dan tadbir urus negara.
- Cabaran timbul apabila minat terhadap politik semakin merosot, semangat kepunyaan semakin luntur dan nilai tanggungjawab sosial semakin melemah.

Teras 3

- Belia perlu dibangunkan sebagai generasi yang yakin diri, beridentiti positif dan berpotensi memimpin.
- Kekurangan peluang kepimpinan, jurang bakat antara wilayah dan tahap keyakinan diri yang rendah menjadi penghalang kepada pembangunan potensi sebenar belia.

Teras 4

- Peluang pekerjaan yang berkualiti amat penting untuk menjamin kestabilan hidup belia.
- Cabaran utama merangkumi kadar pengangguran yang tinggi, pekerjaan tidak tetap dan ketidaksepadanan kemahiran dengan keperluan pasaran kerja semasa.

Teras 5

- Kesukarelawanan menjadi asas kepada perpaduan dan pembangunan masyarakat yang inklusif.
- Penglibatan belia masih tidak menyeluruh akibat kekangan masa, insentif yang terhad serta kurang platform yang menarik dan berdaya tahan.

Teras 6

- Pendidikan dan latihan profesional yang relevan amat penting bagi menyediakan belia menghadapi cabaran ekonomi baharu.
- Ketidakeimbangan peluang pendidikan, akses terhad kepada TVET dan kurang pendedahan kepada kemahiran masa depan masih menjadi halangan utama.

Teras 7

- Kesihatan fizikal dan mental yang baik menjadi asas kepada kesejahteraan belia.
- Tekanan hidup, gaya hidup tidak sihat dan stigma terhadap isu kesihatan mental terus menjadi cabaran yang perlu ditangani secara menyeluruh melalui sokongan komuniti serta dasar yang prihatin.



Pemantauan

- Jawatankuasa Pemandu Pembangunan Belia (JPPB)
- Jawatankuasa Kabinet Pembangunan Belia (JKPB)
- Kajian Separuh Penggal Pencapaian Strategi, Inisiatif dan Outcome PTPBM 2035
- Dashboard Belia: <https://dbbelia.gov.my/>



Dashboard
Belia

MATRIK PENERAJU & PELAKSANA PELAN TINDAKAN PBM2035

BIL.	KEMENTERIAN	TERAS 1	TERAS 2	TERAS 3	TERAS 4	TERAS 5	TERAS 6	TERAS 7
1	Agensi Kaunseling dan Pengurusan Kredit (AKPK)				 			
2	Institut Integriti Malaysia (IIM)							
3	Jabatan Perdana Menteri (JPM) - AKM		 					
4	Jabatan Perdana Menteri (JPM) - APM							
5	Jabatan Perdana Menteri (JPM) - MTVET							
6	Jabatan Perdana Menteri (JPM) - JAKIM							
7	Jabatan Premier Sarawak							
8	Majlis Belia Malaysia (MBM)		 	 		 		
9	Kementerian Belia dan Sukan (KBS)	 	 	 		 		 
10	Kementerian Dalam Negeri (KDN)				 			
11	Kementerian Digital (KD)	 						
12	Kementerian Kemajuan Desa dan Wilayah (KKDW)			 				
13	Kementerian Kerja Raya (KKR)							
14	Kementerian Kesihatan Malaysia (KKM)							 
15	Kementerian Komunikasi (KK)	 						
16	Kementerian Luar Negeri (KLN)							
17	Kementerian Pelaburan, Perdagangan dan Industri (MITI)							
18	Kementerian Pelancongan Seni dan Budaya (MOTAC)							
19	Kementerian Pembangunan Wanita, Keluarga dan Masyarakat	 						

Petunjuk:  Peneraju  Pelaksana

BIL.	KEMENTERIAN	TERAS 1	TERAS 2	TERAS 3	TERAS 4	TERAS 5	TERAS 6	TERAS 7
20	Kementerian Pembangunan Usahawan dan Koperasi (KUSKOP)							
21	Kementerian Pendidikan Malaysia (KPM)	 				 	 	 
22	Kementerian Pendidikan Tinggi (KPT)			 	 	 		 
23	Kementerian Pengangkutan Malaysia (MOT)							
24	Kementerian Peralihan Tenaga dan Transformasi Air (PETRA)							
25	Kementerian Perdagangan Dalam Negeri dan Kos Sara Hidup (KPDN)							
26	Kementerian Perlindungan dan Komoditi (KPK)							
27	Kementerian Perpaduan Negara (KPN)		 					
28	Kementerian Pertahanan Malaysia (MINDEF)							
29	Kementerian Pertanian dan Keterjaminan Makanan (KPKM)							
30	Kementerian Perumahan dan Kerajaan Tempatan (KPKT)		 					
31	Kementerian Sains, Teknologi dan Inovasi (MOSTI)							
32	Kementerian Sumber Asli dan Kelestarian Alam (NRES)							
33	Kementerian Sumber Manusia (KESUMA)	 			 			
34	Kementerian Belia, Sukan dan Keusahawanan Sarawak (MYSED)							
35	Suruhanjaya Pencegahan Rasuah Malaysia (SPRM)							

Petunjuk:  Peneraju  Pelaksana

PENGENALAN

The background is a dark blue gradient. It features a central globe composed of a wireframe mesh with glowing blue and red dots at the vertices. Above the globe, there are flowing, wavy lines of light blue and red, resembling data streams or energy waves. Below the globe, there are vertical lines and small squares, resembling a circuit board or a digital interface. In the bottom right corner, there is a stylized, glowing blue robotic hand or arm, also composed of a wireframe mesh.

PELAN TINDAKAN PEMBANGUNAN BELIA MALAYSIA 2035 (Pelan Tindakan PBM2035)

Merupakan dokumen dinamik perancangan strategik yang dijadikan asas bagi memahami isu dan cabaran kumpulan sasaran belia serta strategi yang wajar dilaksanakan oleh agensi pelaksana dalam usaha menyediakan tindakan ke arah pembangunan belia Malaysia dalam jangka masa panjang sehingga 2035.

Inisiatif pembentukan Pelan Tindakan PBM2035 merupakan sinergi merentas kementerian/ jabatan/ agensi/ NGO yang mengumpulkan input daripada kumpulan penerima manfaat iaitu belia Malaysia yang berumur 15 sehingga sebelum mencapai 30 tahun secara empirikal.



Visi

Membangunkan dan menyerlahkan potensi belia Malaysia yang positif, inovatif, berdaya saing global dan berdaya tahan digital bagi membentuk masyarakat progresif, harmoni dan mampan.



Misi

Memperkasa belia Malaysia dengan kemahiran, inovasi, dan kepimpinan yang relevan serta berdaya tahan bagi menghadapi cabaran global, memanfaatkan potensi optimum dan penglibatan aktif bagi pembangunan masa depan negara.



Matlamat

1. Meningkatkan Penguasaan Teknologi dan Literasi Digital
 - Memperkukuh kompetensi digital belia bagi mendepani revolusi teknologi dan ekonomi digital.
2. Memperkukuh Literasi Politik, Kenegaraan, dan Tadbir Urus
 - Membina kefahaman mendalam mengenai sistem kenegaraan serta menggalakkan penglibatan aktif dalam tadbir urus negara.
3. Membangunkan Identiti, Bakat, dan Kepimpinan Belia
 - Memupuk kepimpinan dan pembangunan bakat belia melalui program latihan dan pembangunan modal insan yang inklusif.
4. Menjana Ekonomi Belia
 - Meningkatkan kebolehpasaran kerja, menyokong keusahawanan belia, serta memastikan akses kepada pekerjaan berkualiti.
5. Memperkukuh Kesejahteraan Sosial dan Perpaduan
 - Menggalakkan integrasi sosial dan kesukarelawanan bagi membentuk masyarakat yang harmoni dan bersatu.
6. Memperkasa Pendidikan dan Latihan Profesional
 - Menyediakan pendidikan dan latihan kemahiran yang berkualiti bagi membentuk belia yang berdaya tahan dan inovatif.
7. Menjamin Kesihatan dan Kesejahteraan Mental Belia
 - Memastikan akses kepada program kesihatan mental dan kesejahteraan fizikal bagi menjamin kualiti hidup belia yang lebih baik.

Objektif Pembentukan Pelan Tindakan PBM2035



Menetapkan perancangan program dan inisiatif melibatkan semua teras DBM (2015-2035), Pelan Pemerkasaan Sosioekonomi Belia 2030, RMK13 dan MPBM2030.

Memastikan semua program dan inisiatif merentas semua pemegang taruh utama pembangunan belia.



Memastikan semua program dan inisiatif dirancang berasaskan data, inklusif, bersasar dan mempunyai elemen yang boleh ditambah baik mengikut perkembangan.

LATAR BELAKANG



Dokumen dasar yang menjadi panduan dan rujukan dalam memperkasakan pembangunan belia negara sehingga tahun 2035.



MPBM2030 sebagai pelengkap bagi menyokong dan menambah baik mekanisme Dasar Belia Malaysia (DBM) 2015-2035 dan dipadankan dengan Konsep III di bawah DBM iaitu Futuristik, Relevan dan Terkini.

DBM 2015-2035 telah dilancarkan pada 2015 dan MPBM2030 dilancarkan pada tahun 2023, namun tiada pelan tindakan dibangunkan bagi pelaksanaan yang berterusan dan kekal relevan.

Teras
Dasar Belia Malaysia
2015 - 2035



9 Bidang Keutamaan Belia



“Menyerlahkan bakat dan potensi modal insan belia agar berkeupayaan menyumbang pada semua peringkat kehidupan sehingga ke peringkat antarabangsa menerusi jaringan kerjasama strategik pemegang taruh berdasarkan 9 bidang keutamaan”.

DBM 2015-2035

Teras
Model Pembangunan
Belia Madani 2030



**PENDIDIKAN DAN
LATIHAN BERKUALITI**



**KECERGASAN DAN
KESEJAHTERAAN HIDUP**



**PENCIPTAAN PEKERJAAN
DAN TRANSFORMASI
KEUSAHAWANAN**



**PENGLIBATAN DAN
SUARA BELIA**



“MPBM2030 dibangunkan berdasarkan aspirasi dan suara lapan kumpulan sasaran belia dalam menangani cabaran belia pasca pandemik”.

MPBM2030

PUNCA KUASA

Perancangan bagi membangunkan Pelan Tindakan PBM2035 pada peringkat awal telah dimaklumkan menerusi platform berikut:



Memorandum Jemaah Menteri Model Baharu Pembangunan Belia 2030 semasa Mesyuarat Jemaah Menteri pada 8 Jun 2022



Kertas pertimbangan Mesyuarat Jawatankuasa Kabinet Pembangunan Belia (JKPB) Bil. 1 Tahun 2023 pada 20 Mac 2023



Keputusan menggabungkan dua dokumen asas iaitu DBM 2015-2035 dan MPBM2030 serta Pelan Pemerkasaan Sosioekonomi Belia 2030 dicapai menerusi platform berikut:



Mesyuarat Jawatankuasa Teknikal Pelan Tindakan Pembangunan Belia Malaysia 2035 (PTPBM2035) Bil.1/2024 bertarikh 15 Oktober 2024.

Minit Mesyuarat Jawatankuasa Pemandu Pelan Tindakan PBM 2035 (PTPBM2035) Bil.1/2024 bertarikh 23 Oktober 2024.



Rancangan Malaysia Ketiga Belas (RMK13) merupakan rancangan jangka masa sederhana yang telah dilancarkan pada 31 Julai 2025 di Dewan Rakyat. RMK13 berfokus pada “Melakar Semula Pembangunan” dan hala tuju strategik Malaysia dari 2026-2030, berdasarkan kerangka Ekonomi MADANI dengan tiga teras utama iaitu menaikkan siling (pertumbuhan ekonomi), menaikkan lantai (kesejahteraan rakyat), dan memperkukuh tadbir urus.



DEFINISI OPERASI

9 Bidang Keutamaan Belia DBM 2015-2035

DBM 2015-2035 telah dilancarkan pada 2015 dan MPBM2030 dilancarkan pada tahun 2023, namun tiada pelan tindakan dibangunkan bagi pelaksanaan yang berterusan dan kekal relevan.



Pendidikan dan Latihan

Memberi penekanan kepada aspek peningkatan kemahiran atau membiasakan belia dengan ilmu pengetahuan dan didikan yang diterima.



Kemahiran Kepemimpinan

Memberi penekanan kepada pembangunan keupayaan belia dari segi kebolehan daya tindak-tanduk, kecekapan dan pencapaian sebagai pemimpin.



Keusahawanan

Memberi penekanan kepada segala kegiatan dan kemahiran berkaitan dengan aspek keusahawanan.



Kenegaraan dan Jati Diri

Memberi penekanan kepada sifat atau ciri unik dan istimewa dari segi agama, adat resam, bahasa dan budaya yang menjadi teras atau lambang keperibadian individu belia atau bangsa.



Kesukarelawanan dan Masyarakat Sipil

Memberi penekanan kepada segala hal yang berkaitan dengan penyertaan secara sukarela dalam membentuk masyarakat yang tidak perlunya penguatkuasaan undang-undang bagi mengamalkan gaya hidup positif.



Pengiktirafan

Memberi penekanan kepada usaha mengiktiraf sumbangan belia dalam pembangunan negara tanpa menidakkan sumbangan daripada golongan lain. Bidang ini sebagai panduan merujuk kepada aspek-aspek seperti masyarakat menyayangi, menghargai dan meraikan kepelbagaian golongan belia dan mengamalkan budaya mengiktiraf sumbangan belia dalam pelbagai bidang dalam bentuk rasmi mahupun tidak rasmi. Di samping itu, bidang ini menekankan agar belia menunjukkan penghormatan kepada golongan yang lebih dewasa dan mengasihi golongan yang lebih muda dan kanak-kanak. Selain itu, pengiktirafan belia juga boleh dibuat berdasarkan Bidang Keutamaan Belia.



Penyelidikan dan Inovasi

Memberi penekanan kepada penyerlahan inquiring mind (perasaan ingin tahu) dan *scientific mind* (minda saintifik) ke arah penjaan inovasi dan kreativiti.



Profesionalisme Kerja Belia

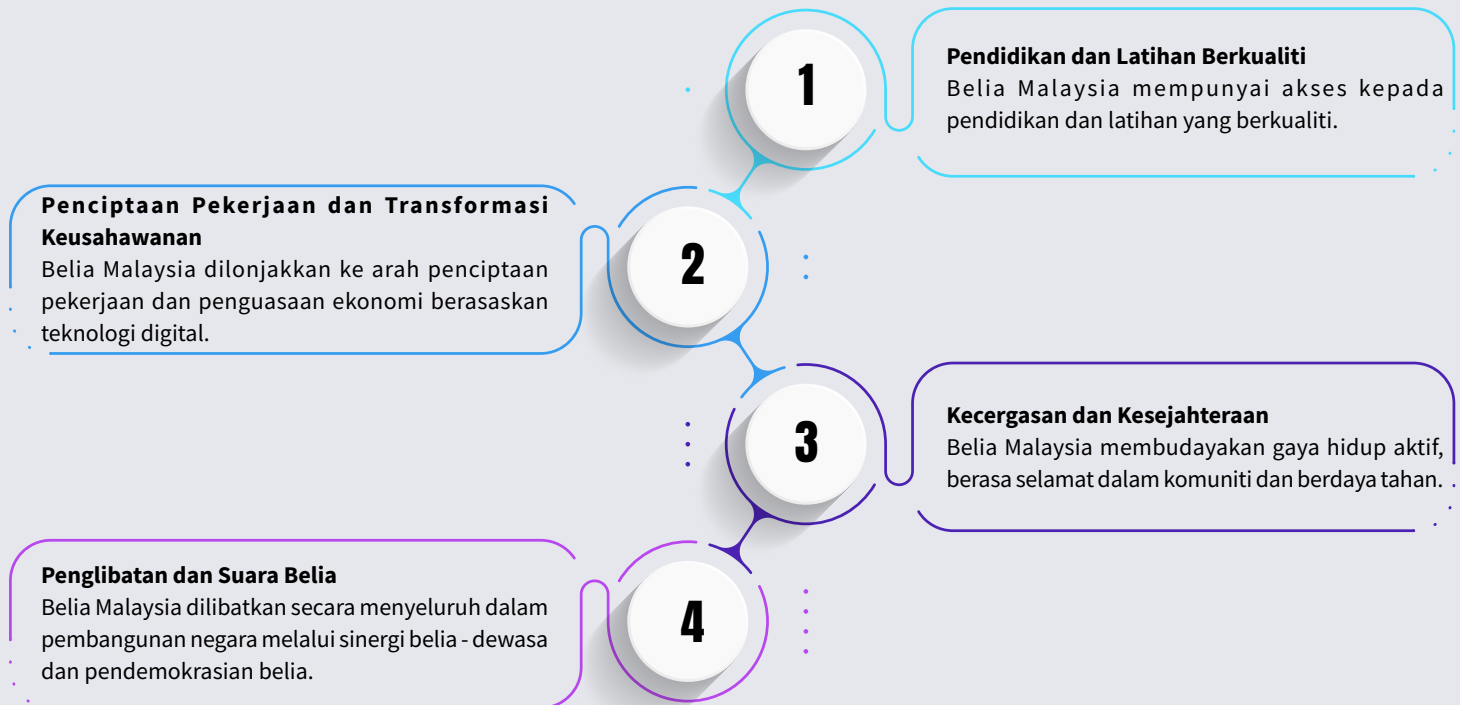
Merupakan bidang baru yang memberi fokus utama dalam membangunkan keupayaan dan kompetensi Kumpulan Pelaksana Belia dalam hal berkaitan belia. Ini bertujuan supaya pihak pelaksana pembangunan belia berkeupayaan memastikan segala pelaksanaan DBM sebenar-benarnya memenuhi keperluan pembangunan belia dan menyumbang kepada pembangunan strategik negara di masa hadapan.



Gaya Hidup Sihat dan Sejahtera

Memberi penekanan kepada amalan cara hidup sihat secara fizikal, mental/emosi, sosial dan spiritual, aman dan makmur, tenang dan tenteram serta terpelihara daripada bencana.

4 Teras Model Pembangunan Belia Madani 2030



3 Matlamat Pelan Pemerkasaan Sosioekonomi Belia 2030



3 Inisiatif RMK13



PROSES PEMBANGUNAN MANUSIA MENGIKUT KOHORT UMUR



0 – 6 tahun
(Kanak-Kanak Awal)

Ilmu

- Literasi asas (mengenal huruf, nombor, warna, bentuk)
- Pemahaman asas bahasa ibunda dan bahasa kedua
- Pengenalan asas sains semula jadi dan alam sekitar
- Nilai agama, moral dan akhlak asas melalui cerita dan teladan.

Kemahiran Diri

- Kemahiran motor kasar dan halus (berjalan, melukis, menulis, bermain)
- Kemahiran komunikasi asas (menyatakan keperluan, menyebut emosi)
- Disiplin asas (menunggu giliran, mengikut peraturan mudah)
- Kemahiran sosial awal (berkongsi, bekerjasama, empati asas).



7 – 12 tahun
(Kanak-Kanak Sekolah Rendah)

Ilmu

- Literasi membaca, menulis dan mengira (3M) pada tahap mantap
- Asas teknologi (penggunaan komputer/ tablet, keselamatan digital asas)
- Sains asas (alam sekitar, kesihatan, logik matematik)
- Pendidikan nilai: tanggungjawab, hormat, kerjasama.

Kemahiran Diri

- Kemahiran pengurusan diri (jadual belajar, tugasan sekolah)
- Kemahiran berfikir kritis asas (membezakan betul/ salah, sebab-akibat)
- Kemahiran sosial (bermain secara berpasukan, persahabatan, kerja kumpulan)
- Asas kreativiti (muzik, seni, sukan, permainan imaginasi).



13 – 18 tahun
(Remaja Awal & Menengah)

Ilmu

- Penguasaan kurikulum menengah (STEM, sastera, teknologi, bahasa)
- Literasi digital dan maklumat (penggunaan internet bertanggungjawab, etika media sosial)
- Pendidikan kerjaya asas (pengenalan bidang pekerjaan, vokasional)
- Asas kepimpinan (pengurusan aktiviti, organisasi pelajar, kokurikulum).

Kemahiran Diri

- Kemahiran komunikasi interpersonal (pengucapan awam, perbahasan, penulisan)
- Pengurusan emosi (tekanan, identiti diri, kawalan emosi)
- Kemahiran menyelesaikan masalah dan membuat keputusan
- Nilai sosial: hormat kepelbagaian, semangat sukarela, empati mendalam
- Asas keusahawanan (projek kecil, jualan sekolah, inovasi).



19 – 24 tahun
(Belia Pertengahan –
Pengajian Tinggi / Awal Kerjaya)

Ilmu

- Kepakaran bidang (universiti, kolej, TVET, profesional)
- Literasi kewangan asas (mengurus wang, hutang, simpanan, pelaburan kecil)
- Literasi politik dan sivik (hak, tanggungjawab warganegara, demokrasi)
- Ilmu global (isu semasa, teknologi, kelestarian, kebudayaan).

Kemahiran Diri

- Kebolehpasaran (resume, temuduga, latihan industri, rangkaian)
- Kemahiran kepimpinan dan organisasi (mengurus pasukan, projek)
- Kemahiran kritis dan inovasi (penyelidikan, reka cipta, pemikiran strategik)
- Kemahiran hidup berdikari (mengurus masa, kewangan, kesihatan, perumahan)
- Nilai integriti, profesionalisme, dan etika kerja.



25 – 30 tahun
(Belia Akhir – Kerjaya &
Keluarga Awal)

Ilmu

- Pengkhususan lanjut (profesional, pascasiswazah, lesen profesional)
- Pengurusan kerjaya (perancangan jangka panjang, jaringan industri)
- Ilmu keibubapaan asas dan pengurusan keluarga
- Pengetahuan ekonomi dan sosial masyarakat.

Kemahiran Diri

- Kemahiran pengurusan kewangan lanjutan (pelaburan, hartanah, insurans)
- Kemahiran kepimpinan komuniti dan sosial (NGO, sukarela, persatuan)
- Kemahiran keusahawanan/ industri (memulakan perniagaan, inovasi produk)
- Kemahiran membuat keputusan besar (kerjaya, perkahwinan, pelaburan)
- Pengukuhan identiti diri dan nilai kepimpinan masyarakat.



31 tahun ke atas
(Dewasa Matang)

Ilmu

- Ilmu pengkhususan berterusan (*Continuing Professional Development*)
- Ilmu pengurusan masyarakat dan negara (dasar awam, pembangunan sosial)
- Ilmu kerohanian, kesedaran diri, falsafah hidup.

Kemahiran Diri

- *Mentoring & coaching* (membimbing generasi muda)
- Kepimpinan organisasi dan negara
- Kemahiran membuat keputusan kompleks berasaskan data dan nilai moral
- Kesedaran kelestarian (alam sekitar, ekonomi hijau, komuniti mampan)
- Persediaan persaraan (kewangan, kesihatan, sosial).

Kesimpulan

- Dari 0–12 tahun memfokuskan kepada asas literasi & nilai.
- Dari 13–24 tahun memfokuskan kepada identiti diri, kemahiran kerjaya dan kepimpinan.
- Dari 25 tahun ke atas memfokuskan kepada pengukuhan kerjaya, keluarga dan kepimpinan sosial.



ANALISIS SENARIO BELIA MASA KINI



LANDSKAP BELIA DI MALAYSIA

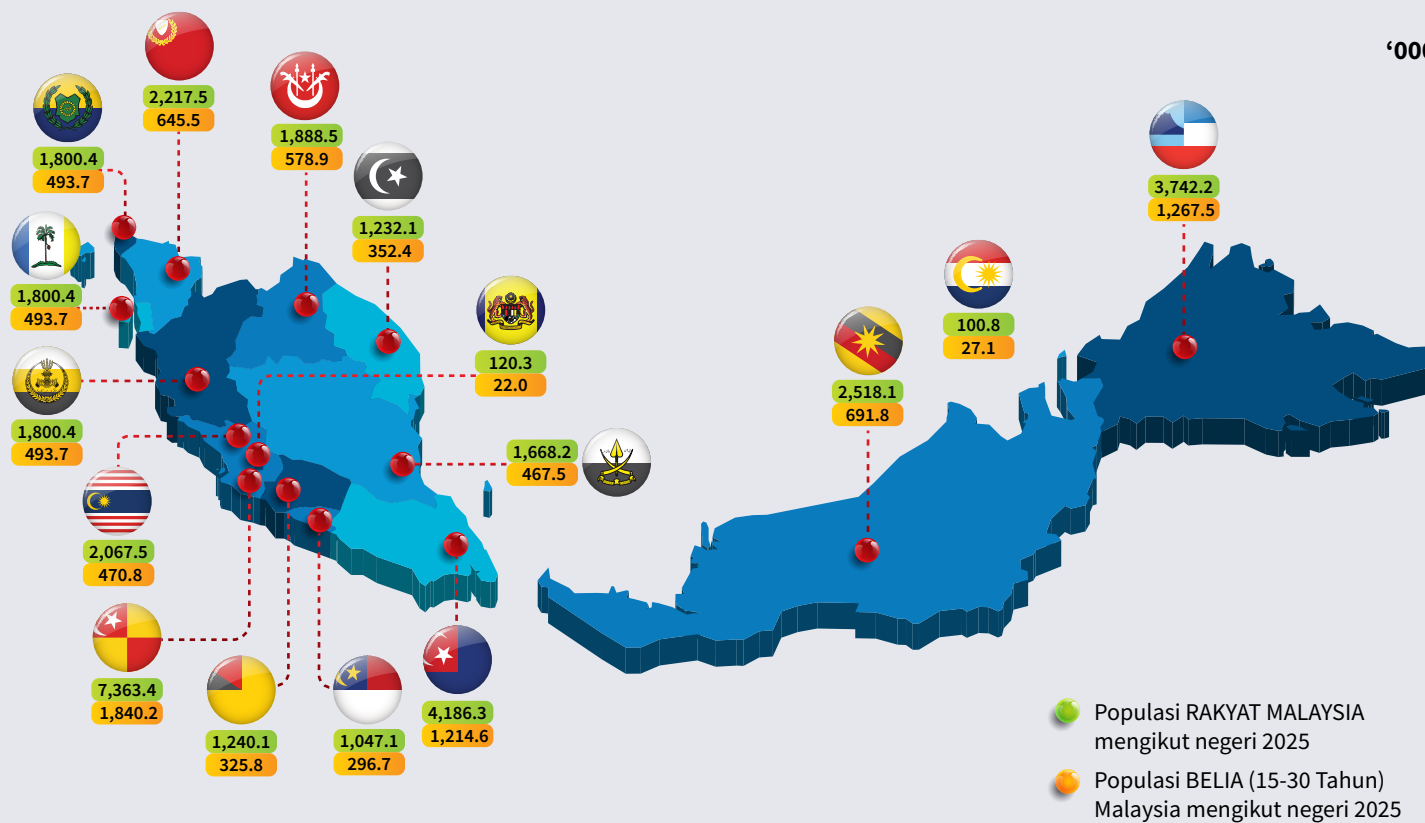
34.23 juta

Populasi rakyat MALAYSIA 2025

9.55 juta
(27.9%)

Populasi BELIA (15-30 tahun) Malaysia 2025^P

'000



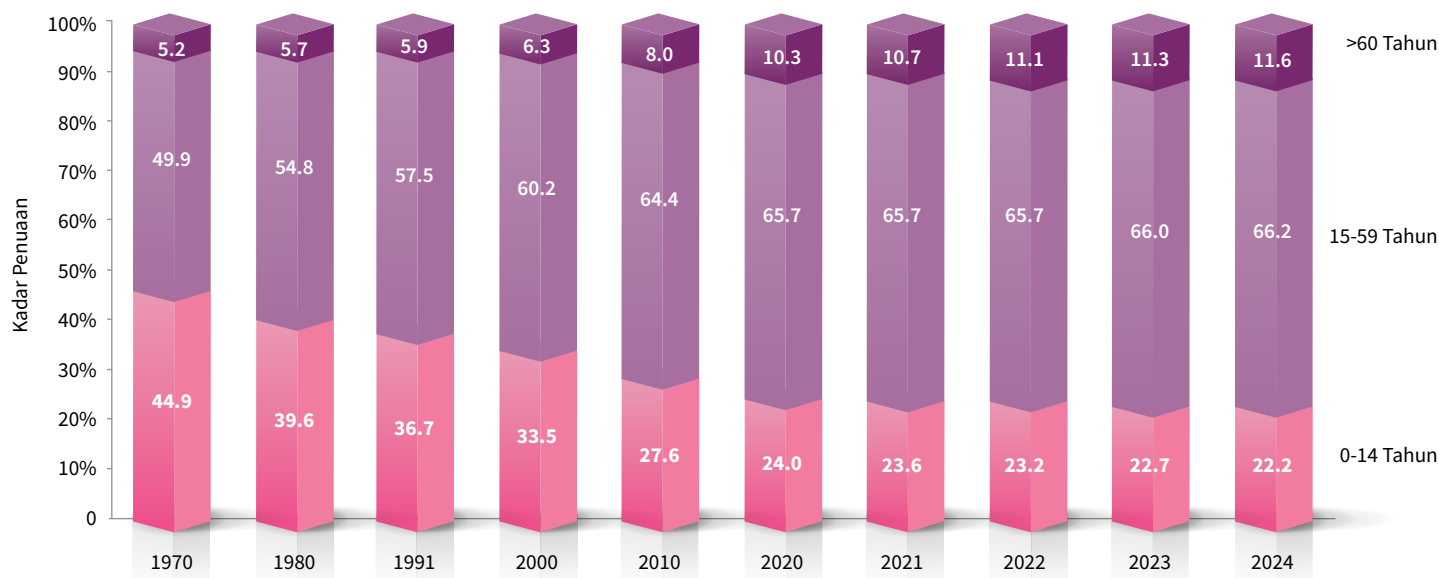
Nota:

1. Anggaran Penduduk Pertengahan Tahun berasaskan data Banci Penduduk dan Perumahan Malaysia 2020
2. Hasil tambah mungkin berbeza kerana pembundaran
3. P adalah Unjuran

Sumber: Jabatan Perangkaan Malaysia (2025)

Trend dan Analisis Penuaan Penduduk di Malaysia

Struktur Umur Penduduk Malaysia (60+ Tahun)



Sumber: Jabatan Perangkaan Malaysia (2024)

Peningkatan Populasi Warga Emas (60 Tahun ke Atas)

- Pada tahun 1970, hanya 5.2% penduduk Malaysia terdiri daripada golongan berusia 60 tahun ke atas.
- Menjelang tahun 2024, peratusan ini telah meningkat kepada 11.6%, menunjukkan kadar penuaan penduduk yang semakin ketara.
- Ini mencerminkan bahawa Malaysia sedang menuju ke arah status negara tua (*ageing nation*), di mana lebih daripada 15% penduduk adalah warga emas menjelang 2030 jika trend ini berterusan.

Penurunan Populasi Muda (0-14 Tahun)

- Populasi muda (0-14 tahun) mencatat penurunan ketara dari 44.9% pada tahun 1970 kepada 22.2% pada tahun 2024.

Perubahan dalam Kumpulan Usia Produktif (15-59 Tahun)

- Golongan usia produktif meningkat dari 49.9% (1970) kepada 66.2% (2024).
- Walau bagaimanapun, selepas tahun 2024, dijangka bahawa kumpulan ini mungkin mula menurun kerana populasi semakin tua.

IMPLIKASI PENUAAN RAKYAT MALAYSIA

Beban Ekonomi:

- Kenaikan bilangan warga emas akan memberi tekanan kepada sistem penjagaan kesihatan dan perbelanjaan sosial.
- Kumpulan produktif yang menyusut akan menjejaskan pertumbuhan ekonomi negara.

Kesejahteraan Sosial:

- Keperluan untuk infrastruktur sokongan warga emas seperti rumah penjagaan, hospital geriatrik, dan sokongan komuniti akan meningkat.

Peluang Ekonomi:

- Pasaran bagi produk dan perkhidmatan khusus untuk warga emas (seperti kesihatan, makanan tambahan, dan perumahan) akan berkembang.

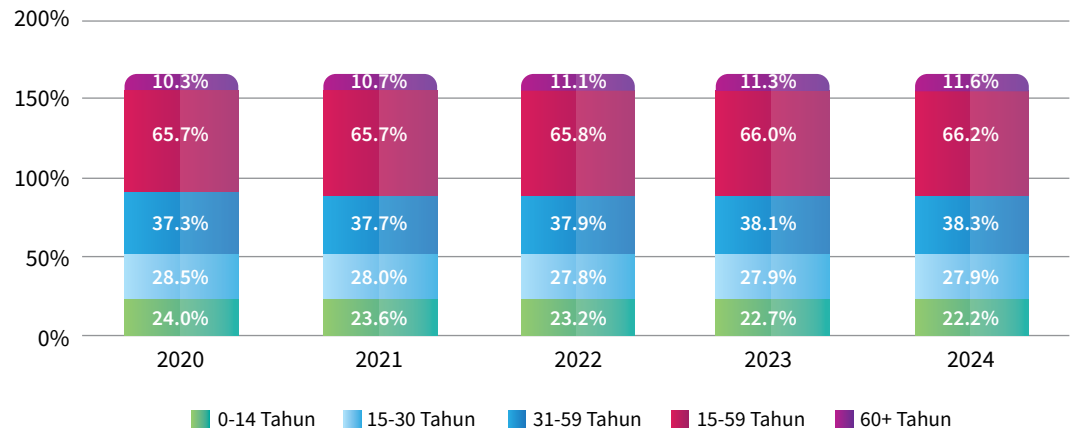
Trend dan Analisis Penuaan Penduduk di Malaysia

Bilangan mengikut kumpulan umur ('000)

TAHUN	0-14 TAHUN	15-30 TAHUN	31-59 TAHUN	15-59 TAHUN	60+ TAHUN
2020	7,771.8	9,242.1	12,090.1	21,332.2	3,343.3
2021	7,684.8	9,121.4	12,271.2	21,392.6	3,498.9
2022	7,579.7	9,103.8	12,396.5	21,500.3	3,618.1
2023	7,569.2	9,316.7	12,739.8	22,056.5	3,776.1
2024	7,554.2	9,499.6	13,055.2	22,554.8	3,949.8

Bilangan mengikut kumpulan umur (%)

TAHUN	0-14 TAHUN	15-30 TAHUN	31-59 TAHUN	15-59 TAHUN	60+ TAHUN
2020	24.0	28.5	37.3	65.7	10.3
2021	23.6	28.0	37.7	65.7	10.7
2022	23.2	27.8	37.9	65.8	11.1
2023	22.7	27.9	38.1	66.0	11.3
2024	22.2	27.9	38.3	66.2	11.6



Sumber: Jabatan Perangkaan Malaysia (2025)

ANALISA SENARIO BELIA MASA KINI

Belia adalah tunjang kepada pembangunan masyarakat dan negara. Tempoh 2025-2035 dijangka membawa pelbagai cabaran serta peluang bagi golongan belia, dipengaruhi oleh faktor ekonomi, sosial, teknologi, alam sekitar dan politik. Berikut adalah analisis senario belia berdasarkan beberapa aspek utama. Tempoh hadapan ini akan membawa cabaran kompleks tetapi juga peluang besar untuk belia. Bagi menghadapi cabaran ini, pendekatan holistik diperlukan oleh kerajaan, NGO, dan sektor swasta. Pelaburan dalam pendidikan, kesihatan mental, latihan kemahiran, dan sokongan keusahawanan adalah kunci untuk memastikan belia menjadi pemangkin perubahan positif dalam masyarakat.

Ekonomi dan Pasaran Kerja

- **Ketidaktentuan Ekonomi:** Belia mungkin berdepan kesukaran ekonomi seperti pengangguran dan inflasi yang tinggi, terutama selepas pandemik dan krisis ekonomi global.
- **Keusahawanan:** Keusahawanan dijangka menjadi pilihan utama bagi belia, terutamanya dengan sokongan daripada teknologi seperti e-dagang dan *blockchain*.
- **Pekerjaan Hijau (Green Jobs):** Peluang pekerjaan dalam sektor mesra alam seperti tenaga boleh diperbaharui dijangka berkembang, selaras dengan fokus global terhadap perubahan iklim.

Teknologi dan Digitalisasi

- **Automasi dan Kecerdasan Buatan (AI):** Kemajuan teknologi akan mengubah pasaran kerja, dengan pekerjaan rutin semakin digantikan oleh robot dan AI. Belia perlu menyesuaikan diri dengan pekerjaan yang memerlukan kreativiti dan inovasi.
- **Ekonomi Gig dan Freelance:** Peningkatan pekerjaan bebas (*freelance*) dan ekonomi gig akan menjadi ciri utama pasaran kerja, memberikan fleksibiliti tetapi juga ketidakpastian pendapatan.
- **Ketagihan Digital:** Ketergantungan kepada media sosial dan aplikasi digital mungkin menimbulkan isu kesihatan mental seperti kebimbangan dan kemurungan dalam kalangan belia.

Demografi dan Pendidikan

- **Populasi Belia:** Berdasarkan unjuran daripada Jabatan Perangkaan Malaysia (DOSM) jumlah belia dijangka meningkat di beberapa negara membangun, manakala negara maju mungkin menyaksikan pengurangan kerana kadar kelahiran yang rendah.
- **Akses Pendidikan:** Pendidikan tinggi dijangka menjadi lebih inklusif dengan kemajuan teknologi seperti pembelajaran dalam talian (*online learning*). Namun, jurang digital mungkin terus menjadi isu di kawasan luar bandar.
- **Kemahiran Abad ke-21:** Belia akan dituntut untuk menguasai kemahiran seperti pemikiran kritikal, analisis data, dan literasi digital bagi kekal relevan dalam pasaran kerja.



Perubahan Iklim

- **Kesedaran Alam Sekitar:** Belia semakin prihatin terhadap isu alam sekitar dan menjadi pendorong utama untuk kempen dan polisi berkaitan perubahan iklim.
- **Krisis Sumber:** Isu seperti kekurangan air, pencemaran, dan bencana alam boleh memberikan tekanan kepada generasi belia, terutamanya kepada golongan berisiko tinggi.



Sosiolisasi Politik & Kenegaraan

- **Keterlibatan Politik:** Belia lebih berpendidikan dan berteknologi, menjadikan mereka lebih aktif dalam isu-isu politik melalui platform digital.
- **Aktivisme Sosial:** Isu seperti perubahan iklim, hak pekerja, dan keadilan sosial dijangka menjadi keutamaan belia dalam tempoh ini.
- **Pendekatan Berasaskan Komuniti dalam Kalangan Belia:** Belia kini lebih cenderung memilih pendekatan yang berasaskan komuniti (*community based*) dan penyertaan bersama.



Isu Sosial dan Kesihatan Mental

- **Kesihatan Mental:** Isu kesihatan mental dalam kalangan belia semakin meningkat dan memberi kesan kepada emosi, pelajaran, kerja, dan hubungan sosial. Isu ini perlu ditangani secara bersama oleh keluarga, sekolah, komuniti, dan majikan. Sokongan awal, pendidikan kesihatan mental, dan persekitaran yang selamat serta mesra belia sangat penting untuk membantu mereka menjadi lebih berdaya tahan.
- **Keseimbangan Hidup-Kerja:** Tuntutan kerja yang tinggi mungkin menyukarkan belia mencapai keseimbangan hidup-kerja.
- **Peningkatan Kesedaran Hak Asasi:** Belia semakin lantang bersuara mengenai isu hak asasi manusia, gender, dan keadilan sosial.

SENARIO ISU SOSIAL MALAYSIA

Statistik Utama



Penagih Dadah

Belia 15-30 Tahun

Tahun 2023 8,247 orang

Tahun 2022 8,652 orang

▼ Penurunan sebanyak 405 orang daripada tahun 2022 kepada 2023.

Sumber: AADK (Feb 2024)



Jenayah

Belia 15-30 Tahun

Tahun Sept 2024 1,154 orang

Tahun 2023 11,245 orang

Tahun 2022 9,426 orang

▲ Peningkatan Sebanyak 1,819 orang daripada tahun 2022 kepada 2023.

Sumber: PDRM (Nov 2024)



Kebankrapan

Belia <34 Tahun

Tahun Jan 2025 56 orang

Tahun 2024 877 orang

Tahun 2023 727 orang

▲ Peningkatan Sebanyak 150 orang daripada tahun 2023 kepada 2024.

Sumber: Insolvensi (Jan 2025)



Kesihatan Mental

Belia 15-30 Tahun

Tahun 2023

Skor 71.91

Sederhana

Sumber: IYRES (2023)



Rasuah

Belia 15-40 Tahun

Tahun 2023 467 orang

Tahun 2022 420 orang

▲ Peningkatan sebanyak 47 orang daripada tahun 2022 kepada 2023.

Sumber: SPRM (Mei 2024)



Buli Siber (Gangguan dalam Talian)

Belia 15-30 Tahun

Tahun Julai 2024 892 orang

Tahun 2023 1,407 orang

Tahun 2022 1,333 orang

▲ Peningkatan Sebanyak 74 orang daripada tahun 2022 kepada 2023.

Sumber: MCMC (Ogos 2024)



Rokok/ Vape

Remaja 13-17 Tahun

Tahun 2022

Tahun 2017

Perokok

6.2%

13.8%

▼ Penurunan
Sebanyak 7.6%

e-Rokok/Vape

14.9%

9.8%

▲ Peningkatan
Sebanyak 5.1%

Sumber: IKU, KKM (2023)



Penagih Dadah

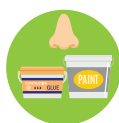
PENGAMBILAN DADAH MASIH TINGGI

106,000

Remaja di Malaysia pernah mengambil dadah sekurang-kurangnya sekali dalam seumur hidup mereka

60,000

Remaja di Malaysia kini masih mengambil dadah



2.8%

Pernah mengambil inhalan* (*seperti gam, cat, dll.)



1.1%

Pernah mengambil ganja



2.3%

Pernah mengambil ketum



1.0%

Pernah mengambil amfetamin atau metamfetamin

Sumber: KKM. Tinjauan Kebangsaan Kesihatan dan Morbiditi 2022

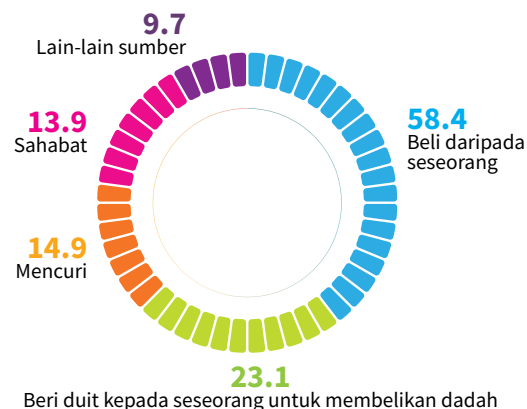
www.iku.gov.my/nhms



3 daripada 4 remaja

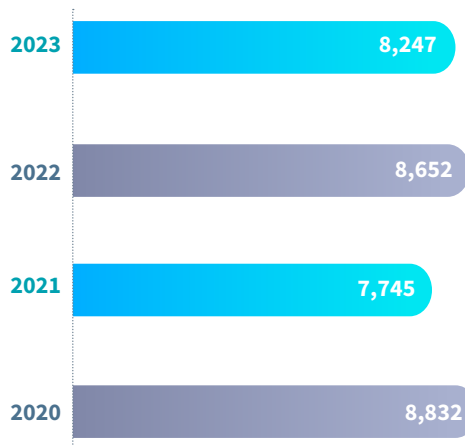
yang pernah mengambil dadah, bermula sebelum umur 14 tahun

Sumber untuk mendapatkan dadah



STATISTIK PENAGIH DADAH BELIA (15-30 tahun) BAGI TAHUN 2020 HINGGA DISEMBER 2023

Jumlah Keseluruhan 33,476 orang



- Jumlah kumulatif belia (15-30 tahun) yang terlibat dalam penagihan dadah bagi tahun 2020 hingga 2023 adalah seramai 33,476 orang.
- Penurunan sebanyak 405 orang daripada tahun 2022 kepada 2023 direkodkan.
- Negeri Kedah mencatatkan jumlah tertinggi belia yang terlibat dalam aktiviti penagih dadah bagi tahun 2022 dan 2023 berbanding negeri yang lain.
- Kes penagihan dadah dalam kalangan belia perlu diambil serius oleh pihak berwajib dan intervensi yang bersesuaian perlu dilaksanakan.

Trend dan Analisis Penuaan Penduduk di Malaysia

BIL	NEGERI	TAHUN						
		2017	2018	2019	2020	2021	2022	2023
1	Johor	130	232	173	235	110	135	79
2	Kedah	660	643	531	357	226	381	268
3	Kelantan	409	295	135	112	220	353	248
4	Melaka	20	33	41	31	15	41	23
5	Negeri Sembilan	14	20	17	22	7	20	22
6	Pahang	171	48	26	32	56	110	102
7	Perak	94	95	82	54	67	95	62
8	Perlis	29	18	13	8	11	33	18
9	Pulau Pinang	35	70	41	59	101	105	90
10	Sabah	181	200	159	1	130	95	97
11	Sarawak	100	111	105	82	76	94	107
12	Selangor	162	151	93	61	79	121	92
13	Terengganu	250	179	160	82	100	126	169
14	WP.Kuala Lumpur	48	53	42	128	68	91	74
15	WP.Labuan	8	6	1	36	2	12	7
16	WP.Putrajaya	1	0	0	4	0	0	
JUMLAH		2,312	2,154	1,619	1,304	1,268	1,812	1,458

Petunjuk :
● Nilai tertinggi

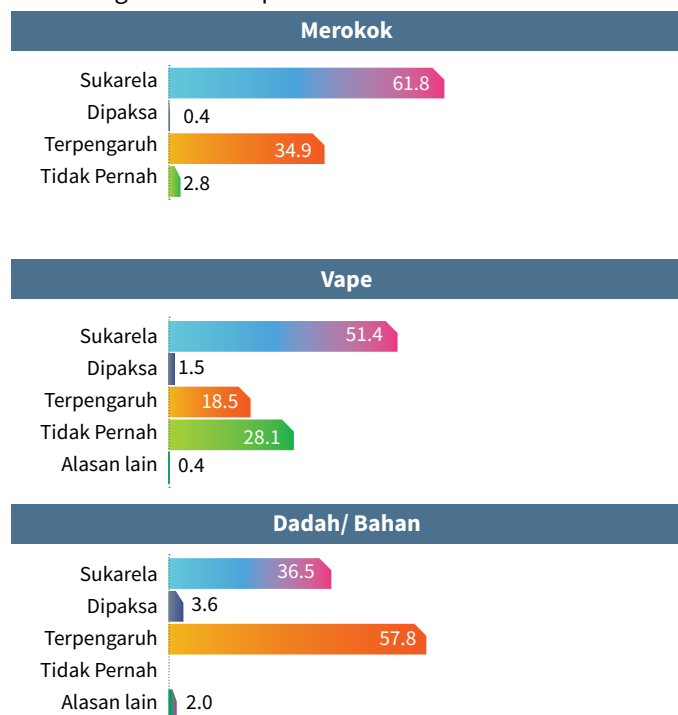
STATISTIK PENAGIH DADAH BELIA (15-30 tahun) MENERIMA RAWATAN PEMULIHAN MENGIKUT NEGERI BAGI TAHUN 2017 - DISEMBER 2023

- Kedah menjadi negeri yang mencatatkan jumlah penagih dadah belia menerima rawatan pemulihan paling tinggi bermula tahun 2017 hingga 2023.
- Terdapat trend penurunan sebanyak 354 dari tahun 2022 (1,812) kepada tahun 2023 (1,458)

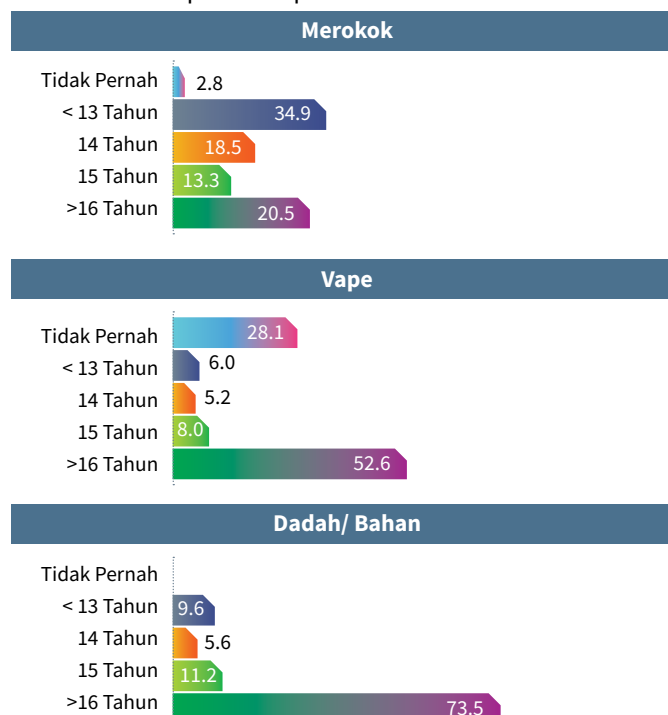
Sumber: Agensi Anti Dadah Kebangsaan (AADK), Kementerian Dalam Negeri (KDN). Februari 2024.

Peratusan Penglibatan Awal Belia (Dalam Penyalahgunaan Dadah/ Bahan (Substance))

Pengalaman kali pertama terlibat adalah secara...

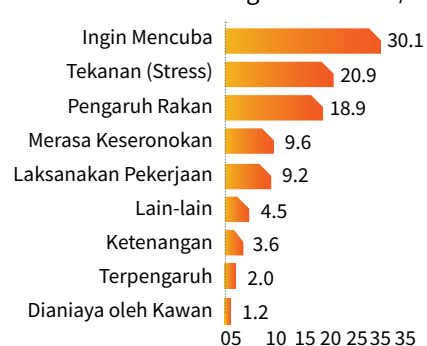


Umur pada kali pertama terlibat adalah...

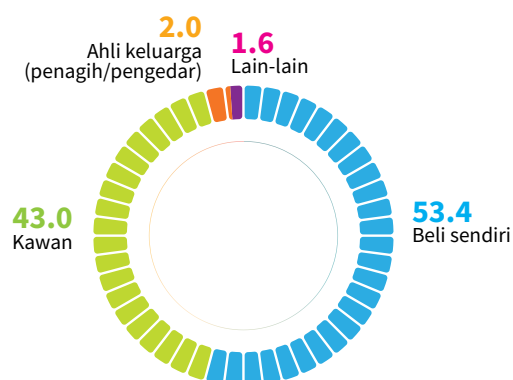


(n=249 ORANG)

Sebab mengambil dadah/bahan...



Sumber mendapatkan dadah/ bahan...

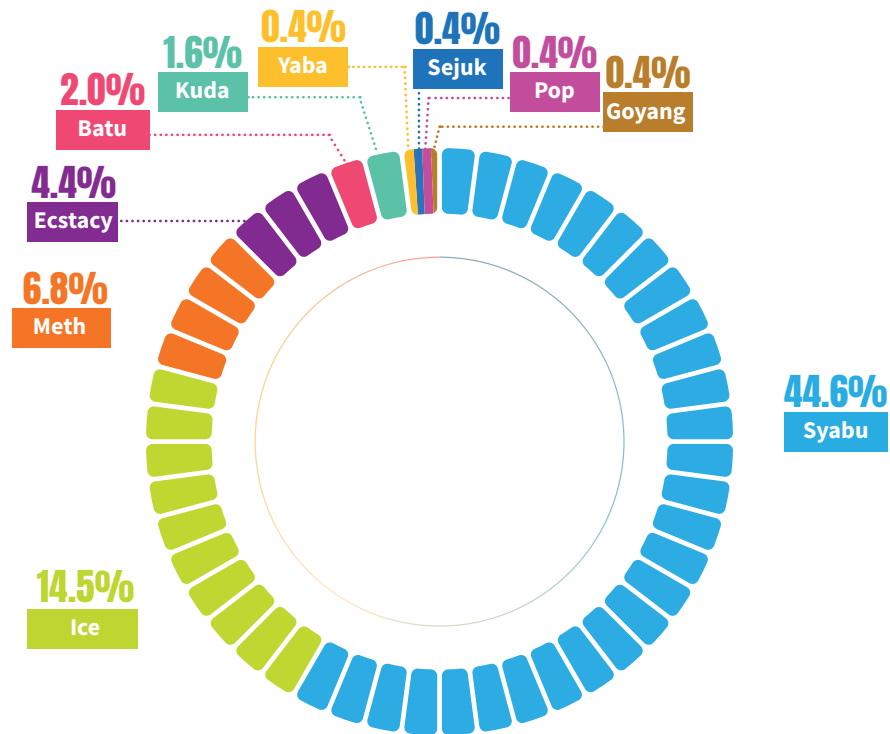


Nota: Lain-lain: seperti untuk tidur, jual, dapatkan tenaga dan lain-lain

Sumber: IYRES 2025: Kajian Tingkah Laku Keterlibatan Belia dalam Penyalahgunaan Dadah/ Bahan di Kawasan Berisiko Tinggi Terpilih

Kajian ini mendapati 5 Jenis Dadah sering diambil/ digunakan oleh belia

Stimulants (Uppers)



Depressants (Downers)

0.8%

Erimen

Opiat

2.4%

Heroin

Hallucinogens

1.2%

Ketamin

Ganja

18.9%

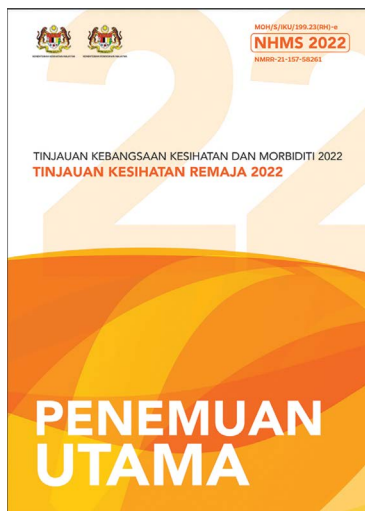
Ganja

0.8%

Weed

Nota : Jenis ganja ini adalah berdasarkan maklum balas dari responden

Sumber: IYRES 2025: Kajian Tingkah Laku Keterlibatan Belia dalam Penyalahgunaan Dadah/ Bahan di Kawasan Berisiko Tinggi Terpilih



7.6%
atau
154,646
belia (13-17 tahun)
dilaporkan pernah
melakukan hubungan
seks!

Sumber: Tinjauan
Kebangsaan Kesihatan dan
Morbidity 2022, KKM



75% Masih aktif berhubung seks



33% Mula berhubung seks sebelum umur
14 tahun



11% Mempunyai lebih dari 1 pasangan

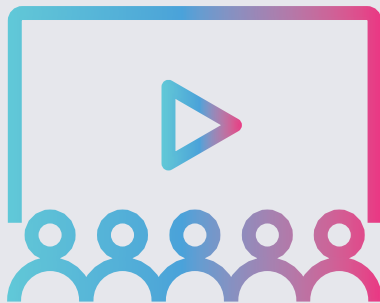


88% Tidak menggunakan kondom



88% Tidak menggunakan apa-apa kaedah
perancang keluarga

Pengetahuan remaja mengenai kesihatan reproduktif masih
lagi rendah dan mereka berisiko tinggi terlibat dalam tingkah
laku seksual seawal usia 13 tahun.



75%

BELIA

di Malaysia
menonton
pornografi

Sumber: Jabatan Perubatan Keluarga Fakulti Perubatan, Universiti
Kebangsaan Malaysia (UKM). 2021,

Kebanyakan yang terlibat adalah remaja
lelaki dan mereka telah terjebak ketika
seawal menuntut di sekolah menengah
serta kerap menggunakan internet di rumah
secara bersendirian

”

Prof. Nor Azimah Mohammad
Universiti Kebangsaan Malaysia (UKM)

Inisiatif IYRES Melalui Tinjauan Persepsi Belia Terhadap Isu Pornografi Di Malaysia

Data Primer: Inisiatif KBS melalui IYRES

Kajian Polling persepsi belia terhadap isu pornografi di Malaysia



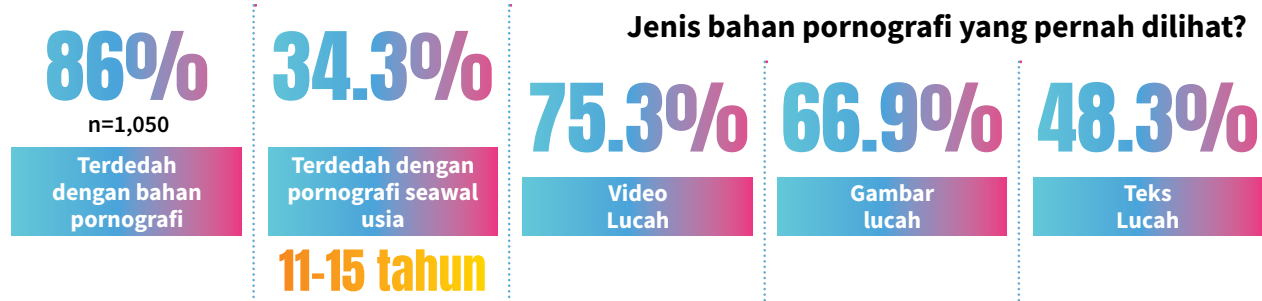
Kerjasama



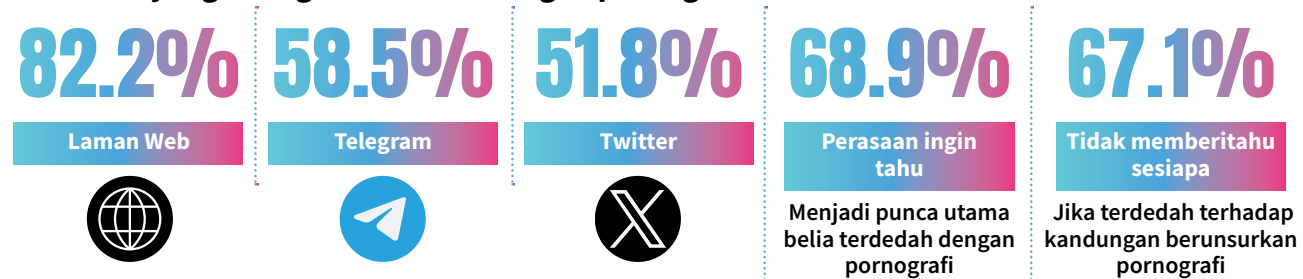
Polling ini bertujuan mengenalpasti keterlibatan belia pornografi Malaysia.

- 3 Objektif utama yang ingin dicapai melalui pelaksanaan *polling* ini iaitu:
 - Faktor keterlibatan
 - Medium keterlibatan sebagai asas bagi perancangan
 - Cadangan strategi solusi bagi membendung isu.
- Kumpulan sasaran responden terdiri daripada golongan belia berumur 15 - 40 tahun.
- Tempoh pengumpulan data secara dalam talian: 18 April - 15 Julai 2023.
- Jumlah penyertaan responden adalah seramai 1,222 orang.

DAPATAN UTAMA



Platform yang sering diakses kandungan pornografi



Sumber: Polling persepsi belia Malaysia terhadap isu pornografi. 2023

Pandangan Belia Terhadap Isu Pornografi

Jenis bahan pornografi yang pernah dilihat?

86%

Terdedah
kepada bahan
pornografi

Mengikut Kategori Umur



1.2%

15-18 tahun (Belia Awal)



18.6%

19-24 tahun
(Belia Pertengahan)



44.1%

25-30 tahun (Belia Akhir)



36.1%

31-40 tahun (Pasca Belia)

Status Perkahwinan



30.6%

Berkahwin



67.2%

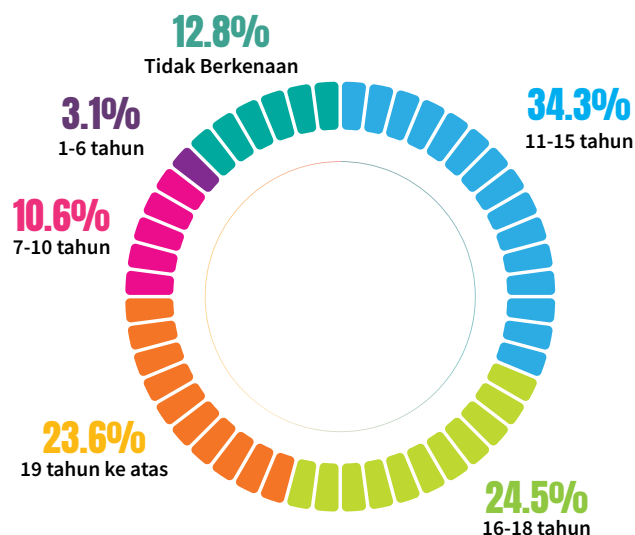
Bujang



2.2%

Duda/ Janda/ Balu

Bila kali pertama mula terdedah kepada kandungan berunsurkan pornografi?

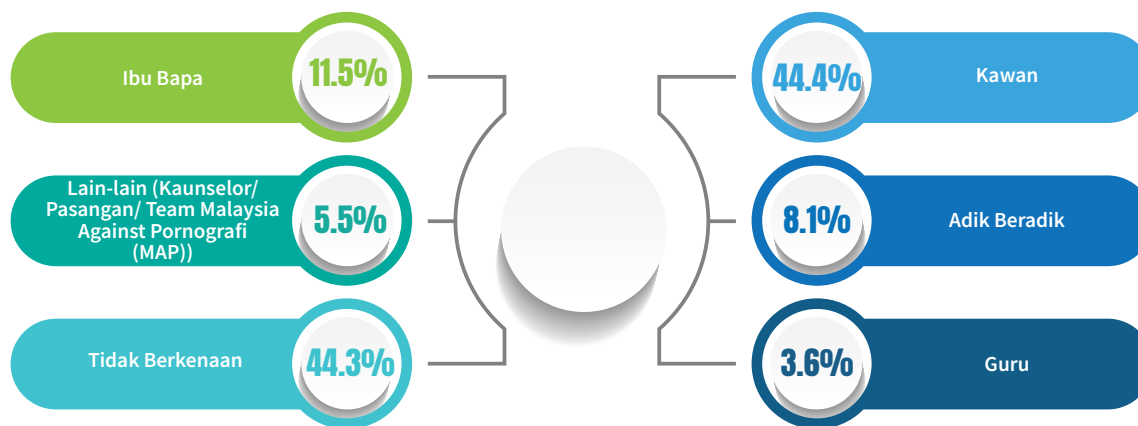


Adakah memberitahu sesiapa jika terdedah terhadap kandungan berunsurkan pornografi?

12.6%
Tidak Terdedah

20.3%
Memberitahu Seseorang

67.1%
Tidak Memberitahu
Sesiapa



Sumber: IYRES. (2023). Polling persepsi belia Malaysia terhadap isu pornografi. Kementerian Belia dan Sukan Malaysia. Putrajaya.



Bunuh Diri

Berfikir, merancang, dan cuba membunuh diri

581 (10.7%)

Berfikir untuk membunuh diri

424 (7.8%)

Merancang cara membunuh diri
(contoh: bagaimana, bila atau di mana)

324 (6.0%)

Cuba membunuh diri

Nota: Jumlah keseluruhan responden = 5,414 orang belia (15-30 tahun)

Dapatan Indeks Belia Malaysia 2023 (IBM'23) menunjukkan daripada 5,414 orang responden yang berumur 15-30 tahun, seramai 10.7% atau 581 orang berfikir untuk membunuh diri, manakala 7.8% atau 424 orang menyatakan pernah merancang cara untuk membunuh diri dan 6.0% atau 324 orang pula menyatakan pernah cuba membunuh diri.

Sumber: Kajian Indeks Belia Malaysia 2023

5,867

orang belia
(15-30 tahun)

560 (9.5%)

Berfikir lebih elok mati atau ingin
mencederakan diri sendiri

Nota: Jumlah keseluruhan responden = 5,867 orang belia (15-30 tahun)

Dapatan Kajian Indeks Kesihatan Mental Belia Malaysia Tahun 2023 menunjukkan seramai 560 orang belia (15-30 tahun) atau 9.5% berfikir lebih elok mati atau ingin mencederakan diri sendiri.

Sumber: Kajian Indeks Kesihatan Mental Belia Malaysia 2023



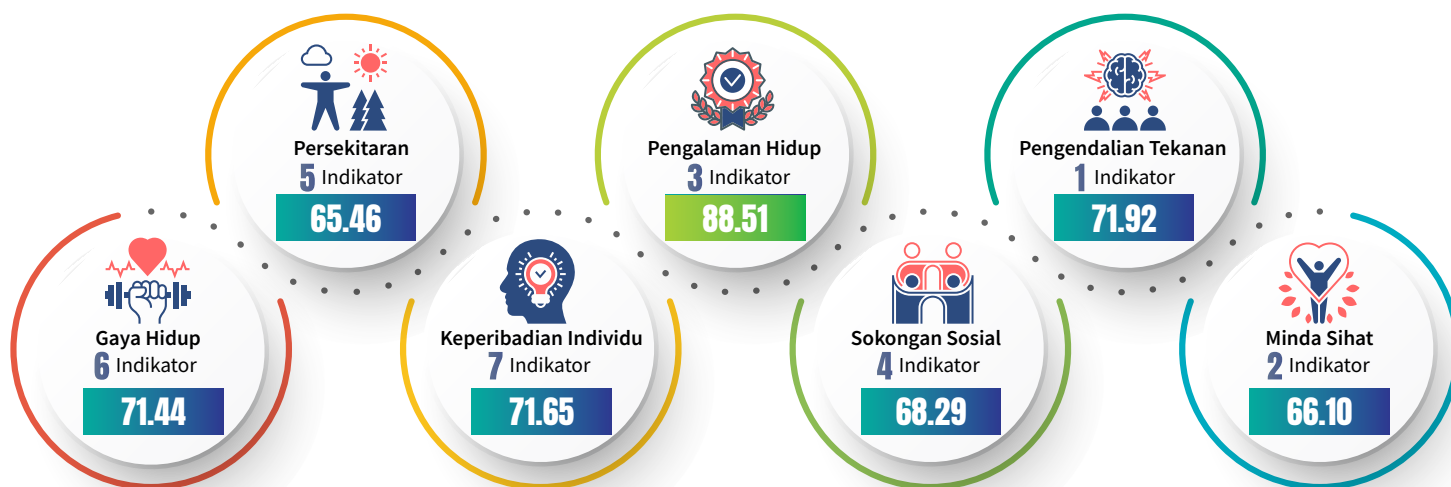
Kesihatan Mental

Skor Indeks Kesihatan Mental Belia Malaysia 2023

71.91

Tahap Sederhana Memuaskan

Pencapaian Domain dan Indikator



Petunjuk :

0-25	26-50	51-75	76-100
Sangat Tidak Memuaskan	Tidak Memuaskan	Sederhana Memuaskan	Memuaskan

Skor 71.91 menunjukkan bahawa kesihatan mental belia berada pada tahap sederhana memuaskan.

Kesihatan mental pada tahap sederhana memuaskan menjadi petunjuk awal yang sangat berharga bagi mengetahui kecenderungan menghadapi masalah kesihatan mental.

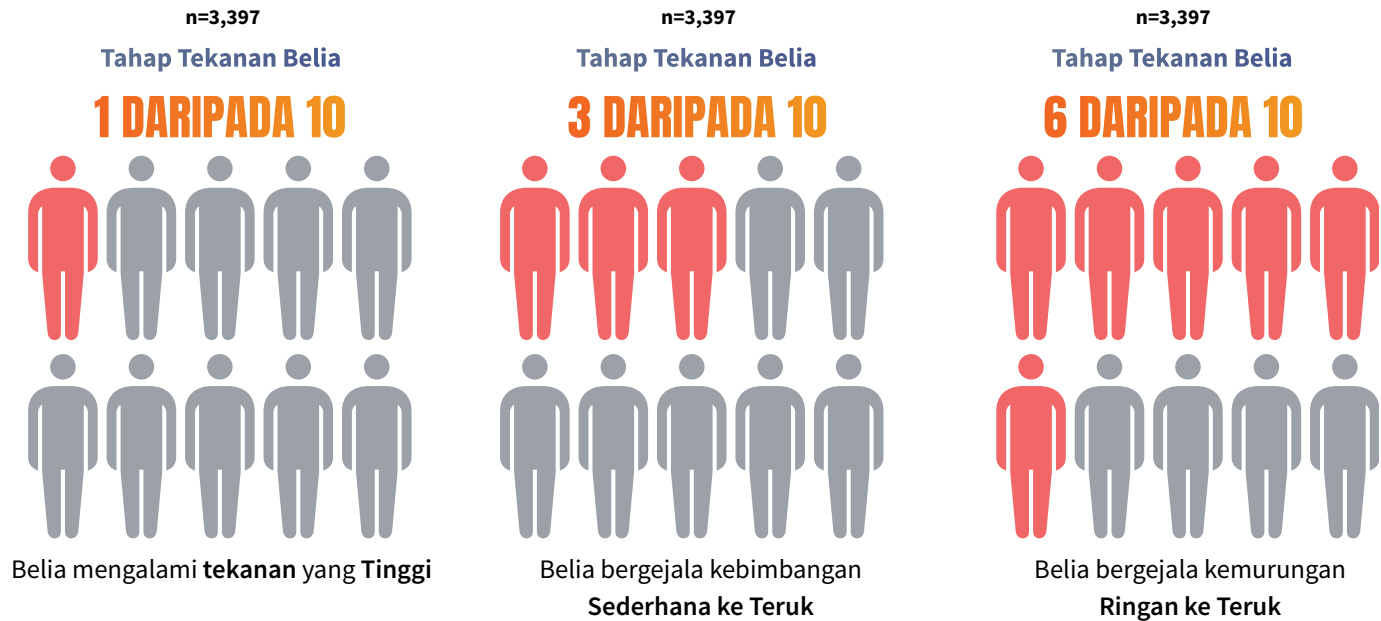
Ini menunjukkan bahawa terdapat tekanan, terutama yang berkaitan dengan domain persekitaran, sokongan sosial, dan minda sihat. Jika tidak ditangani, situasi ini ia boleh membawa kepada masalah kesihatan mental yang lebih serius dalam kalangan belia Malaysia.

Sumber: IYRES (2023). Indeks Kesihatan Mental Belia Malaysia 2023



Kesihatan Mental

Skor Indeks Kesihatan Mental Belia Malaysia 2023



PUNCA BERLAKU TEKATAN, KEBIMBANGAN DAN KEMURUNGAN

5 PUNCA UTAMA



Bimbang tentang masa hadapan (future)

82%
2,785



Rasa bersalah apabila mungkir janji

73%
2,489



Merasa kekurangan pada diri sendiri

72%
2,428



Masalah ekonomi diri sendiri

61%
2,083



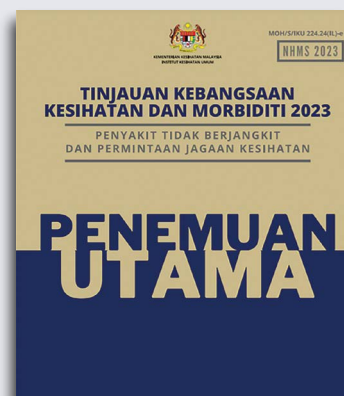
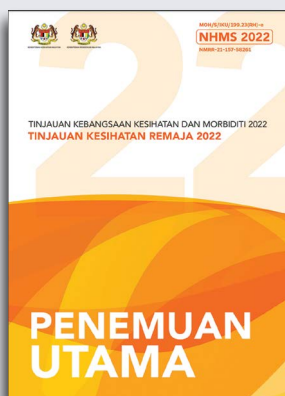
Beban akademik

52%
1,766

Sumber: IYRES (2022). Kajian Profil Kesihatan Mental Belia Malaysia



Bunuh Diri



06

KEBIMBANGAN YANG SEMAKIN MENINGKAT MENGENAI BUNUH DIRI DI KALANGAN REMAJA

1 daripada 8
pernah terfikir untuk membunuh diri

1 daripada 10
pernah mencuba untuk membunuh diri

Lebih ramai perempuan daripada lelaki



18.5% pernah terfikir untuk membunuh diri



13.4% pernah mencuba untuk membunuh diri

Trend selama satu dekad di Malaysia



Adakah mereka okay?
(Berdasarkan Penilaian PHQ-9)

1 daripada 4
remaja
kemurungan



Perempuan dua kali ganda lebih murung daripada lelaki



36.1%



17.7%

Diselubungi bayang-bayang

1,000,000
atau **4.6%**

penduduk di Malaysia berumur 16 tahun ke atas mengalami

KEMURUNGAN

2X

Bilangan penduduk yang mengalami kemurungan meningkat **2 kali ganda** dari 2019 hingga 2023



Hampir

SEPARUH

daripada mereka yang berfikir untuk **mencederakan diri**, atau lebih baik untuk mati

Prihatin kepada diri sendiri adalah penting!

- ✓ Sentiasa berhubung dengan kawan dan keluarga
- ✓ Bercakap dengan seseorang
- ✓ Kerap bersenam
- ✓ Makan secara sihat
- ✓ Dapatkan tidur yang mencukupi



Individu daripada golongan muda lebih mudah mengalami kemurungan

Bantuan tersedia



Hubungi seseorang di

Talian HEAL: 15555



Rasuah

Penerimaan atau pemberian suapan sebagai upah atau dorongan untuk seseorang individu kerana melakukan atau tidak melakukan sesuatu perbuatan yang berkaitan dengan tugas rasmi. Suapan terdiri daripada wang, hadiah, bonus, undi, perkhidmatan, jawatan, upah, diskaun.

STATISTIK TANGKAPAN RASUAH GOLONGAN BELIA 15-30 TAHUN MENGIKUT NEGERI BAGI TAHUN 2020 – DISEMBER 2025

BIL	NEGERI	TAHUN					
		2020	2021	2022	2023	2024	2025
1	Selangor	12	4	9	10	20	18
2	WP.Kuala Lumpur	27	10	12	11	9	25
3	Perak	6	12	14	7	6	0
4	Johor	16	9	15	15	11	16
5	Pulau Pinang	6	17	5	7	14	5
6	Kedah	8	6	6	4	1	5
7	Pahang	5	3	5	3	2	6
8	Negeri Sembilan	4	2	1	4	4	4
9	Terengganu	13	4	1	1	0	0
10	Melaka	5	3	2	6	0	10
11	Perlis	0	0	0	0	3	1
12	Kelantan	7	2	2	1	2	4
13	Sabah	4	7	11	10	2	3
14	Sarawak	10	4	1	7	2	3
15	WP.Labuan	1	1	3	0	1	0
16	WP.Putrajaya	12	3	1	7	1	4
JUMLAH KESELURUHAN		136	87	88	93	78	104
		586					

Petunjuk :

● Nilai tertinggi

- Jumlah kumulatif belia 15-30 tahun yang terlibat dalam rasuah bagi tahun 2020 hingga Disember 2025 adalah seramai 586 orang.
- Pola peningkatan sebanyak 26 orang daripada tahun 2024 kepada 2025 direkodkan.
- WP.Kuala Lumpur mencatatkan jumlah peningkatan kes rasuah yang melibatkan belia iaitu seramai 25 orang berbanding negeri-negeri yang lain pada tahun 2025.

Nota: Kesemua data diperoleh melalui Corruption Reporting Information System (CRIS)

Sumber: Suruhanjaya Pencegahan Rasuah Malaysia. Januari 2026



Jenayah

Keterlibatan dalam jenayah kekerasan dan harta benda

9,426

Tahun 2022

11,245

Tahun 2023

1,154

Tahun Sept 2024

KATEGORI JENAYAH

Jenayah Kekerasan

8,253

Tahun 2022-Sept 2024

3,627 4,249 377

2022 2023 Sept 2024

Bunuh	157	179	15
Mencederakan	1,576	1,649	152
Rogol	1,116	1,282	106
Samun Berkawan Bersenjatapi	8	1	2
Samun Berkawan Tanpa Bersenjatapi	764	877	78
Samun Bersejatapi	1	4	0
Samun Tanpa Bersejatapi	205	257	24

Jenayah Harta Benda

13,572

Tahun 2022-Sept 2024

5,799 6,996 777

2022 2023 Sept 2024

Curi	3,462	4,287	487
Curi Motokar	200	194	10
Curi Motosikal	772	910	94
Curi Ragut	0	0	0
Curi Van/ Lori/ J'Berat	27	39	4
Pecah Rumah dan Curi	1,338	1,566	182

Petunjuk :

● Nilai tertinggi

STATISTIK TANGKAPAN RASUAH GOLONGAN BELIA 15-30 TAHUN MENGIKUT NEGERI BAGI TAHUN 2020 – DISEMBER 2025

- Peningkatan kes jenayah sebanyak 1,819 orang daripada tahun 2022 (9,426) kepada 2023 (11,245).
- **Jenayah Kekerasan** menunjukkan trend menurun sebanyak 622 kes iaitu dari tahun 2022 ke 2023.
- **Jenayah Harta Benda** juga menunjukkan trend menurun sebanyak 1,197 kes iaitu dari tahun 2022 ke 2023.
- Jenayah Kekerasan bagi **kesalahan mencederakan** menunjukkan jumlah tertinggi berbanding kesalahan lain.
- Jenayah Harta Benda bagi **kesalahan curi** menunjukkan jumlah tertinggi berbanding kesalahan lain dan trend peningkatan kes meningkat dari tahun 2022 hingga 2023.

Sumber: Polis Diraja Malaysia (PDRM). (Nov 2024)



Kebankrapan

Kebankrapan ialah satu proses undang-undang di mana dengan perintah mahkamah, seseorang itu diisytiharkan bankrap dan segala harta bankrap terletak hak kepada Ketua Pengarah Insolvensi (KPI) untuk penghasilan dan pembahagian kepada pemiutang.

BIL	CAWANGAN	TAHUN				
		2021	2022	2023	2024	JAN 2025
1	WP.Persekutuan*	918	823	626	715	57
2	Selangor	1,789	1,044	1,249	1,599	101
3	Johor Bahru	544	559	400	492	33
4	Perak	354	272	245	332	23
5	Pulau Pinang	373	357	283	324	40
6	Kedah	359	591	264	335	22
7	Muar	158	133	89	114	16
8	Sabah	357	334	221	230	24
9	Kelantan	253	303	243	264	22
10	Melaka	146	125	121	155	5
11	Negeri Sembilan	311	206	206	232	21
12	Temerloh	78	105	63	108	12
13	Pahang	178	172	131	214	19
14	Sarawak	147	129	214	255	17
15	Terengganu	139	145	150	164	14
16	Miri	92	73	67	94	5
17	Sibu	54	68	47	88	2
18	Taiping	69	77	74	62	6
19	Tawau	130	75	55	104	8
20	Sandakan	79	59	39	50	5
21	Perlis	26	45	23	46	3
JUMLAH KESELURUHAN		6,554	5,695	4,810	5,977	455

Petunjuk :

● Nilai tertinggi

STATISTIK TANGKAPAN RASUAH GOLONGAN BELIA 15-30 TAHUN MENGIKUT NEGERI BAGI TAHUN 2020 – DISEMBER 2025

- Seramai 5,977 orang telah direkodkan sebagai muflis pada tahun 2024. Jumlah ini berlaku **peningkatan sebanyak 1,167 orang** jika dibandingkan rekod yang dicatatkan pada tahun 2023 iaitu seramai 4,810 orang.
- Negeri Selangor** mencatatkan jumlah tertinggi dari tahun 2021 sehingga Januari 2025.
- Dari segi jantina, majoriti yang terlibat ialah **lelaki** dengan jumlah sebanyak **4,210 orang** yang direkodkan bagi tahun 2024.

Nota:

- Seseorang yang diisytihar perintah kebangkrutan oleh Mahkamah, segala harta bankrap terletak hak kepada Ketua Pengarah Insolvensi (KPI) bagi tujuan penghasilan dan pengagihan kepada pemiutang selaras dengan subseksyen 8(1)(b) Akta Insolvensi 1967 [Akta 360]
- Nilai had minima kebangkrutan RM100,000 Akta Insolvensi (Pindaan) 2020 [AKTA A1624] berkuatkuasa pada 1 September 2021.
- Maklumat individu muflis di bawah Akta Perlindungan Data Peribadi 2010 (Akta 709).

Nota: WP.Persekutuan* - Wilayah Persekutuan Kuala Lumpur, Putrajaya dan Labuan

Sumber: Jabatan Insolvensi Malaysia (Mdi). (Februari 2025).



Kebankrapan

Kebankrapan ialah satu proses undang-undang di mana dengan perintah mahkamah, seseorang itu diisytiharkan bankrap dan segala harta bankrap terletak hak kepada Ketua Pengarah Insolvensi (KPI) untuk penghasilan dan pembahagian kepada pemiutang.

PERBANDINGAN STATISTIK KES KEBANKRAPAN MENGIKUT GOLONGAN UMUR BAGI TAHUN 2021 – JAN 2025

BIL	GOLONGAN UMUR	TAHUN					JUMLAH	%
		2021	2022	2023	2024	JAN 2025		
1	< 25 Tahun	20	11	16	15	-	83	0.26
2	25 - 34 Tahun	1,060	759	711	862	56	5,189	14.68
3	35 - 44 Tahun	2,555	2,257	1,980	2,402	185	12,487	39.75
4	45 - 54 Tahun	1,802	1,630	1,322	1,695	136	8,796	28.03
5	> 55 Tahun	1,116	1,024	760	926	80	5,110	16.63
6	Tiada Maklumat	21	34	21	77	-	177	0.65
JUMLAH KESELURUHAN		6,554	5,695	4,810	5,977	455	31,842	100.00

Petunjuk :
● Nilai tertinggi

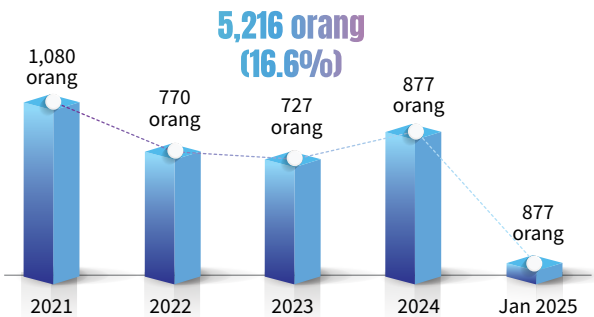
Catatan: Bagi golongan umur “Tiada Maklumat, dokumen petisyen tidak mengandungi butiran usia bankrap (Pengenalan Polis / Tentera).

Nota:

1. Seseorang yang diisytihar perintah kebangkrutan oleh Mahkamah, segala harta bankrap terletak hak kepada Ketua Pengarah Insolvensi (KPI) bagi tujuan penghasilan dan pengagihan kepada pemiutang selaras dengan subseksyen 8(1)(b) Akta Insolvensi 1967 [Akta 360]
2. Nilai had minima kebangkrutan RM100,000 Akta Insolvensi (Pindaan) 2020 [AKTA A1624] berkuatkuasa pada 1 September 2021.
3. Maklumat individu muflis di bawah Akta Perlindungan Data Peribadi 2010 (Akta 709).

Sumber: Jabatan Insolvensi Malaysia (Mdl). (Februari 2025).

PERBANDINGAN STATISTIK KES KEBANKRAPAN MENGIKUT KATEGORI BELIA <34 TAHUN BAGI TAHUN 2021 – JAN 2025



- Seramai 877 belia (<34 tahun) telah direkodkan sebagai muflis pada tahun 2024. Jumlah ini berlaku **peningkatan sebanyak 150 orang** jika dibandingkan rekod yang dicatatkan pada tahun 2023 iaitu seramai 727 orang.
- Kumpulan **umur 35-44 tahun** mencatatkan jumlah penglibatan tertinggi berbanding kumpulan umur yang lain iaitu seramai **2,402 orang** yang direkodkan bagi tahun 2024.



Kebankrapan

Kebankrapan ialah satu proses undang-undang di mana dengan perintah mahkamah, seseorang itu diisytiharkan bankrap dan segala harta bankrap terletak hak kepada Ketua Pengarah Insolvensi (KPI) untuk penghasilan dan pembahagian kepada pemiutang.

PERBANDINGAN STATISTIK KES KEBANKRAPAN MENGIKUT KATEGORI BELIA <34 TAHUN BAGI TAHUN 2021 – JAN 2025

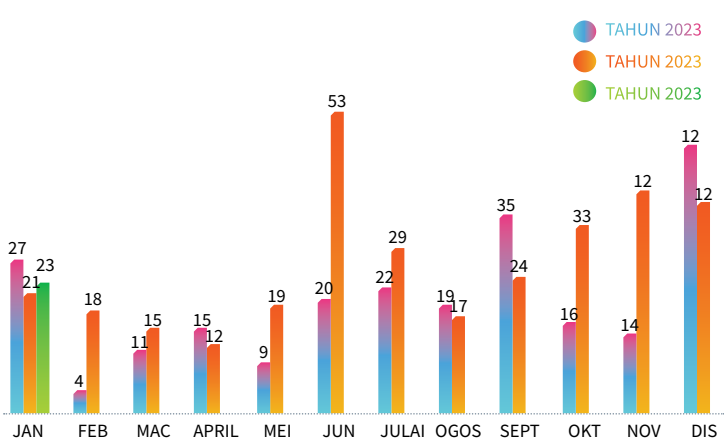
Bermula Tahun 2023, Jabatan Insolvensi Malaysia, telah mengeluarkan kes kebankrapan spesifik kepada umur belia (<30 tahun).

BIL	BULAN	JUMLAH		
		2023	2024	JAN 2025
1	Januari	27	21	23
2	Februari	4	18	-
3	Mac	11	15	-
4	April	15	12	-
5	Mei	9	19	-
6	Jun	20	53	-
7	Julai	22	29	-
8	Ogos	19	17	-
9	September	35	24	-
10	Oktober	16	33	-
11	November	14	39	-
12	Disember	47	37	-
JUMLAH		239	317	23

Petunjuk :
● Nilai tertinggi

Nota:

1. Seseorang yang diisytihar perintah kebankrapan oleh Mahkamah, segala harta bankrap terletak hak kepada Ketua Pengarah Insolvensi (KPI) bagi tujuan penghasilan dan pengagihan kepada pemiutang selaras dengan subseksyen 8(1)(b) Akta Insolvensi 1967 [Akta 360]
2. Nilai had minima kebankrapan RM100,000 Akta Insolvensi (Pindaan) 2020 [AKTA A1624] berkuatkuasa pada 1 September 2021.
3. Maklumat individu muflis di bawah Akta Perlindungan Data Peribadi 2010 (Akta 709).



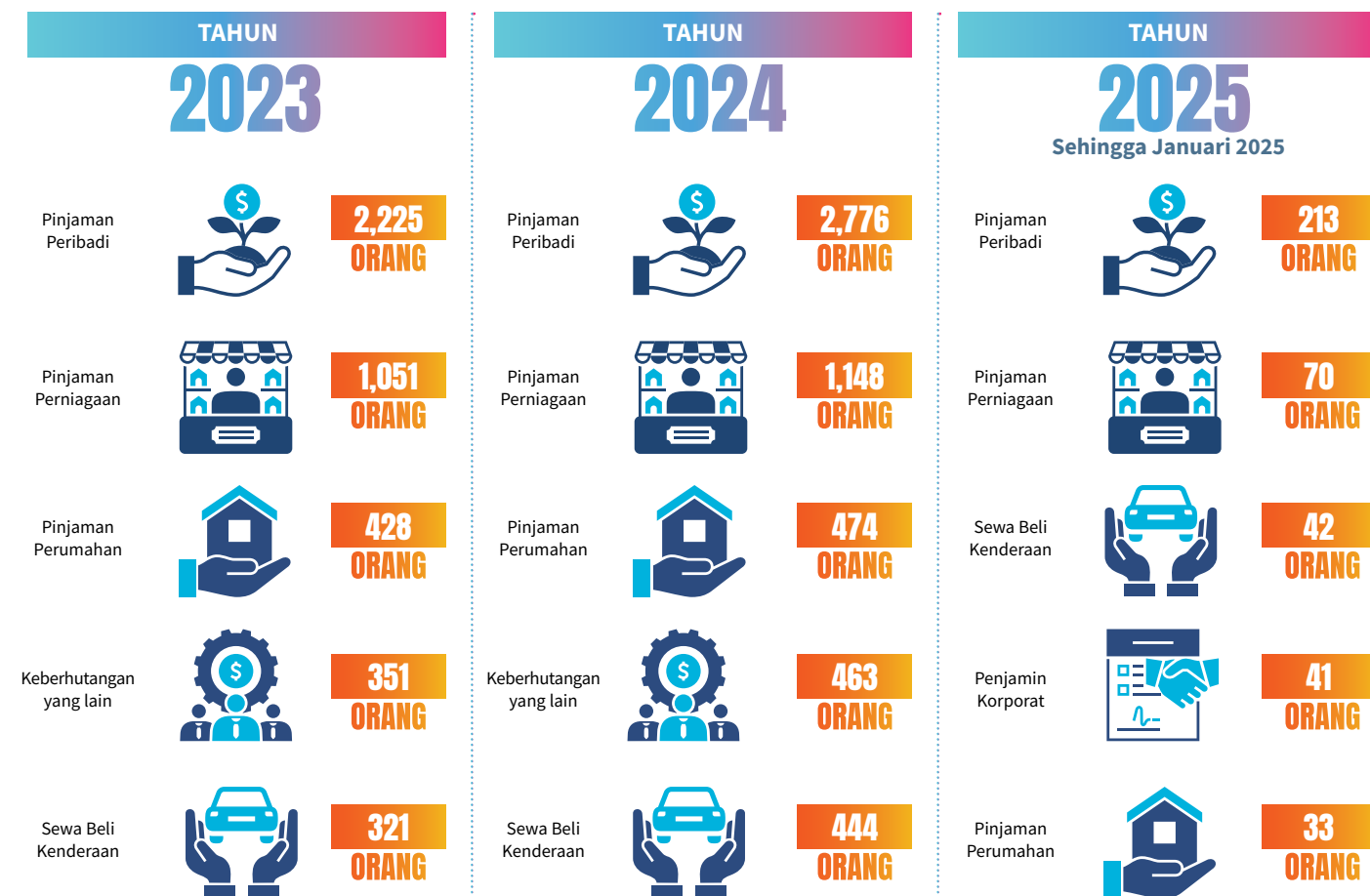
- Statistik menunjukkan pola peningkatan belia muflis bagi tahun 2024 berbanding tahun 2023 yang dicatatkan kecuali pada bulan Januari, April, Ogos, September dan Disember. Pada bulan Jun 2024 peningkatan lebih 2 kali ganda direkodkan berbanding tahun sebelumnya (bagi bulan yang sama)
- Terdapat peningkatan belia muflis pada bulan Januari bagi Tahun 2025 (23 kes) berbanding Tahun 2024 (21 kes)



Kebankrapan

Kebankrapan ialah satu proses undang-undang di mana dengan perintah mahkamah, seseorang itu diisytiharkan bankrap dan segala harta bankrap terletak hak kepada Ketua Pengarah Insolvensi (KPI) untuk penghasilan dan pembahagian kepada pemiutang.

PERBANDINGAN STATISTIK KES KEBANKRAPAN MENGIKUT GOLONGAN UMUR BAGI TAHUN 2021 – JAN 2025

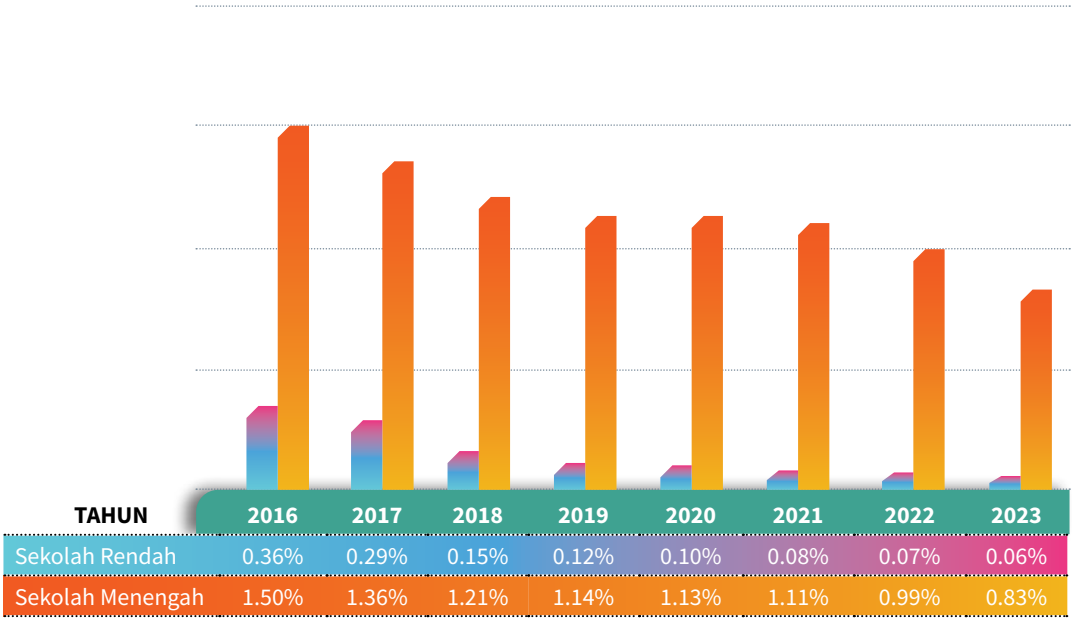


Nota:

- Keperhutangan yang lain : dari sudut kebangkrutan hutang-hutang tidak bercagar seperti kad kredit pinjaman peribadi, pinjaman pelajaran dan lain-lain
- Faktor kebangkrutan ini meliputi semua kumpulan umur, tiada spesifik kategori umur belia dilaporkan.

Sumber: Jabatan Insolvensi Malaysia (Mdi). (Februari 2025).

STATISTIK PERATUSAN (%) KECICIRAN MURID DI SEKOLAH BAGI TAHUN 2016 - 2023



- Nota:**
- Data murid sekolah di bawah Kementerian Pendidikan Malaysia (KPM) sahaja (termasuk semua sekolah KPM, MRSM, MTD, Swasta dan JAKIM).
 - Data yang diterima untuk pengiraan adalah berbetuk agregat.
 - Terdapat mobiliti murid daripada satu negeri ke negeri yang lain.

Sumber: Kementerian Pendidikan Malaysia (KPM). (2024).

STATISTIK PELAKSANAAN PROGRAM PERUMAHAN RAKYAT (PPR) BAGI TAHUN 2020 - 2023

PROGRAM	2020		2021		2022		2023	
	BILANGAN PROJEK	BILANGAN UNIT	BILANGAN PROJEK	BILANGAN UNIT	BILANGAN PROJEK	BILANGAN UNIT	BILANGAN PROJEK	BILANGAN UNIT
PPR Dimiliki	68	19,24	70	20,71	72	22,41	88	25,94
PPR Disewa	123	92,08	117	89,96	114	88,91	114	89,09
JUMLAH	191	111,32	187	110,67	186	111,33	202	115,03

Sumber: Bahagian Perancangan Perumahan, Kementerian Perumahan Dan Kerajaan Tempatan (KPKT). (2024).

Tinjauan Keperluan Belia Di Malaysia

OBJEKTIF

- Meninjau pandangan dan keperluan generasi belia Malaysia (15-30 tahun) terhadap keutamaan yang perlu diberikan oleh KBS dalam pembangunan belia di Malaysia.
- Pelaksanaan polling selaras dengan keputusan Mesyuarat Jawatankuasa Pemandu Pelan Tindakan Pembangunan Belia Malaysia 2035 Bil. 1/2025 untuk dijadikan input tambahan.

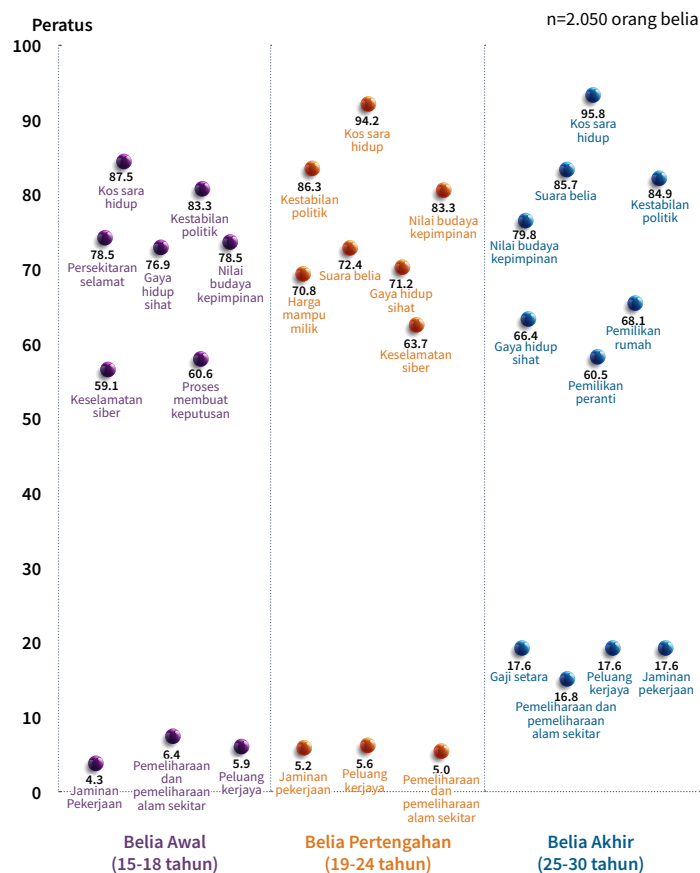
METODOLOGI

- Instrumen dijana menggunakan Sistem Pengurusan Kaji Selidik IYRES (iGREAT)
- Diedarkan pautan kajian kepada Ahli Jawatankuasa Teknikal dan Pemandu (hebahan), belia dalam sistem hab profil IYRES, dll.
- Tempoh pengumpulan data 23 Jan - 28 Feb 2025.



Sumber: IYRES. (2025). Tinjauan Keperluan Belia di Malaysia.

Analisis Tinjauan Keperluan Belia di Malaysia mengikut peringkat umur



The background is a dark blue gradient. It features a central globe composed of a wireframe mesh of triangles, with some triangles highlighted in red and blue. Swirling around the globe are large, flowing ribbons of light blue and red wireframe mesh. At the bottom, there is a circuit board pattern with various square and rectangular components. In the bottom right corner, a robotic hand made of a blue wireframe mesh is shown, with a glowing blue light emanating from its palm.

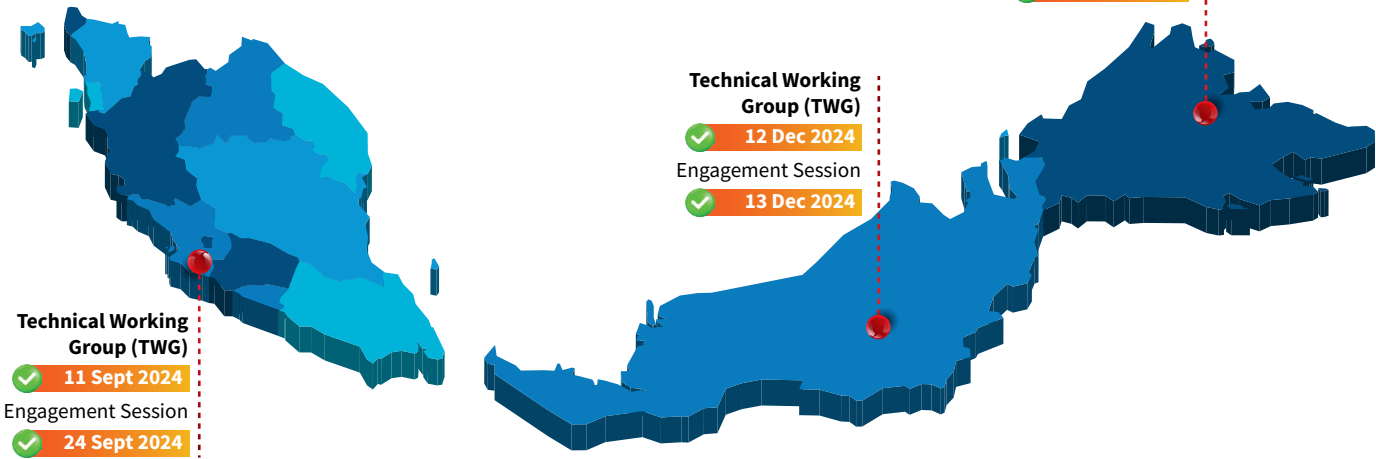
KAEDAH PELAKSANAAN/ METODOLOGI

PERINCIAN MEKANISME PELAKSANAAN PELAN TINDAKAN PBM2035

	FASA 1	FASA 2	FASA 3	FASA 4
Objektif	- Mengenalpasti isu dan cabaran, cadangan program dan inisiatif sebagai input pelan - Merujuk DBM 2015-2035, MPBM 2030, YSEP dan RMK13 sebagai dokumen fundamental.	- Mengumpulkan input cadangan program dan inisiatif - Mengesahkan dan menambahbaik input di peringkat TWG	- Analisis dapatan TWG dan SLU menggunakan perisian NVivo - Analisis menggunakan <i>Statistical Packages for Social Science</i> (SPSS) - Penjajaran input Makmal Pembangunan Belia Malaysia	Mendapatkan pengesahan input pembentukan Pelan Tindakan Pembangunan Belia Malaysia 2035 (Pelan Tindakan PBM2035)
Kaedah Pelaksanaan	Kualitatif <i>Focus Group Discussion</i> (FGD) <i>Technical Working Group</i> (TWG) - Analisis dokumen	Kualitatif - Perbincangan Kumpulan Berfokus (FGD) - Sesi Libat Urus (SLU)	Kualitatif - Analisis Dokumen (Tempatan & Antarabangsa) - Penjajaran dokumen Kuantitatif - Borang soal selidik diedarkan menggunakan sistem iGREAT	Validasi Pengesahan Kandungan - Bengkel pemurnian bagi pengesahan Pelan Tindakan PBM2035 - Sesi libat urus bersama pemegang taruh
Penyertaan	8 kumpulan sasaran belia di Semenanjung, Sabah dan Sarawak	10 kumpulan pelaksana pembangunan belia di Semenanjung, Sabah dan Sarawak	- Dokumen/ akta/ polisi/ dasar/laporan/ kajian dalam dan luar negara - Lapan kumpulan sasaran belia dan 10 kumpulan pelaksana	- Pemegang taruh pembangunan belia - Belia berumur 15-30 tahun: ◊ Pra belia ◊ Belia Awal (15-18 tahun) ◊ Belia Pertengahan (19 - 24 tahun) ◊ Belia Akhir (25-30 tahun)
Tempoh Masa	Sept - Nov 2024	Sept - Nov 2024	Dis 2024 - Mac 2025	April - Dis. 2025
Output	Laporan analisis input	Laporan analisis input	Input Pelan Tindakan	Pelan Tindakan Pembangunan Belia Malaysia 2035 (Pelan Tindakan PBM2035)

PELAKSANAAN KAEDAH KUALITATIF & KUANTITATIF

3 Technical Working Group (TWG)
Sesi Libat Urus



Kaedah Kuantitatif

Tajuk:	Objektif:	Reka bentuk:	Persampelan:
Tinjauan Keperluan Belia di Malaysia	Meninjau pandangan dan keperluan generasi belia Malaysia (15-30 tahun) terhadap keutamaan yang perlu diberikan oleh KBS dalam pembangunan belia di Malaysia.	Instrumen borang soal selidik yang dijana menggunakan Sistem Pengurusan Kaji Selidik IYRES (iGREAT).	Belia berumur 15-30 tahun mengikut kategori lapan kumpulan sasaran belia.

Lokasi:	Tempoh pengumpulan	Jumlah Sampel:
Seluruh Malaysia	23 Januari - 28 Februari 2025	2,050 orang belia

Anda belia berumur 15 - 30 tahun??

JOM SERTA!!!

TINJAUAN KEPERLUAN BELIA DI MALAYSIA

Untuk maklumat lanjut atau sebarang pertanyaan mengenai tinjauan ini, kami sedia membantu di laluan seperti berikut:

Dr. Shaffiq Mamat - 03-88713790
Puan Nur Najmeh Naja Zamri - 03-88713235

<https://bit.ly/2024YouthNeedsAssessment>

Malaysia Madani

KAEDAH KUALITATIF (TEMUBUAL KUMPULAN BERFOKUS - FGD)

8

Technical Working Group (TWG)

Kumpulan Sasaran Belia

Belia Berisiko

Belia yang tergolong antara lainnya sebagai pesakit muda, bakal pesakit muda, tercicir daripada sistem persekolahan, tidak berkerjaya, mangsa dera, bekas banduan, banduan, anak banduan, muflis, bakal muflis, bekas muflis, perokok, peminum arak, penagih dadah, bekas penagih dadah, pelumba haram, kecelaruan identiti, penyeludup dan belia di sempadan.

Belia Minoriti & Golongan Terpinggir

Terbahagi kepada 2 kategori, iaitu: a) Belia Minoriti - antara lainnya Orang Asli, kaum minoriti dan Orang Kurang Upaya (OKU); dan b) Golongan Terpinggir - anak yatim, miskin atau berpendapatan di bawah RM3,000 sebulan (B40), gelandangan, ibu atau bapa tunggal.

Belia Malaysia Antarabangsa

Merangkumi belia yang sedang bekerja dan belajar di luar negara dan belia yang pernah bekerja dan belajar di luar negara.

Belia Massa

Merangkumi antara lainnya belia bandar, belia luar bandar, belia kaum utama, ikon belia, keluarga muda dan ibu bapa muda.

Perkumpulan Belia

Terbahagi kepada 2 kategori, iaitu: a) Belia Berpersatuan - belia yang menjadi ahli dalam pertubuhan yang berdaftar di bawah mana-mana perundangan negara seperti NGO, NGO belia, NGO sukan dan rekreasi, NGO kebudayaan dan kesenian, badan politik,

badan beruniform dan koperasi; dan b) Kumpulan Berdasarkan Minat Khusus (Special Interest Group, SIG) - belia yang berkumpul dan melaksanakan aktiviti dalam ruang minat yang sama tanpa berdaftar di bawah mana-mana perundangan negara.

Belia Bersekolah

Belia yang menuntut pada peringkat menengah merangkumi antara lainnya sekolah menengah, sekolah kluster kecemerlangan, sekolah berprestasi tinggi, sekolah amanah, sekolah berasrama penuh, sekolah agama, sekolah sukan, sekolah seni, sekolah teknik dan vokasional, pendidikan khas, pendidikan swasta, sekolah antarabangsa dan sekolah pondok.

Belia Pengajian Tinggi

Belia yang menyambung pelajaran pada peringkat pengajian tinggi merangkumi antara lainnya universiti awam atau swasta, institusi latihan kemahiran awam atau swasta, politeknik, kolej komuniti dan kursus profesional.

Belia Bekerjaya

Belia yang bekerja dalam pelbagai lapangan merangkumi antara lainnya kumpulan profesional awam dan swasta, kumpulan bukan profesional awam dan swasta, tenaga kerja NGO, anggota badan beruniform, usahawan, ahli sukan dan ahli seni.

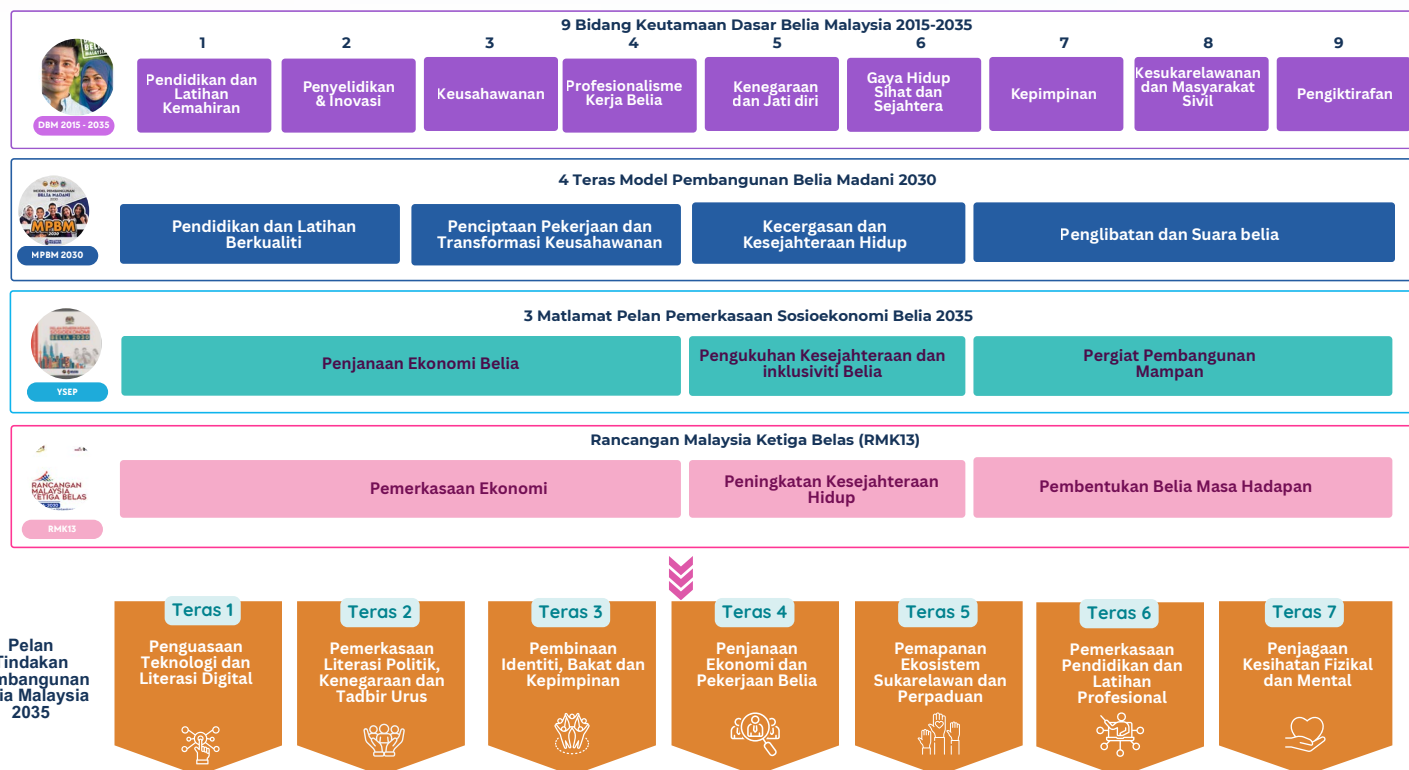
Sesi Libat Urus

127 Jumlah penyertaan

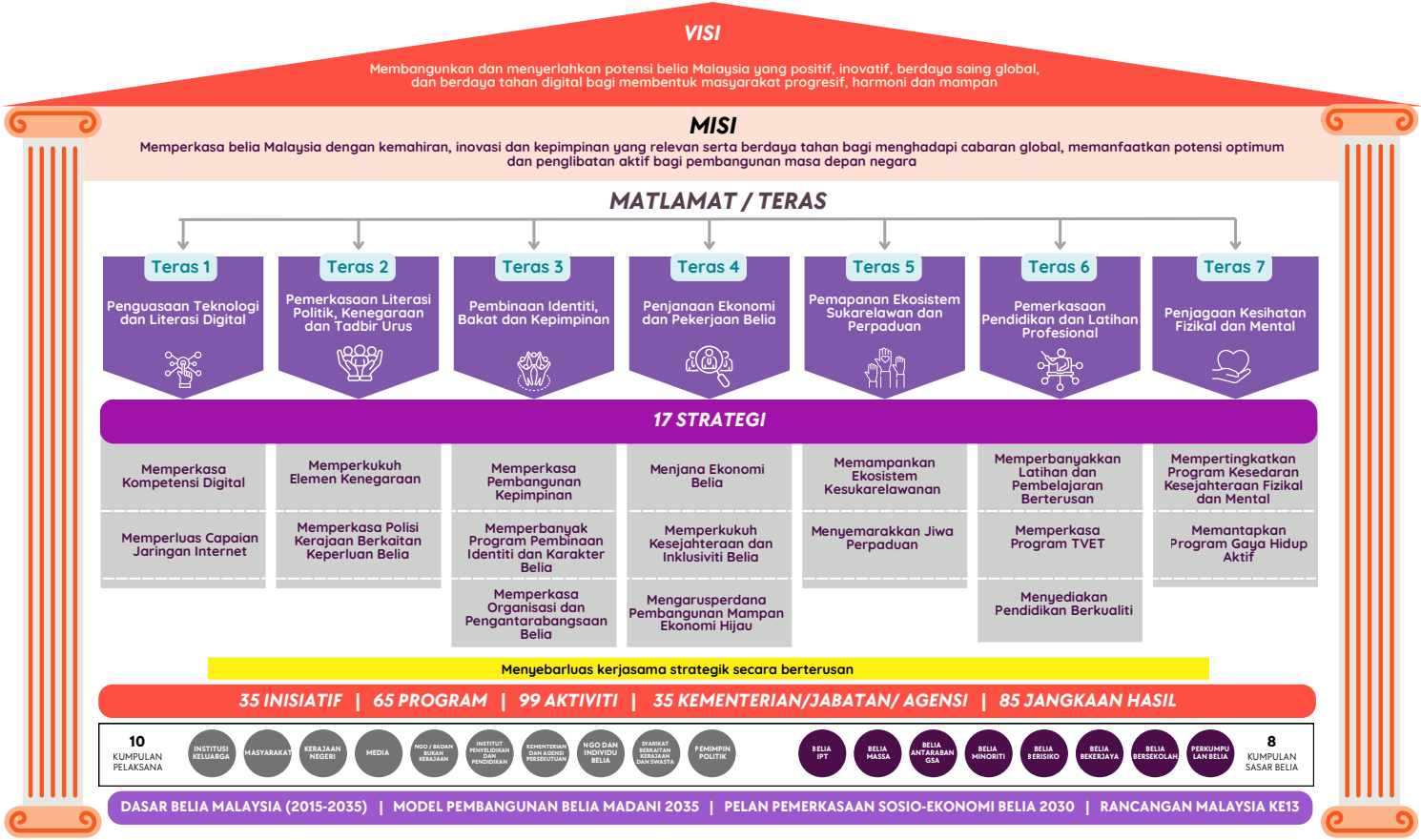
- 01 Keluarga
- 02 Masyarakat
- 03 Pertubuhan Bukan Kerajaan (NGO)
- 04 KBS dan Agensi Persekutuan
- 05 Kerajaan Negeri
- 06 Institusi Pendidikan dan Penyelidikan
- 07 Media
- 08 Syarikat berkaitan kerajaan dan swasta
- 09 Kepimpinan Politik
- 10 NGO Belia dan Individu Belia

112 Jumlah penyertaan

DOKUMEN RUJUKAN ASAS



KERANGKA KONSEPTUAL PELAN TINDAKAN PEMBANGUNAN BELIA MALAYSIA 2035



KLUSTER DOKUMEN RUJUKAN ASAS PEMBENTUKAN PELAN TINDAKAN PBM2035

PEMADANAN DOKUMEN PTPBM2035



DBM 2015 - 2035



MPBM 2030



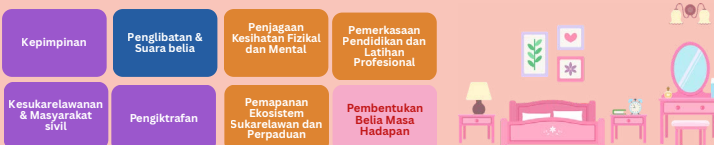
YSEP



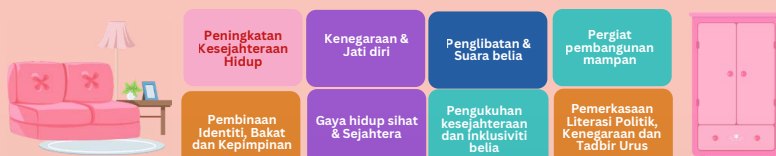
RMK13


PELAN TINDAKAN
PBM2035

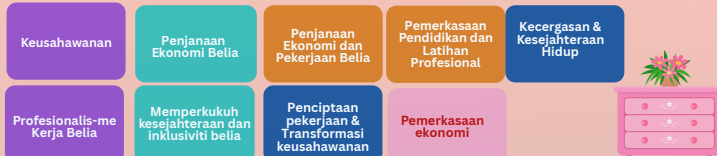
KLUSTER KELESTARIAN DAN TADBIR URUS



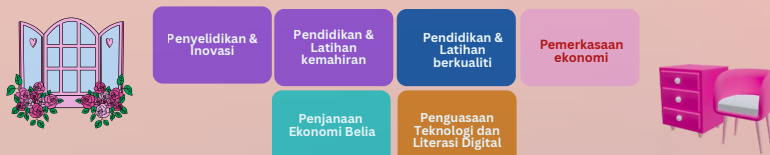
KLUSTER PEMERKASAAN SOSIAL DAN EKONOMI



KLUSTER PEMBANGUNAN POTENSI INDIVIDU



KLUSTER PEMANTAPAN ILMU PENGETAHUAN



- Berteraskan kepada dokumen Dasar Belia Malaysia (DBM) 2015-2035, Model Pembangunan Belia Madani 2030 (MPBM2030), Pelan Pemerkasaan Sosioekonomi Belia 2030, RMK13 dan Pelan Tindakan Pembangunan Belia Malaysia 2035 diteliti dan dipadankan untuk membentuk pelan ini, empati kluster terhasil daripada pemadanan.
- Pewujudan kluster ini selaras dengan turutan pembangunan belia bermula seperti berikut:
 - Pemantapan Ilmu Pengetahuan
 - Pembangunan Potensi Individu
 - Pemerkasaan Sosial dan Ekonomi
 - Kelestarian dan Tadbir Urus
- Ruangan pada setiap kluster diekstrak daripada dokumen utama yang dikelaskan mengikut warna seperti berikut:
 - Warna ungu** diekstrak daripada sembilan (9) bidang keutamaan belia dalam DBM;
 - Warna biru** diekstrak daripada empat (4) Teras MPBM 2030;
 - Warna biru pirus (turquoise)** diekstrak daripada tiga (3) matlamat dalam Pelan Pemerkasaan Sosioekonomi Belia 2030;
 - Warna merah jambu (pink)** diekstrak daripada tiga (3) teras utama berkaitan pembangunan belia dalam RMK13; dan
 - Warna oren** diekstrak daripada tujuh (7) teras dalam Pelan Tindakan PBM2035.





ANALISIS LITERATUR/ PENANDA ARAS

PENJAJARAN DOKUMEN ANTARABANGSA

Sasaran Umum

- Menumpukan kepada dokumen antarabangsa yang secara langsung membentuk kerangka pembangunan belia pada peringkat global seperti *World Programme of Action for Youth (WPAY)*, *Commonwealth Youth Policy Framework (CYPF)*, *ASEAN Work Plan on Youth*, *UNESCO Youth Strategy*, dan *UNICEF Global Youth Development Framework*.
- Semua dokumen ini memberi tumpuan kepada pendidikan, pekerjaan, kepimpinan, inovasi sosial dan kesejahteraan belia. Penjajaran ini menjelaskan bahawa Pelan Tindakan PBM2035 dibina berasaskan prinsip pembangunan belia sejagat menekankan pemberdayaan, penyertaan, serta kesejahteraan fizikal dan mental sekaligus memastikan teras seperti Literasi Politik dan Tadbir Urus, Identiti dan Kepimpinan, serta Pendidikan dan Latihan Profesional kekal berpaksikan nilai dan agenda global.

Sasaran Belia

- Melibatkan dokumen umum rentas sektor yang mempunyai impak luas terhadap semua kumpulan umur, termasuk belia, seperti *World Economic Forum (WEF)*, *Future of Jobs Report*, *World Health Organization (WHO)*; *Global Accelerated Action for the Health of Adolescents (AA-HA!)*.
- Dokumen ini menekankan kemahiran masa depan, daya saing digital dan kesihatan mental, yang diintegrasikan dalam teras Pelan Tindakan PBM2035 seperti Literasi Digital, Ekonomi Belia, serta Kesihatan dan Kesejahteraan Mental.
- Penjajaran ini membuktikan bahawa Pelan Tindakan PBM2035 dirangka dengan kesedaran terhadap keperluan rentas sektor dan generasi, menjadikan dasar belia Malaysia bukan sahaja berteraskan keperluan domestik tetapi turut sejajar dengan arus perubahan global.

Tidak Berkaitan

- Merangkumi dokumen yang tidak secara langsung memberi fokus kepada belia, namun berperanan penting dalam membentuk struktur sokongan kepada pembangunan belia. Dokumen seperti *International Labour Organization (ILO) Global Employment Trends for Youth*, *Sustainable Development Goals (SDG 2030)*, dan *Paris Agreement (UNFCCC)* memperkukuh aspek ekonomi, kelestarian alam dan pembangunan mampan yang menjadi konteks penting kepada pembangunan tenaga belia masa depan.
- Penjajaran ini menunjukkan bahawa teras Pelan Tindakan PBM2035 seperti Menjana Ekonomi dan Pekerjaan Belia serta Kesejahteraan Sosial dirancang dengan mempertimbangkan cabaran global seperti pengangguran, ketaksamaan dan adaptasi terhadap ekonomi hijau.

PENJAJARAN DOKUMEN ANTARABANGSA

Petunjuk: ● Sasaran belia ● Sasaran Umum ● Tidak berkaitan

BIL	DOKUMEN	TERAS 1	TERAS 2	TERAS 3	TERAS 4	TERAS 5	TERAS 6	TERAS 7
1.	<i>Pact For The Future: Global Digital Compact And Declaration On Future Generations (2024)</i>	●	●	●	●	●	●	●
2.	<i>National Youth Council Of Ireland (NYCI) Strategic Plan 2023 - 2027</i>	●	●	●	●	●	●	●
3.	<i>Youth Strategy Roadmap To 2021 And Beyond</i>	●	●	●	●	●	●	●
4.	<i>Pathways For Youth: Strategic Plan For Federal Collaboration 2016</i>	●	●	●	●	●	●	●
5.	<i>Youth Action Plan In EU External Action Monitoring Framework</i>	●	●	●	●	●	●	●
6.	<i>European Youth Forum Strategic Plan 2024-2028</i>	●	●	●	●	●	●	●
7.	<i>Youth Strategic Plan: Our Future Together 2019-2023</i>	●	●	●	●	●	●	●
8.	<i>Macedon Ranges Shire Council Youth Strategy 2018-2028</i>	●	●	●	●	●	●	●
9.	<i>Thriving Together Strategic Plan 2023 - 2026</i>	●	●	●	●	●	●	●
10.	<i>Thriving Together Strategic Plan 2023 - 2026</i>	●	●	●	●	●	●	●
11.	<i>Global Youth Development Report 2020</i>	●	●	●	●	●	●	●
12.	<i>Aiming High, Navigating The Next Stage Of Malaysia Development, World Bank Group</i>	●	●	●	●	●	●	●
13.	<i>ASEAN Youth Development Index</i>	●	●	●	●	●	●	●
14.	<i>ASEAN Work Plan on Youth</i>	●	●	●	●	●	●	●
15.	<i>The Updated OECD Youth Action Plan</i>	●	●	●	●	●	●	●
16.	<i>Youth Economic Development</i>	●	●	●	●	●	●	●
17.	<i>Global Economic Prospects</i>	●	●	●	●	●	●	●
18.	<i>Future Of Job Report 2023, World Economic Forum</i>	●	●	●	●	●	●	●

PENJAJARAN DOKUMEN NASIONAL

Sasaran Umum

- Merangkumi dokumen yang memberi tumpuan langsung kepada pembangunan belia seperti Dasar Belia Malaysia (2015–2035), Model Pembangunan Belia Madani 2030, dan Pelan Pemerkasaan Sosioekonomi Belia 2030.
- Dokumen-dokumen ini menjadi teras utama dalam membentuk identiti, kemahiran, dan kepimpinan belia Malaysia. Kesemuanya memperkukuh fokus Pelan Tindakan PBM2035 terhadap pemantapan jati diri, kepimpinan progresif, serta kebolehpasaran tenaga belia melalui latihan profesional dan peluang ekonomi yang lestari. Pemetaan ini menjelaskan bahawa teras Pelan Tindakan PBM2035 dibangunkan berasaskan dasar belia nasional yang kukuh, berorientasikan pembangunan menyeluruh serta berpaksikan nilai Malaysia Madani.

Sasaran Belia

- Menghimpunkan dokumen pembangunan makro negara seperti Rancangan Malaysia Kedua Belas (RMK12), RMK13, MyDIGITAL, dan Kajian Separuh Penggal RMK12 (2023) yang menekankan transformasi teknologi, ekonomi digital dan pembangunan sosial lintas generasi.
- Dokumen-dokumen ini meletakkan belia sebagai sebahagian daripada ekosistem nasional yang menyokong kemajuan teknologi, kebolehpasaran dan kesejahteraan komuniti. Justeru, pemetaan kategori ini membuktikan bahawa Pelan Tindakan PBM2035 dibangunkan selaras dengan agenda pembangunan negara secara menyeluruh memastikan setiap teras belia Malaysia berada dalam kerangka strategik nasional yang seimbang antara kemajuan digital, ekonomi dan sosial.

Tidak Berkaitan

- Terdiri daripada dokumen yang tidak secara langsung menyasarkan belia tetapi mempunyai kesan besar terhadap kesejahteraan dan pembangunan sosial mereka. Dokumen seperti Dasar Sosial Negara, Pelan Tindakan Perpaduan Negara 2021–2030, Transformasi Nasional 2050 (TN50), Pelan Pembangunan Pendidikan Malaysia (PPPM), dan Rangka Tindakan Keusahawanan Sosial 2030 memperkukuh dimensi sosial, pendidikan, ekonomi dan perpaduan yang turut menjadi tunjang utama dalam PBM2035.
- Kesemua dasar ini memberi arah yang jelas terhadap kesejahteraan masyarakat, pembentukan identiti nasional serta peluang ekonomi yang inklusif, sekali gus memperkukuh pelaksanaan teras Kesejahteraan Sosial dan Perpaduan, Pendidikan dan Latihan Profesional, serta Ekonomi dan Pekerjaan Belia.

PENJAJARAN DOKUMEN NASIONAL

Petunjuk: ● Sasaran belia ● Sasaran Umum ● Tidak berkaitan

BIL	DOKUMEN	TERAS 1	TERAS 2	TERAS 3	TERAS 4	TERAS 5	TERAS 6	TERAS 7
1.	Indeks Belia Malaysia (IBM)	●	●	●	●	●	●	●
2.	Senario Kepimpinan Muda Masa Hadapan 2035	●	●	●	●	●	●	●
3.	<i>Science And Technology Foresight Malaysia 2050</i>	●	●	●	●	●	●	●
4.	<i>The Development Of The National Child Policy Coasted Action Plan</i>	●	●	●	●	●	●	●
5.	<i>Myforesight 2022</i>	●	●	●	●	●	●	●
6.	Kajian Keupayaan Pemilikan Rumah Dalam Kalangan Belia Malaysia	●	●	●	●	●	●	●
7.	Aspirasi Belia Keluarga Malaysia	●	●	●	●	●	●	●
8.	<i>Impact Study Of Artificial Intelligence, Digital, And Green Economy On The Malaysian Workforce</i>	●	●	●	●	●	●	●

PENJAJARAN DOKUMEN POLISI/ DASAR KERAJAAN

Sasaran Umum

- Menumpukan kepada dokumen dasar yang secara langsung memberi kesan kepada pembangunan belia, seperti PINTAR30, Pelan Pemerkasaan Sosioekonomi Belia 2030, Pelan Strategik MTVET, Akta Pertubuhan dan Pembangunan Belia 2007 (Akta 668), Dasar Belia Malaysia (DBM) 2015–2035 dan Model Pembangunan Belia Madani 2030.
- Dokumen-dokumen ini memperkukuh asas Pelan Tindakan PBM2035 dalam melahirkan belia yang beridentiti nasional, berkemahiran tinggi, berdaya saing dan memiliki kepimpinan berintegriti.
- Ia juga menjelaskan bagaimana tujuh teras Pelan Tindakan PBM2035 dibina di atas dasar pembangunan belia sedia ada merangkumi pendidikan, keusahawanan, tadbir urus dan kesejahteraan sosial sekali gus memastikan kesinambungan hala tuju Kementerian Belia dan Sukan dengan dasar kerajaan lain yang berteraskan nilai Malaysia Madani.

Sasaran Belia

- Menghimpunkan dokumen dasar kerajaan bersifat umum dan lintas sektor seperti Dasar Pemakanan Kebangsaan Malaysia, Pelan Strategik Kebangsaan Memerangi Masalah Beban Berganda Malpemakanan dalam Kalangan Kanak-kanak 2023-2030, Agenda Nasional Malaysia Sihat 2021–2025, serta Pelan Tindakan Dasar Sains, Teknologi dan Inovasi Negara (DSTIN).
- Dokumen ini melibatkan bidang kesihatan awam, teknologi dan inovasi yang memberi kesan meluas kepada semua kumpulan masyarakat termasuk belia.
- Justeru, Pelan Tindakan PBM2035 mengadaptasi prinsip-prinsip dasar ini dalam teras Kesihatan dan Kesejahteraan Mental serta Literasi Digital bagi memperkukuh daya tahan, kesedaran kesihatan dan kompetensi teknologi dalam kalangan generasi muda.

Tidak Berkaitan

- Merangkumi dokumen yang memberi impak tidak langsung kepada pembangunan belia tetapi berfungsi sebagai pemangkin kepada pengagihan peluang ekonomi dan kesejahteraan sosial seperti Pelan Tindakan Dasar Agihan Kesejahteraan Ekonomi Negara (DAKEN).
- Dokumen ini menegaskan keperluan membina struktur ekonomi yang adil dan inklusif, di mana belia menjadi penerima manfaat utama dalam pembangunan komuniti dan peluang pekerjaan.
- Penjajaran kategori ini menunjukkan bahawa Pelan Tindakan PBM2035 bukan sekadar membangunkan belia dalam konteks individu, tetapi turut mempertimbangkan dimensi struktur ekonomi dan sosial negara yang mempengaruhi kesejahteraan mereka secara langsung.

PENJAJARAN DOKUMEN POLISI/ DASAR KERAJAAN

Petunjuk: ● Sasaran belia ● Sasaran Umum ● Tidak berkaitan

BIL	DOKUMEN	TERAS 1	TERAS 2	TERAS 3	TERAS 4	TERAS 5	TERAS 6	TERAS 7
1.	Dasar Belia Malaysia (DBM) 2015-2035	●	●	●	●	●	●	●
2.	Dasar Sosial Negara	●	●	●	●	●	●	●
3.	Pelan Tindakan Perpaduan Negara 2021-2030	●	●	●	●	●	●	●
4.	Pelan Pemerkasaan Sosioekonomi Belia 2030	●	●	●	●	●	●	●
5.	Rancangan Malaysia Kedua Belas 2021-2025	●	●	●	●	●	●	●
6.	Rancangan Malaysia Ketiga Belas (RMK13)	●	●	●	●	●	●	●
7.	Model Pembangunan Belia Madani 2030	●	●	●	●	●	●	●
8.	Transformasi Nasional 2050 (TN50)	●	●	●	●	●	●	●
9.	Membangun Negara Madani	●	●	●	●	●	●	●
10.	Pelan Pembangunan Pendidikan Malaysia (PPPM) 2013 - 2025 dan (PPPM) 2026 - 2035	●	●	●	●	●	●	●
11.	Rangka Tindakan (Blueprint) Ekonomi Digital Malaysia (MyDigital)	●	●	●	●	●	●	●
12.	Pelan Tindakan Dasar Kanak-Kanak Negara	●	●	●	●	●	●	●
13.	Rangka Tindakan Keusahawanan Sosial 2030	●	●	●	●	●	●	●
14.	Kajian Separuh Penggal RMK12	●	●	●	●	●	●	●



**ANALISIS DASAR/
PERUNDANGAN/
GARIS PANDUAN**



AKTA/ DASAR BERKAITAN PEMBANGUNAN BELIA DI MALAYSIA

1. Kategori Belia

Kategori Belia merangkumi dasar, pelan tindakan dan akta yang secara langsung menyasarkan pembangunan individu berumur antara 15 hingga 30 tahun, selaras dengan takrifan rasmi belia Malaysia. Dokumen dalam kategori ini menunjukkan tumpuan kepada pemerkasaan potensi, kesejahteraan dan daya saing belia melalui pendekatan menyeluruh melibatkan aspek pendidikan, kesihatan, sains dan inovasi serta ekonomi sosial. Antara dokumen utama ialah Dasar Belia Malaysia (DBM) 2015–2035, Pelan Induk Transformasi dan Pemerkasaan Belia (PINTAR30), Pelan Pemerkasaan Sosioekonomi Belia 2030, serta Model Pembangunan Belia MADANI 2030. Kesemua dokumen ini berperanan sebagai kerangka hala tuju nasional yang memastikan belia kekal menjadi pemangkin kemajuan negara. Dokumen sokongan seperti Pelan Strategik MTVET (KPT) dan Pelan Tindakan Dasar Sains, Teknologi dan Inovasi Negara (DSTIN) 2021–2030 pula menumpukan kepada pembangunan kemahiran teknikal dan inovasi belia. Selain itu, dimensi kesejahteraan kesihatan belia turut diperkuat melalui dokumen seperti Pelan Tindakan Agenda Nasional Malaysia Sihat dan Pelan Strategik Kebangsaan Memerangi Masalah Beban Berganda Malpemakanan dalam Kalangan Kanak-kanak 2023–2030, memperlihatkan pendekatan holistik terhadap pembangunan modal insan muda.

2. Kategori Sebahagian Belia

Kategori Sebahagian Belia meliputi dasar dan pelan tindakan yang merangkumi semua lapisan umur tetapi turut melibatkan kumpulan umur belia sebagai sebahagian daripada sasaran pelaksanaannya. Dokumen dalam kategori ini mencerminkan dasar rentas sektor yang memberi kesan langsung dan tidak langsung terhadap kesejahteraan, keselamatan, ekonomi, sosial serta pembangunan nilai belia. Contohnya termasuk Dasar Sosial Negara (DSN), Dasar Pengguna Negara (KPDN), Dasar Keselamatan Negara (MKN), Dasar Kanak-kanak Negara (KPWK), Dasar Agromakanan Negara (KPKM) dan Dasar Tenaga Negara (KE). Di samping itu, beberapa pelan strategik seperti Pelan Strategik Kesihatan Mental 2020–2025, Pelan Tindakan Sosial Islam (JAKIM) dan Pelan Hala Tuju Matlamat Pembangunan Mampan (SDG Roadmap) turut mengintegrasikan golongan belia sebagai penerima manfaat atau pelaksana utama. Kumpulan dasar ini menunjukkan bahawa pembangunan belia bukan sahaja berlaku dalam domain khas belia, tetapi juga dalam konteks ekosistem sosial yang lebih luas seperti keselamatan awam, pemakanan, kesihatan reproduktif, inovasi teknologi dan pendidikan sepanjang hayat. Pendekatan ini menonjolkan sifat inklusif dasar awam negara yang menempatkan belia dalam keseluruhan struktur pembangunan masyarakat.

3. Kategori Selain Belia

Kategori Selain Belia pula merujuk kepada dasar dan akta yang tidak tertumpu kepada kumpulan umur belia secara langsung, tetapi memberi impak kepada kumpulan umur lain seperti kanak-kanak di bawah 14 tahun, golongan dewasa (31 hingga 59 tahun), dan warga emas (60 tahun ke atas). Contoh dokumen dalam kategori ini termasuk Dasar Kesihatan Warga Emas Negara (KKM) dan *National Technology and Innovation Sandbox* (NTIS) di bawah Kementerian Sains, Teknologi dan Inovasi (MOSTI). Walaupun tidak menyasarkan belia secara khusus, kedua-dua dasar ini tetap relevan dalam konteks pembangunan belia melalui aspek intergenerasi, kesejahteraan sosial, dan inovasi teknologi yang memberi kesan kepada struktur masyarakat keseluruhan. Keberadaan kategori ini menegaskan bahawa pembangunan belia di Malaysia tidak boleh dilihat secara terasing, sebaliknya perlu difahami dalam ekosistem dasar yang lebih luas yang turut menyokong kesinambungan pembangunan manusia dari peringkat kanak-kanak hingga warga emas.

Belia

Individu yang berumur 15-30 tahun

BIL	DOKUMEN	BELIA
1.	PINTAR30 (Pelan Induk Transformasi dan Pemerkasaan Belia 2030) (KPKM)	●
2.	Pelan Pemerkasaan Sosioekonomi Belia 2030 (KBS)	●
3.	Dasar Kebudayaan (DAKEN), Kementerian Pelancongan, Seni dan Budaya Malaysia (MOTAC)	●
4.	Pelan Tindakan Dasar Sains, Teknologi dan Inovasi Negara (DSTIN) 2021-2030 (MOSTI)	●
5.	Pelan Strategik MTVET (KPT)	●
6.	Akta Pertubuhan dan Pembangunan Belia 2007 (Akta 668) (KBS)	●
7.	Dasar Belia Malaysia 2015-2035 (KBS)	●
8.	Model Pembangunan Belia Madani 2030 (KBS)	●
9.	Indikator Matlamat Pembangunan Mapan (SDG) 2030	●
10.	Pelan Strategik Mengurangkan Gula Dalam Kalangan Rakyat Malaysia 2024–2030	●
11.	Pelan Strategik Kebangsaan Memerangi Masalah Beban Berganda Malpemakanan dalam Kalangan Kanak-kanak 2023-2030 (KKM)	●
12.	Pelan Tindakan Agenda Nasional Malaysia Sihat 2021-2025 (KKM)	●
13.	Dasar Pendidikan Digital KPM 2023- 2030	●

Sebahagian Belia

Meliputi semua peringkat umur termasuk kumpulan umur belia

BIL	DOKUMEN	BELIA	BIL	DOKUMEN	BELIA
1.	Akta Peniaga Sekendhand 1942 [Akta 189] (KDN)	●	4.	Dasar Agromakanan Negara (DAN) (KPKM)	●
2.	Country Programme Action Plan (KE)	●	5.	Dasar Ekosistem Kandungan Digital (MDEC)	●
3.	Country Programme Document, 2022-2025 antara Kerajaan Malaysia dan UNICEF (KE)	●	6.	Dasar Kanak-kanak Negara (KPWKM)	●

BIL	DOKUMEN	BELIA
7.	Dasar Keselamatan Negara 2021-2025 (MKN)	
8.	Dasar Kumpulan Sasaran Kesenian Negara (DAKEN) (MOTAC)	
9.	Dasar Pemakanan Kebangsaan Malaysia (KKM)	
10.	Dasar Tenaga Negara (KE)	
11.	Dasar Pengguna Negara (KPDN)	
12.	Dasar Sosial Negara (DSN) (KPWKM)	
13.	Pelan Strategik Kesihatan Mental 2020-2025 (KKM)	
14.	Pelan Tindakan Sosial Islam (JAKIM)	
15.	Pelan Keselamatan Jalan Raya Malaysia 2022-2030 (JPJ)	
16.	Pelan Hala Tuju Matlamat Pembangunan Mampan (SDG Roadmap) (KE)	
17.	Pelan Strategi bagi Memerangi Beban Berganda Malpemakanan 2023-2030 (KKM)	
18.	Pelan Tindakan Agenda Nasional Malaysia Sihat 2021-2025 (KKM)	
19.	Pelan Tindakan Hak Asasi Manusia (NHRAP) (KPWKM)	
20.	Pelan Tindakan Kesihatan Reproduksi dan Pendidikan Sosial (PEKERTI) (KPWKM)	

BIL	DOKUMEN	BELIA
21.	Pelan Strategik Kesihatan Mental 2020-2025 (KKM)	
22.	Pembelajaran Sepanjang Hayat (KPT)	
23.	Pelan Tindakan Dasar Sains, Teknologi dan Inovasi Negara (DSTIN) 2021-2030 (MOSTI)	
24.	Dasar Kebudayaan (DAKEN) (MOTAC)	
25.	Pembangunan Toolkit GRP (MPC)	
26.	Pelan Strategi Kebangsaan Bagi Menangani Punca Perkahwinan Bawah Umur (KPWKM)	
27.	<i>Space Industry Strategic Plan (MYSA)</i>	
28.	“Dasar Sains, Teknologi dan Inovasi (DSTIN) (MOSTI)”	
29.	Inisiatif Meningkatkan Prestasi Negara dalam <i>Global Innovation Index (GII)</i> (MOSTI)	
30.	<i>Malaysia Plan on Countering Violence Extremism</i> (KDN)	
31.	Pelan Tindakan Kebangsaan bagi Mencegah dan Menangani Fahaman Pelampau Keganasan (NAPPCVE) 2023-2030 (KDN)	
32.	Pelan Strategik Mengurangkan Gula Dalam Kalangan Rakyat Malaysia 2024–2030	

Selain Belia

Meliputi peringkat umur kanak-kanak (bawah 14 tahun) dan pasca belia (umur dewasa (31 hingga 59 tahun) & Warga Emas (60 tahun ke atas))

BIL	DOKUMEN	BELIA
1.	Dasar Kesihatan Warga Emas Negara (KKM)	
2.	<i>National Technology and Innovation Sandbox (NTIS)</i> (MOSTI)	

The background is a dark blue gradient. It features a central globe composed of a wireframe mesh of triangles, with some triangles highlighted in red and blue. Swirling around the globe are large, flowing ribbons of light blue and red wireframe mesh. At the bottom, there are vertical circuit-like lines with small squares, and a robotic hand made of a blue wireframe mesh is reaching up from the bottom right.

PELAN TINDAKAN PBM 2035



The background is a dark blue gradient. It features a central globe composed of a wireframe mesh with glowing blue and red dots at the vertices. Swirling around the globe are translucent, wavy lines in shades of blue and red, resembling data streams or digital waves. At the bottom, there are circuit-like patterns with small squares and lines. In the bottom right corner, a stylized hand is shown in a wireframe mesh, with glowing blue lines and dots, appearing to interact with the digital environment.

TERAS 1

PENGUASAAN TEKNOLOGI DAN LITERASI DIGITAL

- **Memperkasa Kompetensi Digital**
- **Memperluas Capaian Jaringan Internet**

Teras

1

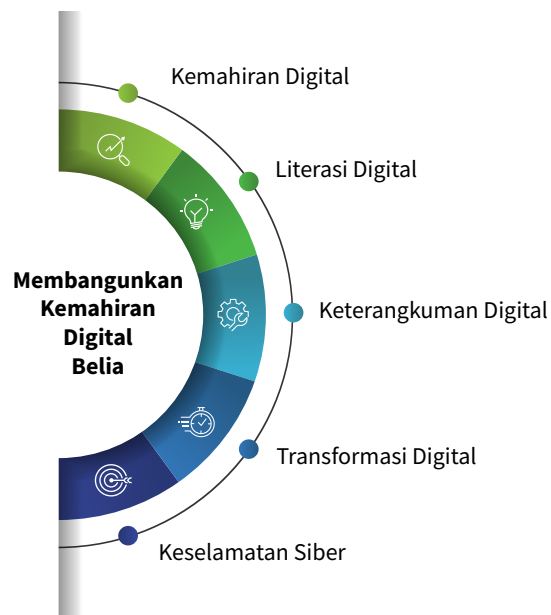
PENGUASAAN TEKNOLOGI DAN LITERASI DIGITAL

Pengenalan

Penguasaan teknologi digital merupakan elemen penting dalam pembangunan belia bagi memastikan daya saing dan keupayaan mereka dalam ekonomi digital global. Walau bagaimanapun, terdapat beberapa cabaran dalam memperkukuhkan keupayaan digital belia, termasuk jurang akses, kekurangan kesedaran teknologi, dan infrastruktur yang tidak menyeluruh. Oleh itu, pemahaman terhadap definisi konsep, definisi operasional, serta isu dan cabaran perlu diperincikan untuk menghasilkan strategi yang lebih efektif.

Definisi Konseptual

1. **Literasi Digital** – Merujuk kepada keupayaan individu untuk menggunakan teknologi digital secara cekap dan beretika dalam kehidupan seharian, termasuk pemahaman tentang keselamatan siber, pencarian maklumat, dan komunikasi digital. (Gilster, P. (1997); Ng, W. (2012); UNESCO (2018).
2. **Keterangkuman Digital** – Keupayaan menyediakan akses kepada teknologi digital untuk semua lapisan masyarakat, termasuk belia luar bandar dan golongan kurang berkemampuan (Warschauer, M. (2003); Van Dijk. (2020); ITU (2022).
3. **Transformasi Digital** – Perubahan dalam cara belia bekerja, belajar, dan berkomunikasi dengan penggunaan teknologi digital seperti kecerdasan buatan (AI), *Internet of Things* (IoT), dan rangkaian 5G. (Vial, G. (2019); Westerman, G., McAfee, A. (2014); Brennen, J. S., & Kreiss, D. (2016).
4. **Keselamatan Siber** – Perlindungan data dan maklumat digital daripada ancaman siber seperti penipuan dalam talian, pencurian identiti, serta penipuan maklumat. (Von Solms, R., & Van Niekerk, J. (2013); Singer, P. W., & Friedman, A. (2014).



5. **Kemahiran Digital** – Keupayaan belia untuk menggunakan teknologi digital dalam konteks pekerjaan, pembelajaran, dan kehidupan seharian secara efisien dan inovatif. (Ferrari, A. (2012); Van Laar, E., Van Deursean, A. J. A. M., Van Dijk, J. A. G. M., & De Haan, J. (2017); OECD (2019).

Definisi Operasional

- 1.) **Literasi Digital** – Merangkumi program latihan dan kesedaran teknologi digital yang memberi kefahaman kepada belia tentang keselamatan siber, tanggungjawab dalam dunia digital, dan keupayaan menggunakan teknologi untuk pembangunan diri.
- 2.) **Keterangkuman Digital** – Strategi untuk memastikan setiap belia mempunyai akses kepada perkhidmatan internet berkualiti tinggi, termasuk di kawasan luar bandar dan pedalaman.
- 3.) **Transformasi Digital** – Langkah-langkah meningkatkan penguasaan teknologi digital dalam sektor pendidikan, pekerjaan, dan keusahawanan.
- 4.) **Keselamatan Siber** – Latihan keselamatan digital yang memberi penekanan kepada perlindungan data peribadi, pemahaman mengenai ancaman dalam talian, serta cara menangani penyebaran maklumat palsu.
- 5.) **Kemahiran Digital** – Penguasaan belia terhadap teknologi digital melalui latihan dan pendedahan kepada bidang AI, IoT, analisis data, dan ekonomi digital.

ISU DAN CABARAN

1. Jurang Digital antara Bandar dan Luar Bandar

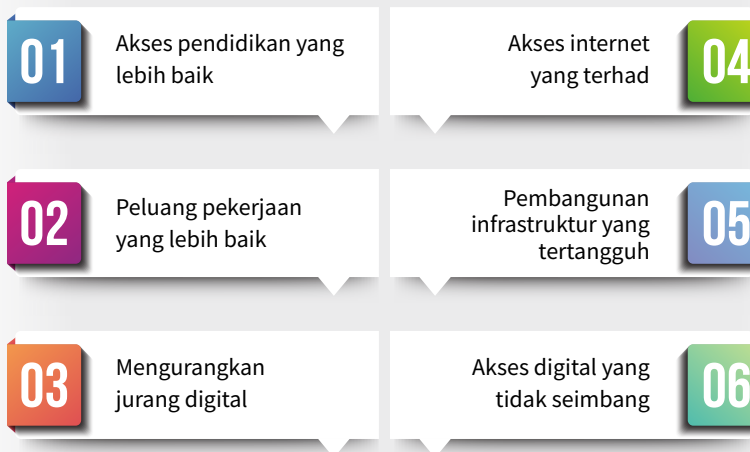
Cabaran:

- Belia luar bandar menghadapi kesukaran dalam mendapatkan akses kepada internet berkelajuan tinggi dan infrastruktur teknologi yang stabil.
- Jurang dalam pembangunan infrastruktur digital menyebabkan ketidakseimbangan akses terhadap pendidikan dan pekerjaan digital.

Cadangan Penyelesaian:

- Meningkatkan pelaburan dalam infrastruktur jalur lebar di kawasan luar bandar.
- Menyediakan subsidi atau insentif bagi belia luar bandar untuk memiliki peranti digital yang berkualiti.

Cabaran infrastruktur digital di kawasan luar bandar



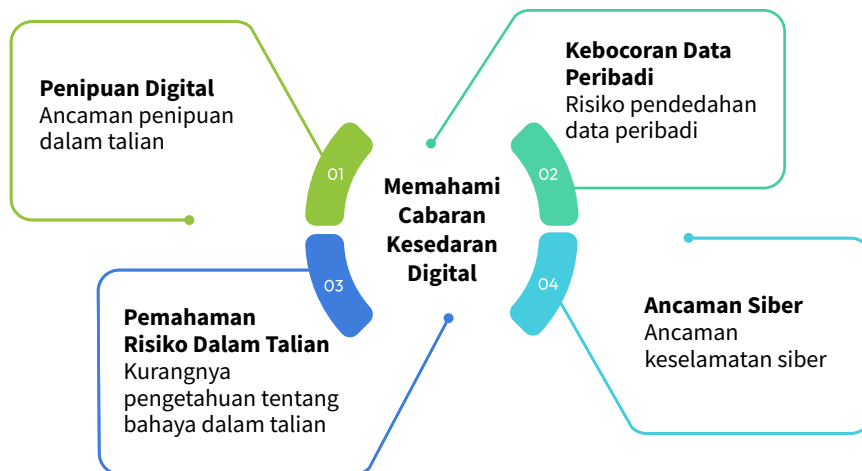
2. Kesedaran dan Literasi Digital

Cabaran:

- Ramai belia masih kurang memahami kepentingan literasi digital dan keselamatan siber.
- Kurangnya pendedahan terhadap risiko dalam talian seperti penipuan digital, ketirisan data peribadi, dan ancaman siber.

Cadangan Penyelesaian:

- Menjalankan kempen literasi digital di sekolah dan universiti.
- Menyediakan modul pembelajaran keselamatan digital dalam kurikulum pendidikan.



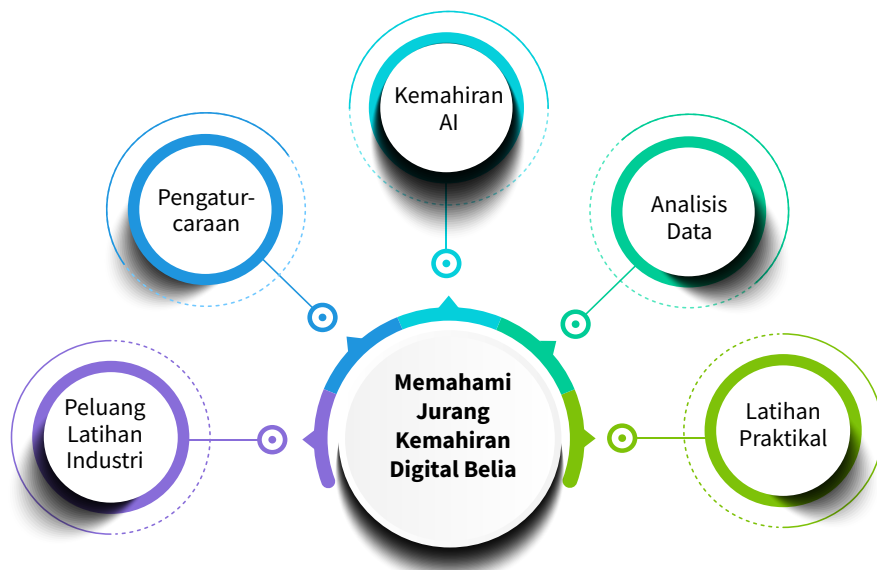
3. Kemahiran Digital dalam Kalangan Belia

Cabaran:

- Belia tidak didedahkan kepada kemahiran digital yang diperlukan oleh industri seperti AI, analisis data, dan pengaturcaraan.
- Kurangnya latihan praktikal dan peluang latihan industri dalam bidang teknologi digital.

Cadangan Penyelesaian:

- Menjalinkan kerjasama dengan industri teknologi bagi menyediakan latihan dan program pemerkasaan kemahiran digital.
- Meningkatkan penyertaan belia dalam kursus-kursus berkaitan teknologi seperti pemrograman, IoT, dan *blockchain*.



4. Risiko Keselamatan Siber

Cabaran:

- Belia kurang peka terhadap isu keselamatan siber seperti penyebaran berita palsu, penipuan digital, dan pencurian data.
- Serangan siber semakin meningkat dengan pelbagai ancaman seperti malware, phishing, dan hacking.

Cadangan Penyelesaian:

- Menyediakan modul latihan keselamatan digital dan pengenalan kepada konsep perlindungan data.
- Meningkatkan kempen kesedaran awam tentang ancaman siber dan cara melindungi diri daripada serangan digital.



Minat Rendah Terhadap Teknologi Digital

Kelebihan	Kekurangan
Potensi untuk inovasi	Persepsi tentang kompleksiti
Peluang kerjaya	Pendedahan terhad
Kemahiran menyelesaikan masalah yang lebih baik	Ketakutan terhadap kegagalan
Peningkatan literasi digital	Kekurangan model peranan (role model)
Sumbangan kepada masyarakat yang lebih besar	Potensi untuk jurang digital

5. Minat Belia terhadap Teknologi Digital

Cabaran:

- Sesetengah belia masih menganggap teknologi digital sebagai bidang yang kompleks dan sukar untuk diterokai.
- Minat belia terhadap bidang teknologi masih rendah kerana kekurangan pendedahan awal pada peringkat sekolah.

Cadangan Penyelesaian:

- Menggalakkan penyertaan belia dalam pertandingan inovasi digital dan hackathon.
- Memperkenalkan program pementoran dengan pakar industri teknologi bagi menarik minat belia terhadap bidang digital.

6. Cabaran Infrastruktur dan Kos Akses Internet

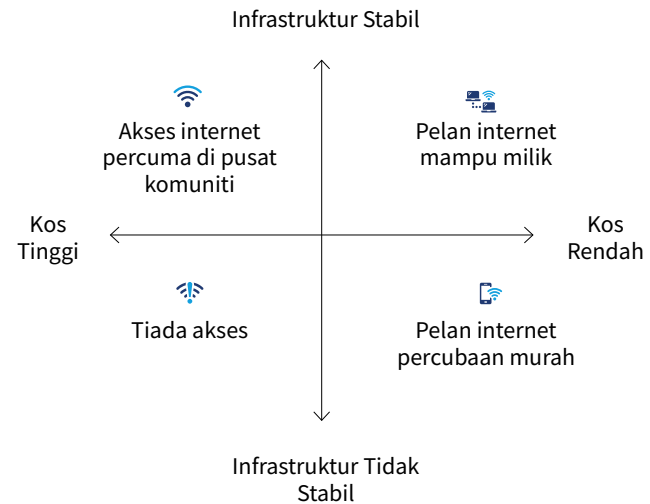
Cabaran:

- Kos langganan Internet yang tinggi menyukarkan belia, terutamanya golongan B40, untuk mendapatkan akses teknologi secara menyeluruh.
- Infrastruktur jalur lebar yang tidak stabil menghalang keberkesanan inisiatif digital.

Cadangan Penyelesaian:

- Menyediakan lebih banyak akses percuma kepada internet di kawasan strategik seperti sekolah, universiti, dan pusat belia.
- Menggalakkan kerjasama dengan syarikat telekomunikasi untuk menawarkan plan internet mampu milik kepada golongan belia.

Menganalisis Cabaran Akses Internet



Kesimpulan

Penguasaan teknologi digital dalam kalangan belia adalah faktor utama dalam membina generasi yang berdaya saing dan inovatif. Namun, cabaran seperti jurang digital, kurang kesedaran terhadap keselamatan siber, dan kelemahan dalam penguasaan kemahiran teknologi perlu ditangani melalui dasar dan plan tindakan yang komprehensif. Dengan memperkukuhkan literasi digital, memperluaskan infrastruktur teknologi, serta menyediakan lebih banyak latihan dan pendedahan, Malaysia dapat melahirkan belia yang bersedia menghadapi era digital secara efektif dan inklusif.

Strategi 1 Memperkasa Kompetensi Digital

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa		Agensi	Jangkaan Hasil
				Pendek: 2026-2027	Sederhana: 2028-2030		
Inisiatif 1: Literasi dan Kesedaran Teknologi Digital							
Pengukuhan Literasi Digital dalam Kalangan Belia	- Memberi kesedaran keselamatan digital (keselamatan siber, media sosial) - Memperkasakan penggunaan teknologi digital - Mengukuhkan etika penggunaan digital - Memperluas inovasi digital - Mempromosikan etika penggunaan media sosial	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: Minimum 25,000 peserta	Agensi Peneraju: KD	- Meningkatkan pengetahuan terhadap keselamatan siber dan literasi digital. - Menguasai kemahiran menilai kandungan media, mengelakkan penyebaran berita palsu, serta peka terhadap ancaman siber dengan mengamalkan penggunaan media digital yang sihat, selamat, dan menjaga keselamatan identiti serta kerahsiaan maklumat peribadi - Meningkatkan pemahaman dan penguasaan belia terhadap literasi data bagi menyokong ekonomi digital - Meningkatkan pemikiran kritikal dalam menilai kandungan media dan mengelakkan penyebaran berita palsu - Melahirkan belia yang berkemahiran tinggi dalam AI yang menjadi rujukan dalam bidangnya serta berupaya mencipta peluang kerjaya. - Meningkatkan kecekapan kerja dan akses maklumat tepat, di samping memberi pendedahan AI terkini untuk membuka peluang kerjaya - Meningkatkan kesedaran belia tentang keselamatan digital, pengurusan maklumat dan etika komunikasi dalam talian. - Mengurangkan budaya “fast money” dan materialistik - Mengurangkan jumlah mangsa jenayah penipuan siber (scam)	
				Sederhana: 80,000 peserta	Agensi Pelaksana: KPM, KPT, KK, KBS, KPWK, KKDW, MINDEF, MyDigital ID, MOSTI, MBM, KLN		
				Panjang: 150,000 peserta			

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa Pendek: 2026-2027 Sederhana: 2028-2030 Panjang: 2031-2035	Agensi	Jangkaan Hasil
Inisiatif 2: Penguasaan Kemahiran Digital dan Pengiktirafan Profesional						
Peningkatan Kemahiran Digital	- Menyediakan bengkel latihan kemahiran digital asas dan lanjutan - Mengadakan kursus pengkhususan teknologi terkini (AI, Big Data, Cloud Computing) - Melaksanakan latihan pengenalan kepada aplikasi perniagaan digital	Kumpulan Sasaran: Belia Berkerjaya Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 5,000 peserta Sederhana: 10,000 peserta Panjang: 15,000 peserta	Agensi Peneraju: JPM (MTVET) Agensi Pelaksana: KESUMA, KKDW, KBS, KPM, KPKM, KDN, KPKT, KPT, KKR, MOTAC, KPWKM, MBM	Menambah tenaga kerja digital yang berkemahiran tinggi dan meningkatkan kebolehpasaran belia
Pengiktirafan Kemahiran Digital oleh Badan Profesional	- Mengiktiraf kemahiran digital belia dengan sijil profesional dari badan berkaitan (Malaysian Board of Technologies, Microsoft, Google, Cisco) - Mengadakan kerjasama dengan industri untuk pensijilan rasmi - Menyediakan skim insentif untuk belia mendapatkan sijil profesional digital	Kumpulan Sasaran: Belia Berkerjaya Belia IPT Belia Massa Belia Minoriti dan Golongan Terpinggir Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 1,000 peserta Sederhana: 1,500 peserta Panjang: 2,000 peserta	Agensi Peneraju: KESUMA Agensi Pelaksana: KESUMA, MOSTI (MBOT), KKR (Lembaga Jurutera, CIDB, Lembaga Arkitek, Lembaga Juruukur Bahan), MBM	Memastikan lebih ramai belia mendapat pengiktirafan global dalam bidang teknologi dan meningkatkan daya saing Malaysia

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa Pendek: 2026-2027 Sederhana: 2028-2030 Panjang: 2031-2035	Agensi	Jangkaan Hasil
Pengukuhan Pendidikan Formal dalam Penggunaan Teknologi dan Digital	- Meningkatkan penglibatan belia dalam kursus asas penggunaan teknologi - Menambah jumlah belia awal yang mempunyai literasi digital - Meningkatkan tahap kompetensi murid	Kumpulan Sasaran: Belia Bersekolah Belia Pengajian Tinggi Peringkat Umur: Belia Awal Belia Pertengahan	Bilangan peserta	Pendek: 5,000 peserta Sederhana: 10,000 peserta Panjang: 15,000 peserta	Agensi Peneraju: KPM Agensi Pelaksana: KPT, KD	Mengukuhkan pelaksanaan aplikasi teknologi digital dalam kalangan belia yang berada dalam sistem pendidikan formal di Malaysia
Inisiatif 3: Kesedaran Kenegaraan dan Digital						
Pemeriksaan Latihan Kenegaraan Secara Digital	- Menganjurkan seminar/ forum kenegaraan berkaitan teknologi - Menyediakan kursus kesedaran kepentingan teknologi dalam membangunkan negara - Menyediakan modul digital berkaitan patriotisme	Kumpulan Sasaran: Belia Bersekolah Belia Berkerjaya Belia Massa Belia Minoriti dan Golongan Terpinggir Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 10,000 peserta Sederhana: 80,000 peserta Panjang: 130,000 peserta	Agensi Peneraju: KBS Agensi Pelaksana: MINDEF, MBM	Memperkasa kesedaran belia terhadap peranan teknologi dalam pembangunan negara dan keselamatan siber
Inisiatif 4: Pembangunan Kerjaya dan Inklusiviti Golongan Rentan						
Pemantapan Latihan Kepimpinan Belia dan Kerjaya OKU	Menyediakan program pembangunan khas kepimpinan dan kerjaya belia OKU	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 1,000 peserta Sederhana: 3,000 peserta Panjang: 5,000 peserta	Agensi Peneraju: KPWK Agensi Pelaksana: KBS, MBM, KESUMA	Memantapkan belia OKU lebih berdaya saing dalam kepimpinan dan kerjaya

Strategi 2 Memperluas Capaian Jaringan Internet

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa Pendek: 2026-2027 Sederhana: 2028-2030 Panjang: 2031-2035	Agensi	Jangkaan Hasil
Inisiatif 1: Pembangunan Infrastruktur dan Akses Digital						
Peluasan Jaringan Internet 5G	- Menambah menara 5G baharu dan menaiktaraf menara sedia ada kepada 5G. - Meluaskan liputan 5G di seluruh negara - Menyediakan akses internet 5G mampu milik	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Peratus liputan 5G di kawasan berpenduduk (<i>Coverage on Populated Area - CoPA</i>)	Pendek: Liputan 5G di kawasan berpenduduk: 83% - 90% CoPA Sederhana: Liputan 5G di kawasan berpenduduk: 90% - 98% CoPA Panjang: Jangkaan peralihan teknologi kepada 6G bermula pada 2030 dengan kesiediaan komersial selepas 2035	Agensi Peneraju: KK Agensi Pelaksana: MCMC, Penyelia Perkhidmatan Internet	Memperluas liputan serta meningkatkan capaian 5G di seluruh negara selaras dengan aspirasi RMK13
Penambahbaikan Dashboard Belia dan Peningkatan Akses Maklumat Belia	- Menambah baik dashboard untuk pemantauan dan kolaborasi - Mengintegrasikan sistem data belia untuk pepadanan peluang kerja dan latihan kemahiran - Membekalkan aktiviti/ data belia secara berterusan	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan pengguna	Pendek: 50,000 peserta Sederhana: 60,000 peserta Panjang: 80,000 peserta	Agensi Peneraju: KBS Agensi Pelaksana: KBS, Jabatan Premier Sarawak, <i>Focal Point Dashboard Belia</i>	- Menambah baik sistem pengurusan maklumat belia dan meningkatkan keterlibatan mereka dalam pembangunan digital negara - Memastikan belia mendapat akses kepada maklumat yang terkini berkaitan pembangunan diri dan kerjaya



TERAS 2

PEMERKASAAN LITERASI POLITIK, KENEGARAAN DAN TADBIR URUS

- Memperkukuh Elemen Kenegaraan
- Memperkasa Polisi Kerajaan berkaitan Keperluan Belia

Teras 2

PEMERKASAAN LITERASI POLITIK, KENEGARAAN DAN TADBIR URUS

Pengenalan

Elemen kenegaraan merupakan asas dalam pembentukan jati diri belia Malaysia. Penghayatan nilai-nilai kenegaraan dan kesedaran politik yang tinggi adalah penting dalam memastikan kestabilan negara. Namun, cabaran dalam meningkatkan kefahaman dan penglibatan belia dalam aspek kenegaraan masih wujud. Oleh itu, pemahaman terhadap definisi konseptual, definisi operasional, serta isu dan cabaran perlu diperincikan untuk membentuk dasar dan strategi yang lebih berkesan.

Definisi Konseptual

- 1. Kenegaraan** – Merujuk kepada elemen-elemen yang berkaitan dengan identiti negara seperti sistem politik, perlembagaan, patriotisme, dan institusi pentadbiran yang membentuk asas negara. (Anderson, B. (1993); Smith, A. D. (1991).
- 2. Patriotisme** – Semangat cinta dan setia kepada negara yang ditunjukkan melalui tindakan, pengorbanan, serta penghormatan terhadap simbol dan institusi negara. (Nathanson, S. (1993); Bar-Tal, D. (1993).
- 3. Kesedaran Politik** – Keupayaan individu memahami sistem politik, hak sebagai warganegara, serta tanggungjawab dalam proses demokrasi seperti pilihan raya dan pembuatan dasar. (Verba, S., Schlozman, K. L., & Brady, H. E. (1995); Dalton, R. J. (2017).
- 4. Jati Diri Nasional** – Identiti yang terbentuk dalam diri individu sebagai rakyat Malaysia berdasarkan nilai budaya, sejarah dan prinsip yang mendasari kehidupan bermasyarakat. (Tajfel, H. (1981); Billig, M. (1995).



- 5. Sosialisasi Politik** – Proses di mana individu, terutama belia, menerima dan memahami nilai serta norma politik yang membentuk kefahaman dan penyertaan mereka dalam sistem politik negara. (Niemi, R. G., & Hepburn, M. A. (1995); Dennis, J., Easton, D., & Easton, S. (1969).

Definisi Operasional

1. **Kenegaraan** – Merujuk kepada usaha memperkukuhkan kesedaran belia terhadap sistem politik, perlembagaan, dan peranan mereka dalam membangunkan negara.
2. **Patriotisme** – Program yang menggalakkan penghargaan terhadap simbol negara, penyertaan dalam aktiviti kenegaraan, dan semangat cinta tanah air.
3. **Kesedaran Politik** – Peningkatan kefahaman belia terhadap hak demokrasi mereka melalui forum, bengkel, dan latihan kepimpinan.
4. **Jati Diri Nasional** – Inisiatif yang menanamkan nilai kebangsaan dalam belia melalui pendidikan, kegiatan sosial, dan pengalaman kepimpinan.
5. **Sosialisasi Politik** – Pendedahan kepada sistem politik dan dasar negara menerusi aktiviti interaktif, perbincangan belia, dan penglibatan dalam penggubalan dasar.

ISU DAN CABARAN

1. Kesedaran Politik dalam Kalangan Belia

Cabaran:

- Belia kurang memahami hak dan tanggungjawab sebagai warganegara dalam proses demokrasi.
- *Political fatigue* dalam kalangan belia menyebabkan mereka bersikap apolitik dan tidak mahu terlibat dalam perbincangan politik.

Cadangan Penyelesaian:

- Meningkatkan program pendidikan politik di sekolah dan universiti.
- Memperkenalkan forum dan perbincangan belia mengenai isu semasa dan dasar kerajaan.

Kurang Pemahaman
Hak dan tanggungjawab tidak jelas

Political Fatigue
Bersikap apolitik dan pasif



2. Rasa Kesepunyaan kepada Negara dan Komuniti

Cabaran:

- Wujud jurang sosial dalam kalangan belia mengikut etnik, budaya, dan kecenderungan minat.
- Kurangnya penyertaan belia dalam program kenegaraan yang menggalakkan perpaduan nasional.

Cadangan Penyelesaian:

- Memperkenalkan program '1 Komuniti 1 Pelajar' yang menghubungkan belia dengan komuniti pelbagai etnik.
- Menggalakkan lebih banyak program interaktif seperti projek komuniti antara kaum.

3. Penghayatan terhadap Rukun Negara dan Perlembagaan

Cabaran:

- Generasi muda kurang memahami kepentingan Rukun Negara dan Perlembagaan Malaysia.
- Wujud kekeliruan mengenai hak dan tanggungjawab warganegara dalam konteks kenegaraan.

Cadangan Penyelesaian:

- Menyediakan modul pendidikan kenegaraan yang lebih interaktif dan menarik.
- Mengadakan kempen kesedaran melalui media sosial dan aktiviti luar bilik darjah.

4. Minat dalam Sosialisasi Politik

Cabaran:

- Belia bandar dan luar bandar menunjukkan minat yang berbeza terhadap politik.
- Penyertaan dalam persatuan dan program kepimpinan politik masih rendah.

Cadangan Penyelesaian:

- Menganjurkan kajian dan kaji selidik bagi memahami corak minat politik belia.
- Memperkenalkan bengkel dan program berkaitan sosialisasi politik di peringkat sekolah.

5. Ketidaksampaian Suara Belia dalam Pembuatan Dasar

Cabaran:

- Belia tidak mengetahui platform yang tersedia untuk mereka menyuarakan pendapat.
- Kurangnya inisiatif kerajaan dalam memperkasakan suara belia dalam dasar negara.

Cadangan Penyelesaian:

- Menubuhkan Ahli Majlis Muda untuk membolehkan belia memberi cadangan terhadap dasar negara.
- Mewujudkan sistem pengumpulan data media sosial bagi memahami sentimen belia terhadap isu kenegaraan.

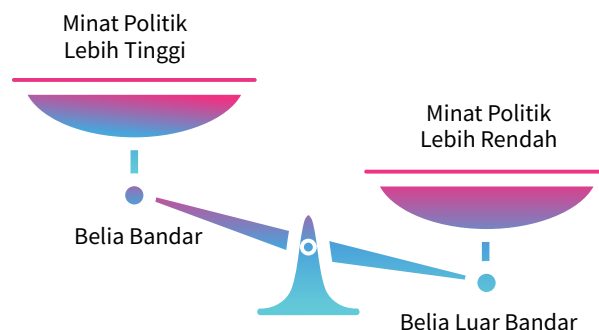
6. Semangat Patriotisme dalam Kalangan Belia

Cabaran:

- Semangat patriotik dalam kalangan belia semakin merosot akibat pengaruh globalisasi dan media sosial.
- Kurangnya program yang menggalakkan kesedaran tentang kepentingan mempertahankan identiti nasional.

Cadangan Penyelesaian:

- Memperkasakan program kenegaraan seperti PLKN dan Latihan Kenegaraan di universiti.
- Menggalakkan penggunaan lagu patriotik dan aktiviti yang memupuk semangat nasionalisme.



7. Penglibatan Belia dalam Masalah Sosial

Cabaran:

- Kenaikan kadar penglibatan belia dalam gejala sosial seperti buli, Lesbian, Gay, Bisexual and Transgender (LGBT), dadah, dan rasuah.
- Kurangnya inisiatif berbentuk pembangunan jati diri yang boleh mengurangkan keterlibatan dalam aktiviti negatif.

Cadangan Penyelesaian:

- Mengadakan program kesedaran komuniti dan penglibatan mahasiswa dalam aktiviti kesukarelawanan.
- Meningkatkan usaha pihak berkuasa dalam menyalurkan informasi kepada belia berkaitan kesan negatif gejala sosial.

8. Kerajaan tidak menangani isu setempat

Cabaran:

- Tidak mengetahui apa yang kerajaan laksanakan bagi menangani isu setempat

Cadangan Penyelesaian:

- Menyedia dan menyebarkan kotak cadangan (fizikal/ atas talian) di setiap lokaliti di dalam bahagian Sarawak.
- Memperbanyakkan pemimpin santuni rakyat secara berkala.

Kesimpulan

Pembangunan elemen kenegaraan dalam kalangan belia adalah keutamaan dalam memastikan kesinambungan kepimpinan dan kestabilan negara. Dengan menangani isu seperti kesedaran politik yang rendah, kehilangan rasa kesepunyaan, serta kemerosotan semangat patriotisme, kita dapat membentuk belia yang lebih bertanggungjawab dan berdaya saing. Polisi ini diharap menjadi garis panduan yang komprehensif dalam membangunkan belia Malaysia yang lebih proaktif dalam aspek kenegaraan dan kepimpinan masa hadapan.

Strategi 1 Memperkukuh Elemen Kenegaraan

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa			Agensi	Jangkaan Hasil
				Pendek: 2026-2027	Sederhana: 2028-2030	Panjang: 2031-2035		
Inisiatif 1: Pengukuhan Literasi Politik dan Demokrasi								
Pemeriksaan Suara Belia	Menyediakan ruang untuk belia menyampaikan idea dan pandangan menggunakan platform rasmi	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia	Bilangan peserta dan jumlah tontonan	Pendek: 2,000 peserta/ 100,000 tontonan	Agensi Peneraju: KBS	Agensi Pelaksana: JPM (AKM), MBM, KPM, KPT		Meningkatkan penglibatan belia dalam proses membuat keputusan
		Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir		Sederhana: 5,000 peserta/ 300,000 tontonan				
				Panjang: 10,000 peserta/ 1 juta tontonan				
Inisiatif 2: Penghayatan Nilai Kenegaraan, Kebudayaan dan Patriotisme								
Penghayatan Rukun Negara dan Literasi Kebudayaan	Meningkatkan penghayatan Rukun Negara dan pembelajaran sejarah negara	Kumpulan Sasaran: Belia Sekolah Belia IPT	Bilangan peserta	Pendek: 25,000 peserta	Agensi Peneraju: KPN	Agensi Pelaksana: MINDEF, KPT, KK, KPN (JPNIN), KPM, KBS		Meningkatkan semangat patriotisme dalam kalangan belia
		Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir		Sederhana: 80,000 peserta				
				Panjang: 130,000 peserta				

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa Pendek: 2026-2027 Sederhana: 2028-2030 Panjang: 2031-2035	Agensi	Jangkaan Hasil
Pengukuhan Literasi Kenegaraan	Menyediakan kursus dan latihan kenegaraan	Kumpulan Sasaran: Belia Sekolah Belia IPT Belia Massa Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 25,000 peserta Sederhana: 80,000 peserta Panjang: 130,000 peserta	Agensi Peneraju: JPM (AKM) Agensi Pelaksana: KBS, KPT, MINDEF, SPR, KPM, KKDW	- Mengukuhkan jati diri dan kenegaraan dalam kalangan belia - Meningkatkan jumlah belia yang celik literasi perlembagaan
	Melaksanakan bengkel pendidikan dan latihan demokrasi dan kesedaran politik	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir				
Pengukuhan Semangat Kemasyarakatan dan Kenegaraan	Memupuk rasa cinta dan sayangkan Malaysia	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan program	Pendek: 100 program Sederhana: 200 program Panjang: 300 program	Agensi Peneraju: KBS Agensi Pelaksana: KBS, KPM, KPT, MINDEF, MBM (Persatuan Belia), Kerajaan Negeri	Mengukuhkan semangat patriotisme melalui aktiviti kemasyarakatan
Pengukuhan Karakter dan Patriotisme	Melaksanakan program karakter dan patriotisme	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan program	Pendek: 100 program Sederhana: 300 program Panjang: 500 program	Agensi Peneraju: KBS Agensi Pelaksana: KPN, KPT, MBM, KPPT (PBT), MINDEF	Mengukuhkan karakter dan patriotisme identiti nasional belia

Strategi 2 Memperkasa Polisi Kerajaan berkaitan Keperluan Belia

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa Pendek: 2026-2027	Agensi	Jangkaan Hasil
				Sederhana: 2028-2030		
				Panjang: 2031-2035		
Inisiatif 1: Memperkasa Belia Masa Hadapan						
Penglibatan Belia dalam Majlis Pihak Berkuasa Tempatan (PBT)	Melantik belia menganggotai Majlis PBT	Kumpulan Sasaran: Belia Pengajian Tinggi Belia Berkerjaya Perkumpulan Belia Belia Massa Belia Malaysia Antarabangsa	Bilangan PBT	Pendek: 20 PBT	Agensi Peneraju: KPKT (PBT)	Meningkatkan penglibatan belia dalam agenda pemerkasaan PBT
		Sederhana: 90 PBT		Agensi Pelaksana: MBM, Kerajaan Negeri		
		Panjang: 156 PBT				
Pencegahan Rasuah dan Pemantapan Integriti	Menganjurkan program pendidikan pencegahan rasuah dan pemantapan integriti dalam kalangan belia	Peringkat Umur: Belia Pertengahan Belia Akhir	Bilangan peserta		Agensi Peneraju: SPRM	Meningkatkan kesedaran dan mengurangkan isu rasuah dan integriti dalam kalangan belia
		Kumpulan Sasaran: 8 Kumpulan Sasaran Belia		Pendek: 40 program	Agensi Pelaksana: KESUMA, KKDW, KBS, KPM, KPKM, KDN, MINDEF, KPK, KPT, KKR, MOTAC, KPWK M JPA (INTAN), JPM (IIM)	
		Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir		Sederhana: 60 program	Panjang: 100 program	



TERAS 3

PEMBINAAN IDENTITI, BAKAT DAN KEPIMPINAN

- **Memperkasa Pembangunan Kepimpinan**
- **Memperbanyak Program Pembinaan Identiti dan Karakter Belia**
- **Memperkasa Organisasi dan Pengantarabangsaan Belia**

Teras

3

PEMBINAAN IDENTITI, BAKAT DAN KEPIMPINAN

Pengenalan

Pembinaan identiti, bakat dan kepimpinan merupakan aspek penting dalam memastikan kelangsungan generasi yang berdaya saing, berintegriti dan berwawasan. Namun, terdapat pelbagai isu dan cabaran yang menghalang belia daripada mencapai potensi kepimpinan mereka. Oleh itu, penjelasan tentang definisi konseptual, definisi operasional, serta isu dan cabaran yang dihadapi perlu diperincikan bagi mewujudkan strategi yang efektif.

Definisi Konseptual

1. **Kepimpinan Belia** – Merujuk kepada proses pembentukan dan pemerkasaan individu muda dalam keupayaan mereka untuk mempengaruhi, membimbing, serta mengurus organisasi atau kumpulan ke arah matlamat yang positif. (Komives, S. R., Lucas, N., & McMahon, T. R. (2009); Yukl, G. (2006).
2. **Identiti Belia** – Merupakan pembangunan peribadi, nilai, kepercayaan dan jati diri dalam kalangan golongan muda yang membentuk personaliti serta hala tuju hidup mereka. (Erikson, E. H. (1968); Arnett, J. J. (2000).
3. **Kesukarelawanan** – Aktiviti sukarela yang dijalankan oleh individu atau kumpulan tanpa mengharapkan ganjaran kewangan, bertujuan menyumbang kepada pembangunan komuniti dan kepimpinan sosial. (Wilson, J. (2000).
4. **Pembangunan Karakter** – Proses membentuk sifat, sikap, disiplin dan nilai-nilai kepimpinan dalam diri belia bagi memastikan mereka menjadi pemimpin yang bertanggungjawab. (Lickona, T. (1992).

Memperkuh Kepimpinan Belia dan Identiti**Konteks Polisi**

Penyertaan dalam program yang dipandu oleh polisi

Pementoran dan Latihan

Program untuk meningkatkan kemahiran kepimpinan

Pembangunan Karakter

Membina sifat dan nilai kepimpinan

Kepimpinan Belia

Proses membangunkan belia sebagai pemimpin berkesan

Identiti Belia

Pembentukan nilai peribadi dan jati diri dalam kalangan belia

Kesukarelawanan

Penyertaan dalam aktiviti sukarela untuk pembangunan komuniti

5. **Pementoran dan Latihan Kepimpinan** – Program latihan dan bimbingan yang membolehkan belia memperoleh kemahiran kepimpinan melalui pengalaman langsung dan pembelajaran *hands-on*. (Ragins, B. R., Kram, K. E. & Roosevelt, E. (2007).

Definisi Operasional

1. **Kepimpinan Belia** – Merujuk kepada penyertaan aktif belia dalam program kepimpinan di peringkat sekolah, IPT, komuniti, serta dalam arena nasional dan antarabangsa.
2. **Identiti Belia** – Fokus kepada usaha membentuk jati diri dan kesedaran belia tentang peranan mereka dalam masyarakat melalui program seperti kem patriotisme, pendidikan karakter, serta penglibatan dalam platform penggubalan dasar.
3. **Kesukarelawan sebagai Asas Kepimpinan** – Aktiviti kesukarelawan dijadikan mekanisme untuk melatih belia dalam aspek kepimpinan, kemahiran organisasi, serta tanggungjawab sosial.
4. **Latihan Kepimpinan Hands-On** – Modul dan program yang dijalankan dalam bentuk simulasi, pementoran, serta latihan praktikal untuk meningkatkan daya kepimpinan belia.
5. **Modul Kepimpinan dalam Pendidikan** – Kursus atau aktiviti yang dimasukkan dalam kurikulum sekolah dan IPT/ Institut Latihan Kemahiran (ILK) bagi membentuk kemahiran kepimpinan di peringkat awal.

ISU DAN CABARAN

1. Peluang Kepimpinan bagi Belia Awal

Cabaran:

- Peluang menyertai program pertukaran dan latihan kepimpinan sering diberi keutamaan kepada belia berpengalaman berbanding belia awal.
- Penyertaan dalam program kepimpinan peringkat antarabangsa masih terhad kepada segelintir individu sahaja.

Cadangan Penyelesaian:

- Menetapkan kriteria pemilihan yang lebih telus dan inklusif.
- Menyediakan lebih banyak program peringkat permulaan bagi belia awal.

2. Pendedahan berkaitan Pendidikan Kepimpinan

Cabaran:

- Sistem pendidikan sedia ada kurang memberi penekanan kepada pembangunan karakter dan kepimpinan belia.
- Modul kepimpinan di sekolah dan universiti masih belum diwajibkan.

Cadangan Penyelesaian:

- Integrasi modul kepimpinan dalam kurikulum pendidikan rendah, menengah dan tinggi.

3. Program Sokongan bagi Kepimpinan Orang Kelainan Upaya (OKU)

Cabaran:

- Belia OKU kurang mendapat peluang penglibatan dalam program kepimpinan dan kerjaya.
- Majikan kurang kesedaran dan latihan dalam mengurus pekerja OKU.

Cadangan Penyelesaian:

- Menyediakan program latihan khas.
- Meningkatkan akses peluang pekerjaan.

4. Semangat Kesukarelawanan

Cabaran:

- Belia lebih tertarik untuk menyumbang bagi mendapatkan ganjaran material berbanding secara sukarela.
- Kesukarelawanan sering dipandang sebagai aktiviti yang tidak memberikan impak kepada pembangunan kerjaya.

Cadangan Penyelesaian:

- Menjadikan aktiviti kesukarelawanan sebagai sebahagian daripada keperluan pendidikan dan latihan kepimpinan.

5. Kemahiran Kepimpinan Hands-On

Cabaran:

- Banyak program kepimpinan lebih tertumpu kepada teori berbanding pendedahan praktikal.
- Kekurangan mentor dan fasilitator yang berkualiti dalam membimbing belia.

Cadangan Penyelesaian:

- Meningkatkan jumlah latihan simulasi, pementoran dan program pembangunan kepimpinan secara langsung.

6. Ruang untuk Suara Belia dalam Pembentukan Dasar

Cabaran:

- Platform penyertaan belia dalam perbincangan dasar dan polisi masih terhad.
- Tidak semua belia mempunyai akses untuk menyampaikan pandangan mereka dalam hal-hal berkaitan kepimpinan negara.

Cadangan Penyelesaian:

- Memperluaskan ruang untuk belia dalam forum nasional.
- Memastikan penglibatan belia dalam penggubalan dasar.

Latihan Kepimpinan Tempatan
Penyertaan terhad untuk belia awal



Program Pertukaran
Keutamaan untuk belia berpengalaman

Program Antarabangsa
Peluang terhad kepada segelintir individu

7. Keyakinan dalam Kalangan Belia untuk Menjadi Pemimpin

Cabaran:

- Ramai belia tidak mempunyai keyakinan diri untuk mengambil peranan kepimpinan.
- Kebimbangan terhadap kegagalan dan kurangnya pendedahan kepada bimbingan kepimpinan.

Cadangan Penyelesaian:

- Menyediakan lebih banyak program latihan kepimpinan dengan sokongan mentor dan fasilitator.

8. Kesan Media Sosial terhadap Identiti dan Kepimpinan Belia

Cabaran:

- Ramai belia lebih tertarik kepada pengaruh media sosial yang mempromosikan gaya hidup materialistik.
- Kurangnya pendedahan kepada contoh kepimpinan yang positif.

Cadangan Penyelesaian:

- Melibatkan pengaruh positif dalam program kepimpinan belia dan membina kesedaran tentang kepentingan jati diri.



Kesimpulan

Pembangunan kepimpinan dan pembentukan identiti belia memerlukan usaha bersepadu daripada pelbagai pihak. Dengan mengatasi isu-isu utama seperti kekurangan peluang, kurangnya pendidikan kepimpinan, serta kelemahan dalam kesukarelawanan dan suara belia dalam dasar negara, Malaysia dapat melahirkan generasi belia yang lebih proaktif, berdaya saing, serta berwawasan dalam kepimpinan masa hadapan. Dokumen ini diharap dapat menjadi panduan utama dalam membentuk dasar pembangunan belia yang lebih menyeluruh dan inklusif.

Strategi 1 Memperkasa Pembangunan Kepimpinan

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa Pendek: 2026-2027 Sederhana: 2028-2030 Panjang: 2031-2035	Agensi	Jangkaan Hasil
Inisiatif 1: Jati Diri dan Kepimpinan						
Pelaksanaan Program Pembangunan Jati Diri dan Kepimpinan	Menganjurkan Kem Jati Diri dan Kepimpinan	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 25,000 peserta Sederhana: 80,000 peserta Panjang: 130,000 peserta	Agensi Peneraju: KBS Agensi Pelaksana: KPN, KPT, MBM, KPKT (PBT), MINDEF	Mengukuhkan jati diri dan kepimpinan
Inisiatif 2: Kepimpinan Komuniti dan Akar Umbi						
Pemeriksaan Kepimpinan Belia Luar Bandar	- Menyediakan latihan intensif kepimpinan, komuniti, pengurusan projek, bimbingan akar umbi di kawasan pedalaman - Menganjurkan latihan kepimpinan dan pengurusan projek untuk belia luar bandar dan pinggir bandar - Melaksanakan program pendekatan bimbingan komuniti setempat	Kumpulan Sasaran: Belia Massa Belia Bersekolah Belia IPT Belia Minoriti dan Golongan Terpinggir Peringkat Umur: Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 1,000 peserta Sederhana: 3,000 peserta Panjang: 5,000 peserta	Agensi Peneraju: KKDW Agensi Pelaksana: MYSED, KBS, MBM, KPKT (PBT)	- Menyediakan peluang kepada belia di kawasan pedalaman untuk mendapat akses kepada latihan intensif, ilmu kepimpinan, pengurusan komuniti dan projek - Memperkasa pemimpin akar umbi dan meningkatkan pengetahuan belia setempat khususnya belia luar dan pinggir bandar

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa			Agensi	Jangkaan Hasil
				Pendek: 2026-2027	Sederhana: 2028-2030	Panjang: 2031-2035		
Inisiatif 2: Kepimpinan Komuniti dan Akar Umbi								
Pembangunan Kepimpinan Belia	- Melaksanakan program pengurusan organisasi dan kepimpinan - Menganjurkan program belia berpersatuan - Menyediakan latihan simulasi kepimpinan secara bimbingan dan pementoran kepimpinan belia	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Akhir	Bilangan peserta	Pendek: 50,000 peserta Sederhana: 250,000 peserta Panjang: 500,000 peserta	Agensi Peneraju: KBS Agensi Pelaksana: KKDW, KPN, MBM, MINDEF, KPT, KPM (BSKK)		Meningkatkan nilai kepimpinan dalam kalangan belia dan menggalakkan belia berpersatuan	

Strategi 2 Memperbanyak Program Pembinaan Identiti dan Karakter Bella

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa Pendek: 2026-2027 Sederhana: 2028-2030 Panjang: 2031-2035	Agensi	Jangkaan Hasil
Inisiatif 1: Pengiktirafan dan Ikon Belia						
Pencarian Pemimpin Muda	Melaksanakan pertandingan di peringkat negeri dan kebangsaan dengan peserta menjalankan projek komuniti sebenar	Kumpulan Sasaran: Belia Pengajian Tinggi Belia Bersekolah Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 1,000 peserta Sederhana: 3,000 peserta Panjang: 5,000 peserta	Agensi Peneraju: MBM Agensi Pelaksana: Badan Gabungan MBM	Meningkatkan lebih ramai bakat muda kepimpinan masa depan yang mampu mengharungi cabaran realiti sebenar
Penyerlahan Ikon Belia	Melahirkan ikon belia melalui anugerah berdasarkan sumbangan dalam agenda pemerkasaan dan penyerlahan potensi belia	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 500 peserta Sederhana: 1,000 peserta Panjang: 3,000 peserta	Agensi Peneraju: KBS Agensi Pelaksana: KBS, KPT	Meningkatkan lebih ramai ikon belia untuk membantu dalam agenda pembangunan belia
Pengiktirafan Profesional Pekerja Belia	Membangunkan pekerja belia profesional dan menggalakkan penyertaan dalam Sijil Kemahiran Malaysia - Profesionalisme Pekerja Belia	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 500 peserta Sederhana: 1,000 peserta Panjang: 3,000 peserta	Agensi Peneraju: KBS Agensi Pelaksana: KBS, KESUMA	Meningkatkan penglibatan belia sebagai pekerja belia profesional

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa			Agensi	Jangkaan Hasil
				Pendek: 2026-2027	Sederhana: 2028-2030	Panjang: 2031-2035		
Inisiatif 2: Kesejahteraan dan Kerjaya Atlet								
Pengukuhan Kesejahteraan Atlet Belia	Memperbanyakkan program kaunseling, penambahbaikan perlindungan insurans dan infrastruktur latihan sukan	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia	Bilangan peserta	Pendek: 1,000 peserta	Agensi Peneraju: KBS	Mengukuhkan elemen kesejahteraan dan jaminan masa depan atlet belia		
		Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir		Sederhana: 3,000 peserta	Agensi Pelaksana: KBS (MSN, ISN), KKM			
				Panjang: 5,000 peserta				
Pemeriksaan Kerjaya Atlet	Menyediakan latihan kemahiran dan peluang pekerjaan kepada atlet	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia	Bilangan peserta	Pendek: 1,000 peserta	Agensi Peneraju: KBS	Memperkasa daya saing dan kerjaya pasca atlet		
		Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir		Sederhana: 3,000 peserta	Agensi Pelaksana: KBS (ISN)			
				Panjang: 5,000 peserta				
Inisiatif 3: Pemerikasaan Personaliti dan Daya Tahan Belia								
Pengukuhan Sikap dan Personaliti	Menyediakan program yang berkaitan pengukuhan sikap dan personaliti belia	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia	Bilangan peserta	Pendek: 25,000 peserta	Agensi Peneraju: KBS	Mengukuhkan personaliti belia melalui kerangka pembangunan belia positif		
		Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir		Sederhana: 80,000 peserta	Agensi Pelaksana: KPN (YSS), KPT, MBM, KPKT (PBT), MINDEF			
				Panjang: 130,000 peserta				
Pengukuhan Mandiri Kehidupan dan Daya Tahan Belia	Memperbanyakkan program keagamaan dalam kemandirian kehidupan dan daya tahan belia	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia	Bilangan program	Pendek: 300 program	Agensi Peneraju: KPT	Mengukuhkan daya tahan belia untuk lebih berdaya saing		
		Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir		Sederhana: 500 program	Agensi Pelaksana: KBS, MINDEF, Kerajaan Negeri, Institusi Pendidikan Komuniti, JPM (JAKIM, AKM)			
				Panjang: 800 program				

Strategi 3 Memperkasa Organisasi dan Pengantarabangsaan Belia

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa			Agensi	Jangkaan Hasil
				Pendek: 2026-2027	Sederhana: 2028-2030	Panjang: 2031-2035		
Inisiatif 1: Kepimpinan Belia Global								
Pemerkasaan Diplomasi dan Advokasi Belia Antarabangsa	Penglibatan belia dalam forum/ seminar/ konferensi pada peringkat antarabangsa	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 3,000 peserta	Agensi Peneraju: KBS	Meningkatkan jati diri dan kepimpinan belia selain meningkatkan penglibatan pada peringkat antarabangsa		
				Sederhana: 5,000 peserta	Agensi Pelaksana: MPP IPT, KPM, KPT, KBS, JPNS, NGO, KLN, MBM			
				Panjang: 7,000 peserta				
Pelaksanaan Kursus Kemahiran Profesional	Meningkatkan pensijilan profesional yang selari dengan keperluan semasa (Digital, Kecerdasan Buatan, Teknologi)	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Akhir	Bilangan peserta	Pendek: 1,000 peserta	Agensi Peneraju: KBS	Meningkatkan potensi profesional dan kompetensi belia melalui pengiktirafan daripada badan pensijilan profesional		
				Sederhana: 3,000 peserta	Agensi Pelaksana: KESUMA, KDN (ROS), KBS (ROY), MBM			
				Panjang: 5,000 peserta				
Inisiatif 2: Kepimpinan Belia IPT dan Negeri								
Penganjuran Kursus Pemerkasaan Kepimpinan di peringkat daerah dan negeri (MBD dan MBN)	Memperbanyakkan program latihan asas kepimpinan, komunikasi, pengurusan organisasi dan projek pada peringkat daerah dan negeri	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 1,000 peserta	Agensi Peneraju: KBS	Memperkasa kepimpinan asas, memantapkan kemahiran komunikasi, pengurusan organisasi serta pengurusan projek dalam kalangan belia pada peringkat daerah dan negeri		
				Sederhana: 3,000 peserta	Agensi Pelaksana: KBS (ROY), Kerajaan Negeri, MBM, NGO			
				Panjang: 5,000 peserta				

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa		
				Pendek: 2026-2027	Sederhana: 2028-2030	Panjang: 2031-2035
Penganjuran Forum dan Libat Urus Kepimpinan Belia	Mewujudkan lebih banyak platform penglibatan belia untuk menyuarakan pandangan dan aspirasi dalam pembentukan dasar	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan platform/program	Pendek: 1,000 platform/program Sederhana: 3,000 platform/program Panjang: 5,000 platform/program	Agensi Peneraju: KBS Agensi Pelaksana: KBS, KPT, KPKT, Kerajaan Negeri, MBM	Mengukuhkan keupayaan belia dalam membuat keputusan pada peringkat nasional, negeri dan lokaliti
Penganjuran Bicara Belia: Inspirasi Kejayaan	Menyediakan Podcast, bual bicara langsung bersama ikon belia	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 100 peserta Sederhana: 500 peserta Panjang: 1,000 peserta	Agensi Peneraju: KBS Agensi Pelaksana: MBM, Pertubuhan Belia	Meningkatkan jumlah belia untuk berkongsi kejayaan dan memberi inspirasi kepada belia
Inisiatif 3: Menangani Jurang Generasi						
Peningkatan Penglibatan Belia dalam Aktiviti Berpersatuan	Mempromosikan penyertaan belia berpersatuan sebagai platform hubungan merentas generasi	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 10,000 peserta Sederhana: 25,000 peserta Panjang: 50,000 peserta	Agensi Peneraju: KBS Agensi Pelaksana: KPT, KPKT, Kerajaan Negeri, MBM	Meningkatkan penyertaan belia dalam persatuan bagi mengurangkan jurang antara generasi





TERAS 4

PENJANAAN EKONOMI DAN PEKERJAAN BELIA

- **Menjana Ekonomi Belia**
- **Memperkukuh Kesejahteraan dan Inklusiviti Belia**
- **Mengarus perdana Pembangunan Mampan Ekonomi Hijau**

Teras 4

PENJANAAN EKONOMI DAN PEKERJAAN BELIA

Pengenalan

Kebolehpasaran pekerjaan belia merupakan aspek kritikal dalam memastikan kestabilan ekonomi dan sosial negara. Dalam era digital dan perubahan industri yang pesat, belia perlu dilengkapi dengan kemahiran yang relevan untuk bersaing dalam pasaran kerja. Namun, cabaran seperti ketidaksepadanan kemahiran, pengangguran belia, dan ketidakstabilan pekerjaan masih wujud. Oleh itu, memahami definisi konseptual, definisi operasional serta isu dan cabaran ini dapat membantu membentuk dasar yang lebih efektif.

Definisi Konseptual

1. **Kebolehpasaran Pekerjaan** – Keupayaan individu untuk mendapatkan pekerjaan yang sesuai dengan kelayakan dan kemahiran mereka dalam pasaran buruh. (Yorke, M., & Knight, P. (2007).
2. **Ketidaksepadanan Kemahiran (*Skills Mismatch*)** – Perbezaan antara kemahiran yang dimiliki oleh tenaga kerja dengan kemahiran yang diperlukan oleh industri. (OECD (2019).
3. **Keusahawanan Belia** – Usaha yang dilakukan oleh belia dalam membangunkan perniagaan atau syarikat baharu bagi menjana pendapatan sendiri. (Schumpeter, J. A., & Swedberg, R. (2021); Gomes, S., Ferreira, J., Lopes, J. M., & Farinha, L. (2022).
4. **Reskilling and Upskilling** – Program latihan semula (*reskilling*) dan peningkatan kemahiran (*upskilling*) bagi memastikan belia kekal relevan dalam pasaran kerja. (Di Battista, A., et al. (2023).

5. **Keselamatan Sosial Pekerja** – Perlindungan yang diberikan kepada pekerja termasuk faedah insurans pekerjaan, faedah kesihatan, dan keselamatan tempat kerja. (ILO (2017).

Meningkatkan Kebolehpasaran Pekerjaan Belia



- 01 **Keselamatan Sosial**
Perlindungan dan faedah untuk pekerja
- 02 **Reskilling & Upskilling**
Latihan untuk kekal relevan dalam pasaran kerja
- 03 **Memupuk Keusahawanan**
Usaha belia untuk memulakan perniagaan
- 04 **Mengatasi cabaran**
Mengatasi ketidaksepadanan kemahiran dan pengangguran
- 05 **Asas Kebolehpasaran**
Keupayaan untuk mendapatkan pekerjaan yang sesuai

Definisi Operasional

1. **Kebolehpasaran Pekerjaan** – Merujuk kepada usaha meningkatkan kebolehan dan kelayakan belia untuk mendapatkan pekerjaan yang stabil melalui latihan dan pendidikan.
2. **Ketidaksepadanan Kemahiran** – Langkah-langkah yang diambil untuk memastikan sistem pendidikan dan latihan selari dengan keperluan industri.
3. **Keusahawanan Belia** – Inisiatif yang memberikan sokongan dalam bentuk latihan, modal permulaan, dan bimbingan kepada belia yang ingin memulakan perniagaan.
4. **Reskilling and Upskilling** – Program peningkatan kemahiran yang direka khas untuk memenuhi keperluan pekerjaan baharu dalam industri yang berkembang pesat.
5. **Keselamatan Sosial Pekerja** – Polisi dan insentif kerajaan yang memastikan belia pekerja mempunyai akses kepada perlindungan sosial yang mencukupi.

ISU DAN CABARAN

1. Ketidaksepadanan Kemahiran dan Keperluan Industri

Cabaran:

- Sistem pendidikan masih belum selari dengan kehendak industri moden.
- Ramai graduan menghadapi kesukaran mendapatkan pekerjaan kerana kurang pengalaman praktikal.

Cadangan Penyelesaian:

- Meningkatkan kerjasama antara universiti, politeknik, dan syarikat industri untuk membangunkan kurikulum berorientasikan industri.
- Menggalakkan latihan industri dan program latihan kerja untuk graduan sebelum memasuki pasaran kerja.

2. Kadar Pengangguran dalam Kalangan Belia yang Tinggi

Cabaran:

- Peningkatan jumlah graduan yang tidak seimbang dengan peluang pekerjaan yang tersedia.
- Majikan lebih cenderung mengambil pekerja berpengalaman berbanding tenaga kerja baharu.

Cadangan Penyelesaian:

- Menyediakan lebih banyak program latihan dan subsidi gaji kepada majikan bagi menggalakkan pengambilan pekerja baharu.
- Meningkatkan dana kepada industri untuk mengambil pelatih dan pekerja baharu.

3. Ketidakstabilan Pekerjaan dalam Pasaran Buruh

Cabaran:

- Peningkatan ekonomi gig menyebabkan ramai belia tidak mempunyai pekerjaan tetap dan faedah sosial yang mencukupi.
- Majikan kurang menawarkan pekerjaan tetap kerana ingin mengurangkan kos operasi.

Cadangan Penyelesaian:

- Memperkenalkan dasar perlindungan kepada pekerja ekonomi gig termasuk caruman insurans dan KWSP.
- Menggalakkan kontrak pekerjaan jangka panjang bagi memastikan kestabilan pendapatan belia.

4. Kesedaran tentang Pengurusan Kewangan

Cabaran:

- Ramai belia tidak memiliki perancangan kewangan yang baik, menyebabkan mereka terjebak dalam masalah kewangan.
- Kurangnya pendidikan kewangan dalam sistem pendidikan formal.

Cadangan Penyelesaian:

- Mewajibkan modul celik kewangan dalam pendidikan menengah dan tinggi.
- Menyediakan lebih banyak kempen kesedaran kewangan melalui platform media sosial.

5. Keusahawanan Belia yang Tidak Mapan

Cabaran:

- Ramai belia berminat dalam keusahawanan tetapi kurang ilmu tentang pengurusan perniagaan.
- Sukar mendapatkan modal permulaan dan akses kepada jaringan sokongan perniagaan.

Cadangan Penyelesaian:

- Mewujudkan lebih banyak program bimbingan keusahawanan dengan kolaborasi bersama syarikat dan mentor industri.
- Menyediakan skim pinjaman mikro khas untuk belia yang ingin memulakan perniagaan.

6. Akses Terhadap kepada Peluang Latihan dan Peningkatan Kemahiran

Cabaran:

- Tidak semua belia mendapat akses kepada program latihan berkualiti tinggi.
- Latihan yang disediakan sering tidak relevan dengan keperluan industri terkini.

Cadangan Penyelesaian:

- Menyediakan lebih banyak kursus dalam talian percuma atau bersubsidi untuk kemahiran digital dan teknikal.
- Menggalakkan lebih banyak kolaborasi antara kerajaan dan syarikat teknologi untuk menyediakan latihan percuma.

7. Keselamatan Sosial bagi Pekerja Belia

Cabaran:

- Ramai pekerja belia tidak mempunyai perlindungan sosial yang mencukupi seperti KWSP, PERKESO, dan insurans perubatan.
- Kurangnya kesedaran majikan tentang kepentingan menyediakan faedah sosial kepada pekerja muda.

Cadangan Penyelesaian:

- Menyediakan insentif cukai kepada majikan yang menawarkan perlindungan sosial kepada pekerja belia.
- Memastikan semua syarikat menyediakan skim perlindungan sosial kepada pekerja kontrak dan sambilan.

8. Trend Belia Tidak Berminat Sambung Belajar / Keciciran Not in Education, Employment, or Training (NEET)

Cabaran:

- Kekurangan tenaga kerja belia di Malaysia yang berkemahiran
- Pengangguran
- Masalah sosial

Cadangan Penyelesaian:

- Mengenalpasti potensi kemahiran belia yang tercicir pada peringkat komuniti/ sekolah (outreach program)
- Menggalakkan belia untuk sambung belajar dalam bidang kemahiran (Cth: ILKBS/ ILP)
- Sediakan lebih banyak kursus jangka pendek kepada belia yang kurang minat belajar
- Mengubah stigma belia bahawa bidang kemahiran/ TVET bukan pilihan terakhir (downgrade)
- Mengiktiraf pekerja belia profesional sebagai pembimbing luar bilik darjah.

9. Kesenambungan Selepas Tamat Belajar di Universiti/ Institusi Kemahiran

Cabaran:

- Menganggur selepas tamat belajar

Cadangan Penyelesaian:

- Perlu Agensi luar/ Alumni keusahawanan yang boleh membimbing pelajar

- Program Team Malaysia (Program sedia ada)
- Peranan pekerja belia dimainkan untuk bimbingan

10. Lambakan Pendatang Asing Tanpa Izin (PATI) yang Ditawarkan Pekerjaan oleh Majikan (Jurang antara Permintaan dan Penawaran Tenaga Kerja Belia)

Cabaran:

- Kurang pekerjaan untuk belia
- Upah dan gaji rendah.

Cadangan Penyelesaian:

- Penguatkuasaan undang-undang kepada majikan dan PATI
- Pemantauan terhadap majikan.

11. Graduan yang *Demanding* (menuntut) Gaji yang Ditawarkan Bersesuaian Dengan Kelayakan Pendidikan

Cabaran:

- Pengangguran

Cadangan Penyelesaian:

- Meningkatkan pengalaman dan kemahiran insaniah/ *soft skill* sebagai nilai tambah kepada pengetahuan dan kemahiran yang dimiliki

Kesimpulan

Kebolehpasaran pekerjaan belia perlu ditingkatkan melalui usaha menyelaraskan sistem pendidikan dengan keperluan industri, memperkukuhkan keusahawanan belia, serta memastikan kestabilan dan keselamatan pekerjaan. Dokumen yang lebih progresif dalam perlindungan sosial dan peningkatan kemahiran dapat membantu belia menyesuaikan diri dengan perubahan pasaran kerja dan menjamin kestabilan ekonomi negara. Dengan pendekatan menyeluruh, generasi belia Malaysia dapat lebih bersedia untuk menghadapi cabaran masa depan.

Strategi 1 Menjana Ekonomi Belia

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa		
				Pendek: 2026-2027	Sederhana: 2028-2030	Panjang: 2031-2035
Inisiatif 1: Perlindungan Pekerja Belia						
Peluasan Skop Perlindungan Pekerjaan Belia	Menyediakan insurans pekerjaan dan faedah keselamatan sosial	Kumpulan Sasaran: Belia Berkerjaya	Bilangan peserta	Pendek: 10,000 peserta	Agensi Peneraju: KESUMA	Meningkatkan perlindungan pekerja belia dalam sektor pekerjaan
		Peringkat Umur: Belia Awal		Sederhana: 25,000 peserta	Agensi Pelaksana: KESUMA	
		Belia Pertengahan Belia Akhir		Panjang: 50,000 peserta		
Inisiatif 2: Pengukuhan Kompetensi Usahawan Muda						
Pembangunan Usahawan Muda	Menyediakan pementoran dan bimbingan perniagaan Memudahcara kepada akses bantuan pembiayaan modal perniagaan	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia	Bilangan peserta	Pendek: 2,000 peserta	Agensi Peneraju: KUSKOP	Meningkatkan daya saing dan kemampanan serta kebolehpasaran dalam aktiviti keusahawanan
		Peringkat Umur: Belia Awal		Sederhana: 6,000 peserta	Agensi Pelaksana: KPT, KKDW, KPM, KPKM, KPWKM	
		Belia Pertengahan Belia Akhir		Panjang: 12,000 peserta		
Pembangunan Usahawan Muda	Menyediakan latihan keusahawanan berstruktur merangkumi pengetahuan asas, kemahiran dan kompetensi perniagaan melalui sesi latihan, bimbingan dan pementoran oleh pakar pelbagai industri	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia	Bilangan program	Pendek: 50 program	Agensi Peneraju: KUSKOP (INSKEN)	Meningkatkan keupayaan usahawan belia dalam pengurusan dan pembangunan perniagaan
		Peringkat Umur: Belia Awal		Sederhana: 70 program	Agensi Pelaksana: KBS, MOSTI, KKDW, KK, KPM, KPKM, KPT, KD, KBSS, MYSED, AKPK, TERAJU	
		Belia Pertengahan Belia Akhir		Panjang: 100 program		

Strategi 2 Memperkukuh Kesejahteraan dan Inklusiviti Belia

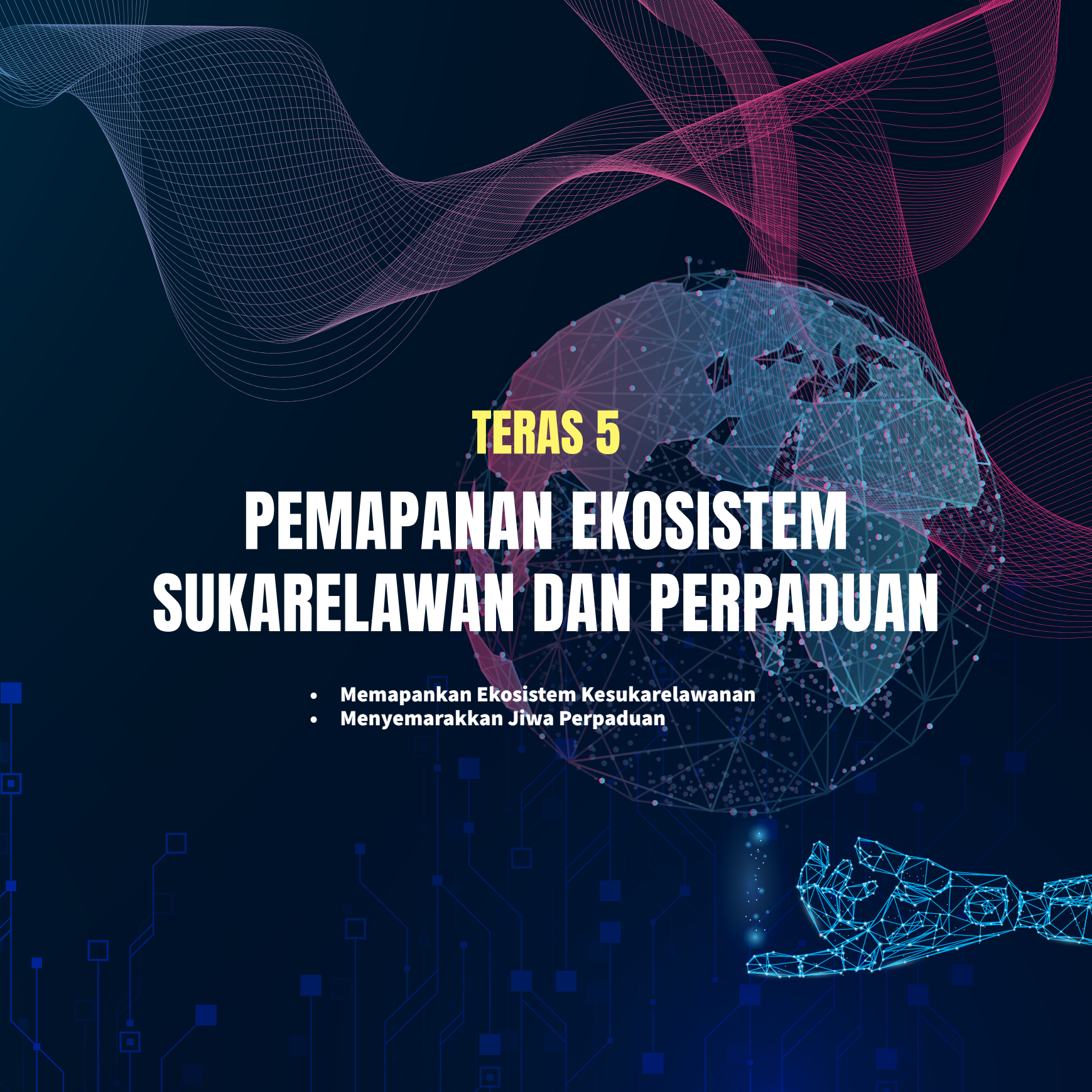
Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa Pendek: 2026-2027 Sederhana: 2028-2030 Panjang: 2031-2035	Agensi	Jangkaan Hasil
Inisiatif 1: Mobiliti Sosial dan Kerjaya Belia Rentan						
Peluasan Peluang Penempatan Pekerjaan	Memperluaskan peluang mendapatkan pekerjaan melalui penganjuran karnival kerjaya/ kerjasama syarikat	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan penempatan belia dalam pekerjaan	Pendek: 100,000 penempatan Sederhana: 110,000 penempatan Panjang: 120,000 penempatan	Agensi Peneraju: KESUMA Agensi Pelaksana: KKDW, KPKM, KKR, KDN, MITI, MOSTI, KPWKM, MOTAC, KPDN, KPK, MOT, KPT	- Mengembangkan bidang pekerjaan dalam sektor ekonomi strategik dan sektor baharu - Meningkatkan penglibatan belia dalam pekerjaan berkemahiran tinggi
Penganjuran Modul berkaitan Pendidikan Kewangan	Memperbanyakkan pelaksanaan modul yang berfokuskan kepada belia yang merangkumi: - Perbelanjaan - Simpanan - Pelaburan - Pengurusan Risiko - Insurans - Kewangan	Kumpulan Sasaran: Belia Bersekolah Belia Pengajian Tinggi Belia Berkerjaya Belia Massa Peringkat Umur: Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 100,000 peserta Sederhana: 200,000 peserta Panjang: 300,000 peserta	Agensi Peneraju: FEN (AKPK) Agensi Pelaksana: KBS, KPM, KPT, AKPK	Meningkatkan kemahiran pengurusan kewangan dan pengurusan risiko

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa			Agensi	Jangkaan Hasil
				Pendek: 2026-2027	Sederhana: 2028-2030	Panjang: 2031-2035		
Inisiatif 2: Memadankan Kemahiran dan Keperluan Industri								
Penawaran Sijil Kemahiran Malaysia bagi Pekerjaan Masa Depan kepada Belia	Menyediakan latihan kemahiran untuk pekerjaan masa depan	Kumpulan Sasaran: Belia Bekerjaya Belia Pengajian Tinggi Belia Massa Belia Bersekolah	Bilangan peserta	Pendek: 5,000 peserta	Sederhana: 15,000 peserta	Panjang: 30,000 peserta	Agensi Peneraju: KESUMA	Meningkatkan tenaga kerja belia berkemahiran bagi pekerjaan masa depan
		Peringkat Umur: Belia Awal Belia Pertengahan		Agensi Pelaksana: MITI, KBS, KKDW, KPM, KPKM, KDN, MINDEF, KPK, KPT, KKR, MOTAC				
Pengukuhan Pendidikan Berorientasikan Industri	Mengukuhkan TVET dan pendidikan berbentuk praktikal	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia	Bilangan pelajar	Pendek: 8,000 pelajar	Sederhana: 10,000 pelajar	Panjang: 12,000 pelajar	Agensi Peneraju: JPM (MTVET)	Meningkatkan jumlah tenaga kerja mahir
		Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir		Agensi Pelaksana: KESUMA, KKDW, KBS, KPM, KPKM, KDN, MINDEF, KPK, KPT, KKR, MOTAC, KPWKM, MITI, PETRA (TNB, ST), MOSTI				
	- Menambah baik tadbir urus latihan industri - Memadankan antara kursus dan keperluan industri	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia	Bilangan peserta	Pendek: 5,000 peserta	Sederhana: 15,000 peserta	Panjang: 30,000 peserta	Agensi Peneraju: KPT	Meningkatkan kebolehpasaran belia
		Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir		Agensi Pelaksana: KESUMA, KKDW, KBS, KPM, KPKM, KDN, MINDEF, KPK, KPT, KKR, MOTAC				

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa			Agensi	Jangkaan Hasil
				Pendek: 2026-2027	Sederhana: 2028-2030	Panjang: 2031-2035		
Inisiatif 3: Memperkasa Pendidikan dan Kemahiran Kerjaya bagi Pasaran Pekerjaan Formal								
Pemeriksaan Literasi Pekerjaan	Melaksanakan program pendidikan kerjaya	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 5,000 peserta Sederhana: 8,000 peserta Panjang: 10,000 peserta	Agensi Peneraju: KESUMA Agensi Pelaksana: MITI, MOSTI, KPT, MOTAC, KPM, MYSED, KPKM, MBM		Mempelbagaikan pembangunan bakat dan keupayaan belia bagi memenuhi permintaan industri sedia ada dan baharu	
Penyertaan Belia dalam Latihan Industri	- Meningkatkan peluang belia mengikuti latihan industri - Menggalakkan jalinan kerjasama dengan industri/ majikan	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 5,000 pelajar Sederhana: 15,000 pelajar Panjang: 30,000 pelajar	Agensi Peneraju: KESUMA Agensi Pelaksana: KBS, KPT		Meningkatkan peluang pekerjaan dan meningkatkan pendedahan pekerjaan	
Penyebaran Hebahan Maklumat Berkaitan Kerjaya	Sebaran maklumat kerjaya kepada kumpulan sasaran	Kumpulan Sasaran: Belia bersekolah Belia pengajian tinggi Belia massa Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 10,000 peserta Sederhana: - 20,000 peserta Panjang: - 25,000 peserta	Agensi Peneraju: KESUMA Agensi Pelaksana: KK		Meningkatkan bilangan belia yang menerima maklumat kerjaya	

Strategi 3 Mengarus Perdana Pembangunan Mampan Ekonomi Hijau

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa		Agensi	Jangkaan Hasil
				Pendek: 2026-2027	Sederhana: 2028-2030		
Panjang: 2031-2035							
Inisiatif 1: Memperkasa Agenda Kelestarian Ekonomi Hijau							
Pemerkasaan Belia Prihatin Alam Sekitar	- Memberi pendedahan asas kepada isu kepentingan penjagaan alam sekitar. - Memupuk amalan gaya hidup hijau. - Menggalakkan penyertaan belia sebagai Rakan Alam Sekitar	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 1,000 peserta Sederhana: 2,000 peserta Panjang: 3,000 peserta	Agensi Peneraju: NRES Agensi Pelaksana: KBS, KPKT, KPM, KPT	- Memberi pendedahan asas kepada amalan lestari dan kepentingan penjagaan alam sekitar. - Memupuk amalan gaya hidup hijau.	
Peningkatan Integrasi Prospek/ Klien	Menyediakan sokongan menyeluruh untuk meningkatkan peluang pekerjaan dan kesejahteraan ekonomi	Kumpulan Sasaran: Belia Berisiko Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan program	Pendek: 50 program Sederhana: 75 program Panjang: 100 program	Agensi Peneraju: KDN Agensi Pelaksana: KDN (Jabatan Penjara, AADK)	Meningkatkan kebolehpasaran dan kesejahteraan prospek/ klien	
Peningkatan Kesedaran Alam Sekitar melalui Amalan Gaya Hidup Hijau	- Memperluas program kesedaran dan amalan penjagaan alam sekitar dan teknologi hijau (kitar semula, pengurusan sisa domestik, pengurusan sisa berisiko) - Mengarusperdana suara belia dalam perbincangan dasar kelestarian di peringkat kebangsaan dan antarabangsa ke arah pembangunan ekonomi mampan	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan program	Pendek: 100 program Sederhana: 200 program Panjang: 300 program	Agensi Peneraju: NRES Agensi Pelaksana: KBS (JBSN) KPKT, KKR, MBM	Meningkatkan tahap kesedaran berkaitan penjagaan alam sekitar dan kesihatan planet dalam kalangan belia	



TERAS 5

PEMAPANAN EKOSISTEM SUKARELAWAN DAN PERPADUAN

- **Memapankan Ekosistem Kesukarelawanan**
- **Menyemarakkan Jiwa Perpaduan**



PEMAPANAN EKOSISTEM SUKARELAWAN DAN PERPADUAN

Pengenalan

Dalam usaha membina negara yang progresif dan berdaya saing, keterlibatan belia dalam kesukarelawanan serta perpaduan sosial adalah elemen penting yang perlu diperkukuhkan. Dokumen ini bertujuan untuk memperincikan langkah-langkah strategik dalam meningkatkan kesedaran dan penglibatan belia dalam aktiviti kesukarelawanan serta mengukuhkan perpaduan antara kaum. Dengan mewujudkan dasar yang holistik, kerajaan dapat memastikan pembangunan sosial yang inklusif dan lestari.

Definisi Konseptual

1. **Kesejahteraan Sosial dan Perpaduan** merujuk kepada usaha kolektif untuk memastikan kelestarian hubungan sosial yang harmoni dalam kalangan belia Malaysia melalui pendekatan inklusif dan nilai kesukarelawanan yang tinggi. Konsep ini melibatkan pembentukan masyarakat yang tidak hanya bersifat inklusif dan adil, tetapi juga berdaya tahan dalam menghadapi cabaran sosial. (Diener, E. (2000); Keyes, C. L. M. (1998).
2. **Kesejahteraan Sosial** menggambarkan keadaan masyarakat di mana setiap individu mempunyai akses yang adil kepada peluang, sokongan, dan sumber yang dapat meningkatkan kualiti hidup serta memupuk semangat tolong-menolong. (Diener, E. (2000); Keyes, C. L. M. (1998).
3. **Perpaduan** merujuk kepada keseimbangan interaksi dalam komuniti, dicapai melalui kerjasama, penglibatan aktif dalam aktiviti kesukarelawanan, dan kesedaran kemasyarakatan yang tinggi, tanpa mengira latar belakang atau keupayaan individu. (Chan, J., To, H. P., & Chan, E. (2006); Council of Europe (2005).

Definisi Operasional

1. **Pengukuhan Program Kesukarelawanan**
 - Indikator: Bilangan program kesukarelawanan di institusi pendidikan dan NGO.
 - Sasaran: Meningkatkan penglibatan belia melalui peningkatan jumlah program yang dijalankan secara konsisten di seluruh negara.
2. **Latihan dan Kemahiran Kesukarelawanan**
 - Indikator: Jumlah modul latihan dan bilangan belia yang dilatih dalam aspek kepimpinan serta pengurusan sukarelawan.
 - Sasaran: Menyediakan latihan formal yang berorientasikan amalan sebenar bagi meningkatkan kualiti penglibatan dalam komuniti.
3. **Sokongan kepada Belia OKU dalam Kesukarelawanan**
 - Indikator: Akses latihan khas dan penyertaan belia OKU dalam program kesukarelawanan.
 - Sasaran: Menjamin kesaksamaan peluang bagi belia dari kumpulan kurang upaya dalam semua inisiatif sosial.

4. Penglibatan Kesukarelawanan Merentas Lokaliti dan Antarabangsa

- Indikator: Bilangan program yang melibatkan pelbagai daerah dan aktiviti antarabangsa.
- Sasaran: Mengurangkan jurang sosial antara komuniti bandar dan luar bandar melalui penyertaan program yang merangkumi kedua-dua peringkat tempatan dan global.

5. Galakan dan Penghargaan Sukarelawan

- Indikator: Jumlah anugerah atau bentuk pengiktirafan yang diberikan kepada belia yang aktif dalam kesukarelawanan.
- Sasaran: Meningkatkan motivasi belia dengan mewujudkan sistem penghargaan yang telus dan berterusan.

6. Mempromosikan Kesukarelawanan dalam Komuniti

- Indikator: Jumlah kempen kesedaran dan aktiviti komuniti yang dianjurkan.
- Sasaran: Menanam nilai empati dan sikap peduli dalam kalangan belia melalui aktiviti-aktiviti yang menyentuh isu-isu sosial.

7. Meningkatkan Minat Kesukarelawanan dalam Kalangan Pelajar

- Indikator: Pengintegrasian elemen kesukarelawanan ke dalam kurikulum pendidikan dan bilangan pelajar yang terlibat dalam aktiviti komuniti.
- Sasaran: Memupuk kesedaran sosial dan perpaduan sejak peringkat awal pendidikan dengan menyediakan platform penyertaan aktif.

ISU DAN CABARAN

1. Program Kesukarelawanan di Luar Bandar Terhad

Cabaran:

Belia luar bandar menghadapi kekangan untuk menyertai aktiviti komuniti kerana kurangnya program kesukarelawanan dan pusat komuniti yang teratur. Kekurangan promosi dan platform maklumat turut membataskan penglibatan mereka.

Cadangan Penyelesaian:

Mewujudkan lebih banyak pusat kesukarelawanan di kawasan luar bandar, meningkatkan akses maklumat melalui platform digital, dan memperkenalkan dana khas untuk menyokong program komuniti.

2. Latihan dan Kemahiran Kesukarelawanan Terhad

Cabaran:

Ramai belia kurang pendedahan kepada modul praktikal dan sistem latihan formal untuk mengurus dan melaksanakan program sukarelawan. Akibatnya, penglibatan mereka terbatas pada aktiviti asas tanpa pembinaan kemahiran kepimpinan.

Cadangan Penyelesaian:

Menyediakan modul latihan kesukarelawanan interaktif, memperbanyakkan kolaborasi institusi pendidikan, NGO, sektor swasta, serta mendorong penyertaan belia dalam program pertukaran sukarelawan peringkat antarabangsa.

3. Kekangan Infrastruktur dan Peruntukan

Cabaran:

Kekurangan kemudahan, akses, serta dana menyebabkan pelaksanaan program kesukarelawanan bergantung pada sumber luar. Situasi ini lebih ketara di kawasan luar bandar.

Cadangan Penyelesaian:

Menyalurkan peruntukan khas, mengoptimumkan fasiliti sedia ada sebagai pusat komuniti, serta menawarkan insentif percukaian kepada pihak swasta yang menyokong program belia.

4. Semangat Sukarelawan yang Semakin Pudar

Cabaran:

Sebahagian belia lebih tertarik kepada pengiktirafan di media sosial berbanding manfaat sebenar sukarelawan. Kekurangan insentif dan penghargaan formal turut melemahkan minat penyertaan.

Cadangan Penyelesaian:

Menawarkan insentif seperti kredit akademik, biasiswa, atau peluang pekerjaan, serta memperkenalkan program pengiktirafan ikon sukarelawan belia.

5. Jurang Sosial dan Ketidakseimbangan Peluang

Cabaran:

Penglibatan belia minoriti, belia OKU, komuniti luar bandar, dan kelompok rentan masih rendah. Wujud stigma terhadap peluang kedua bagi juvana, bekas banduan muda, dan belia yang melalui pemulihan dadah.

Cadangan Penyelesaian:

Memperkukuh program inklusif seperti Reben Kuning, menghapuskan rekod lampau selepas tempoh tertentu bagi belia yang kembali pulih, dan memperluaskan program pertukaran antara negeri untuk memupuk interaksi rentas budaya.

6. Hubungan Sosial yang Renggang

Cabaran:

Kurangnya komunikasi sosial, sikap individualistik, dan prejudis bahasa menjejaskan semangat kebersamaan. Hal ini melemahkan asas perpaduan sosial dalam kalangan belia.

Cadangan Penyelesaian:

Membangunkan program “1 Belia, 1 Komuniti” yang mewajibkan sekurang-kurangnya satu aktiviti komuniti sepanjang tempoh pendidikan, serta mengadakan aktiviti rentas etnik, bahasa, dan budaya.

Kesimpulan

Dokumen ini bukan sahaja bertujuan untuk memperkasakan kesukarelawanan dalam kalangan belia, tetapi juga bagi memperkukuhkan semangat perpaduan di Malaysia. Dengan pelaksanaan yang komprehensif dan sokongan daripada semua pihak, kita dapat membentuk generasi belia yang lebih prihatin, aktif, dan bersatu demi kemajuan negara.

Strategi 1 Memampankan Ekosistem Kesukarelawanan

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa Pendek: 2026-2027 Sederhana: 2028-2030 Panjang: 2031-2035	Agensi	Jangkaan Hasil
Inisiatif 1: Kapasiti dan Latihan Kesukarelawanan						
Penguhan Kesukarelawanan Latihan dan Kempen Kesukarelawanan	Meningkatkan kolaborasi antara universiti dan institusi kesukarelawanan	Kumpulan Sasaran: Belia Bersekolah Belia Pengajian Tinggi Perkumpulan Belia Peringkat Umur: Belia Pertengahan	Bilangan peserta	Pendek: 50,000 peserta	Agensi Peneraju: KPT Agensi Pelaksana: KBS, KPN (YSS), KDN, MINDEF (ATM), APM	Meningkatkan penglibatan belia dalam aktiviti kesukarelawanan
	Mengadakan kempen kesedaran dan latihan sukarelawan	Kumpulan Sasaran: Belia Bersekolah Belia Pengajian Tinggi Belia Massa Belia Bekerjaya Perkumpulan Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir		Sederhana: 100,000 peserta Panjang: 200,000 peserta	Agensi Peneraju: KBS Agensi Pelaksana: KBS, KPWK (ISM), MINDEF	Meningkatkan pengetahuan belia dalam pengurusan dan pengendalian program kesukarelawanan
	Mengadakan ceramah dan aktiviti kesukarelawanan di institusi pendidikan	Kumpulan Sasaran: Belia Pengajian Tinggi Belia Bekerjaya Peringkat Umur: Belia Pertengahan		Pendek: 5,000 peserta Sederhana: 7,000 peserta Panjang: 10,000 peserta	Agensi Peneraju: KPM Agensi Pelaksana: KPM	Menggalakkan penglibatan pelajar IPG dalam aktiviti kesukarelawanan

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa		Agensi	Jangkaan Hasil
				Pendek: 2026-2027	Sederhana: 2028-2030		
Panjang: 2031-2035							
Inisiatif 2: Penyelarasan Jaringan Sukarelawan Lokaliti Antarabangsa							
Penyelarasan Penglibatan Kesukarelawanan	Memastikan setiap kawasan mendapat peluang yang sama untuk menyertai aktiviti sukarela di peringkat lokaliti dan antarabangsa	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan daerah	Pendek: 50 daerah	Agensi Peneraju: KBS Agensi Pelaksana: KPN (YSS), KPKT, KKDW, MBM, MINDEF, JPM, KDN	Meningkatkan penyertaan belia dalam aktiviti kesukarelawanan	
				Sederhana: 75 daerah			
				Panjang: 113 daerah			
Pemeriksaan Fasiliti berkaitan Kerja Sukarela Belia	Menjadikan fasiliti yang berkaitan kerja sukarela di setiap daerah sebagai hab sehati yang mesra belia	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan pengguna	Pendek: 10,000 pengguna	Agensi Peneraju: KBS Agensi Pelaksana: KBS, KPKT, PBT	Meningkatkan jumlah pengguna hab sehati dan sukarelawan belia	
				Sederhana: 40,000 pengguna			
				Panjang: 100,000 pengguna			
Inisiatif 3: Penglibatan Belia dalam Komuniti dan Pembangunan Sosial							
Penganjuran Jelajah Belia Akar Umbi	Melaksanakan sesi pengukuhan tanggungjawab sosial antara kerajaan, belia dan komuniti Menganjurkan program berkaitan pembinaan aspirasi belia di peringkat akar umbi	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 5,000 peserta	Agensi Peneraju: KBS Agensi Pelaksana: MBM, KPT, SABERKAS, JPM (AKM), KKDW, KPWKM, KPKT	Mengangkat aspirasi belia pada peringkat akar umbi sebagai rakan pembangunan negara	
				Sederhana: 25,000 peserta			
				Panjang: 50,000 peserta			

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa Pendek: 2026-2027 Sederhana: 2028-2030 Panjang: 2031-2035	Agensi	Jangkaan Hasil
Inisiatif 4: Kesukarelawanan Inklusif (OKU)						
Penganjuran Latihan Pengendalian OKU	Menyediakan latihan khas kepada belia dalam pengendalian OKU	Kumpulan Sasaran: Belia Minoriti dan Golongan Terpinggir Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan latihan	Pendek: 5 latihan Sederhana: 10 latihan Panjang: 15 latihan	Agensi Peneraju: KPWK Agensi Pelaksana: KBS, KPWK (JKM), MBM	Meningkatkan sukarelawan belia dalam pengendalian OKU
Inisiatif 5: Galakan dan Pengiktirafan Sukarelawan						
Penggalakan dan Pengiktirafan Kesukarelawanan	Menambah baik kategori pengiktirafan kesukarelawanan belia	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan anugerah	Pendek: 5 anugerah/tahun Sederhana: 10 anugerah/tahun Panjang: 15 anugerah/tahun	Agensi Peneraju: KBS Agensi Pelaksana: JPM (APM), KDN, JPN, KPT, KPM, MBM	Meningkatkan semangat kesukarelawanan belia dan memberi pengiktirafan kepada usaha mereka Meningkatkan penyertaan dalam kerja sukarela dan pengiktirafan kepada sukarelawan belia

Strategi 2

Memantapkan Program Gaya Hidup Aktif

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa Pendek: 2026-2027 Sederhana: 2028-2030 Panjang: 2031-2035	Agensi	Jangkaan Hasil
Inisiatif 1: Mengukuhkan Amalan Gaya Hidup Aktif dan Pemakanan Seimbang						
Pengukuhan Cintakan Bahasa Melayu sebagai Bahasa Kebangsaan	Meningkatkan tahap penguasaan Bahasa Melayu	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia	Bilangan program	Pendek: 50 program	Agensi Peneraju: KPM	Mengukuhkan penguasaan dan kebanggaan bahasa kebangsaan
		Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir		Sederhana: 75 program	Agensi Pelaksana: KK, KPN, KPM - DBP/BSTP/MBKM/ PKB	
				Panjang: 100 program		



TERAS 6

PEMERKASAAN PENDIDIKAN DAN LATIHAN PROFESIONAL

- **Memperbanyak Latihan dan Pembelajaran Berterusan**
- **Memperkasa Program Pendidikan dan Latihan Teknikal dan Vokasional (TVET)**
- **Menyediakan Pendidikan Berkualiti**

Teras
6

PEMERKASAAN PENDIDIKAN DAN LATIHAN PROFESIONAL

Pengenalan

Teras ini memberi tumpuan kepada usaha memperbanyakkan latihan dan pembelajaran berterusan bagi belia melalui pembangunan akses pendidikan, pemerkasaan TVET, peningkatan kebolehpasaran graduan dan kesedaran digital. Berikut adalah analisis terperinci mengenai isu dan cabaran, definisi konseptual, serta definisi operasional berkaitan pelaksanaan pelan ini.

Definisi Konseptual

1. **Latihan dan Pembelajaran Berterusan** merujuk kepada proses pendidikan berterusan di luar sistem pembelajaran formal yang membolehkan individu meningkatkan kemahiran, pengetahuan, dan daya saing dalam pasaran pekerjaan. (Jarvis, P. (2004)
2. **Pendidikan Digital** merujuk kepada penggunaan teknologi digital dalam sistem pendidikan bagi meningkatkan akses, fleksibiliti, dan kualiti pembelajaran untuk semua lapisan masyarakat. (Redecker, C., & Punie, Y. (2017).
3. **Pendidikan dan Latihan Teknikal dan Vokasional (TVET)** merujuk kepada pendidikan dan latihan berasaskan kemahiran teknikal yang membolehkan pelajar memperoleh kemahiran khusus untuk keperluan industri. (Subrahmanyam, G. (2020).
4. **Kebolehpasaran Graduan** merujuk kepada keupayaan graduan untuk mendapat pekerjaan yang bersesuaian dengan kelayakan akademik dan kemahiran mereka dalam pasaran kerja. (Harvey, L. (2001).
5. **Kesedaran Digital** merujuk kepada keupayaan belia memahami dan mengamalkan etika dalam penggunaan teknologi digital, termasuk media sosial, kewangan digital, dan perlindungan data peribadi. (Ribble, M., & Park, M. (2019).
6. **Kesukarelawan** merujuk kepada penyertaan aktif belia dalam aktiviti sukarela yang bertujuan untuk menyumbang kepada pembangunan sosial, memperkukuh soft skills, serta membentuk sikap kepimpinan. (Wilson, J. (2000); Musick, M. A., & Wilson, J. (2007); Devereux, P. (2015).

01

Latihan dan Pembelajaran Berterusan

Pendidikan berterusan untuk meningkatkan kemahiran dan daya saing.



02

TVET

Pendidikan dan latihan berasaskan kemahiran teknikal untuk keperluan industri.



03

Kesedaran Digital

Memahami dan mengamalkan etika dalam penggunaan teknologi digital.



04

Kesukarelawan

Penyertaan aktif dalam aktiviti sekarela untuk pembangunan sosial.



05

Kebolehpasaran Graduan

Keupayaan graduan untuk mendapatkan pekerjaan yang sesuai dengan kemahiran mereka.



06

Pendidikan Digital

Penggunaan teknologi untuk meningkatkan akses dan kualiti pendidikan.



Definisi Operasional

1. **Latihan dan Pembelajaran Berterusan** - Penggubalan program pendidikan digital dan fleksibel bagi memastikan pembelajaran berlaku sepanjang hayat tanpa batasan lokasi dan tahap akademik.
2. **Pendidikan dan Latihan Teknikal dan Vokasional (TVET)** - Peluasan institusi latihan kemahiran untuk meningkatkan kebolehpasaran belia terutama dalam bidang teknikal dan keusahawanan digital.
3. **Kebolehpasaran Graduan** - Kolaborasi antara industri dan institusi pendidikan bagi memastikan graduan

mendapat latihan dan pendedahan kerja sebelum memasuki pasaran buruh.

4. **Kesedaran Digital** - Penyediaan kempen kesedaran digital yang menekankan kepentingan keselamatan siber, etika media sosial, dan pengurusan kewangan digital dalam kehidupan belia.
5. **Kesukarelawan** - Program yang menggalakkan penyertaan belia dalam aktiviti sukarelawan bagi membentuk keperibadian, meningkatkan empati sosial, dan memperkasa daya kepimpinan mereka.



ISU DAN CABARAN

1. Akses Pendidikan Digital

Cabaran:

- Ramai pelajar dari keluarga berpendapatan rendah tidak mampu memiliki peranti dan akses internet yang stabil.
- Infrastruktur jalur lebar di luar bandar masih terhad.
- Kemahiran membaca yang rendah dalam kalangan belia.

Cadangan Penyelesaian:

- Memberikan subsidi peranti dan bantuan internet kepada pelajar kurang berkemampuan.
- Memperluaskan pelaburan kerajaan dalam menaiktaraf kemudahan internet di kawasan luar bandar.
- Pembangunan aplikasi digital bagi meningkatkan kemahiran membaca.

2. TVET dan Pendidikan Berasaskan Kemahiran

Cabaran:

- TVET masih dianggap sebagai pilihan kedua berbanding pendidikan akademik.
- Kurangnya institusi latihan kemahiran di kawasan pedalaman.
- Kekurangan akses kepada mentor dan modal untuk memulakan perniagaan digital.
- Kesukaran mendapatkan pekerjaan kerana tidak memenuhi keperluan industri (industrial mismatch)

Cadangan Penyelesaian:

- Kempen kesedaran untuk mengubah persepsi negatif terhadap TVET.

- Penubuhan lebih banyak pusat latihan TVET di kawasan luar bandar.
- Menyediakan lebih banyak program bimbingan keusahawanan digital.
- Membuat penanda aras dengan pendidikan luar yang setaraf
- Penglibatan industri dalam pembangunan modul pendidikan
- Sijil profesional dalam bidang tertentu dilaksanakan dalam tempoh pembelajaran

3. Kebolehpasaran Graduan

Cabaran:

- Jurang besar antara silibus universiti dengan keperluan industri.
- Kurangnya kolaborasi antara institusi pendidikan dan sektor industri.

Cadangan Penyelesaian:

- Memperluaskan program latihan industri dan pepadanan kerja antara IPT dan majikan.
- Meningkatkan pengiktirafan sijil profesional bagi memastikan standard graduan memenuhi kehendak industri.

4. Persekolahan di Rumah (Home Schooling) dan Pendidikan Alternatif

Cabaran:

- Sebahagian pelajar menghadapi kesukaran menyesuaikan diri dengan sistem pendidikan konvensional, menyebabkan risiko keciciran meningkat.

- Kekurangan pilihan pendidikan fleksibel menyebabkan peluang pembangunan potensi pelajar terbatas.
- Stigma masyarakat terhadap home schooling dan pendidikan alternatif masih wujud.

Cadangan Penyelesaian:

- Mewujudkan program pendidikan fleksibel yang menggabungkan pembelajaran di rumah, pembelajaran digital, dan modul khas mengikut tahap pelajar.
- Menyediakan garis panduan rasmi dan sokongan kerajaan bagi memastikan kualiti pendidikan alternatif setanding dengan sekolah konvensional.
- Melaksanakan kempen kesedaran untuk memberi penerangan kepada ibu bapa dan masyarakat tentang kepentingan pendidikan alternatif.

5. Kesedaran dan Literasi Kewangan

Cabaran:

- Ramai belia masih kurang kesedaran tentang keselamatan data dan risiko jenayah siber.
- Budaya fast money yang dipengaruhi oleh media sosial menyebabkan ramai belia terjebak dalam skim penipuan kewangan.

Cadangan Penyelesaian:

- Memperkenalkan modul celik kewangan di peringkat sekolah dan universiti.
- Meningkatkan kempen kesedaran digital mengenai etika media sosial dan pengurusan kewangan

Kesimpulan

Pelaksanaan Teras 6 dalam Pelan Tindakan PBM2035 adalah satu langkah penting dalam memastikan belia Malaysia lebih kompetitif dalam era digital. Namun, cabaran dalam akses pendidikan digital, ketidakseimbangan dalam sistem TVET, serta kurangnya kesedaran digital memerlukan penyelesaian yang lebih proaktif.

Langkah utama yang perlu diberi perhatian termasuk:

- Memperluaskan akses kepada peranti dan internet bagi pelajar berpendapatan rendah untuk mengurangkan jurang pendidikan digital.
- Menambah institusi latihan TVET dan mengubah persepsi masyarakat terhadap kepentingan kemahiran teknikal.
- Meningkatkan kerjasama antara institusi pendidikan dan sektor industri bagi memastikan kebolehpasaran graduan lebih tinggi.
- Memperkenalkan modul kewangan digital dan keselamatan siber dalam pendidikan formal bagi meningkatkan kesedaran belia terhadap risiko digital.

Strategi 1 Memperbanyak Latihan dan Pembelajaran Berterusan

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa		Agensi	Jangkaan Hasil
				Pendek: 2026-2027	Sederhana: 2028-2030		
Panjang: 2031-2035							
Inisiatif 1: Meningkatkan Kualiti Pendidikan dan Latihan							
Pengukuhan Kerjasama antara Institusi Pendidikan	Menyediakan latihan khas kepada belia dalam pengendalian OKU	Kumpulan Sasaran: Belia Massa Belia Berisiko Belia Minoriti dan Golongan Terpinggir Perkumpulan Belia Belia Bekerjaya Belia Pengajian Tinggi	Bilangan peserta	Pendek: 10,000 peserta	Agensi Peneraju: JPM (MTVET)	Agensi Pelaksana: KBS, MITI, KESUMA, KPT, KPM, MOTAC, MOSTI, KKR, KKDW, KPKM, PETRA (TNB, ST)	Melahirkan modal insan selari dengan permintaan industri
		Peringkat Umur: Belia Pertengahan Belia Akhir		Sederhana: 20,000 peserta			Panjang: 50,000 peserta
Pengukuhan Pendidikan Kemahiran Belia	Meningkatkan penglibatan belia dalam program pendidikan dan latihan TVET	Kumpulan Sasaran: Belia Massa Belia Berisiko Belia Minoriti dan Terpinggir Perkumpulan Belia	Bilangan peserta	Pendek: 100,000 peserta	Agensi Peneraju: JPM (MTVET)	Agensi Pelaksana: KBS, KKDW, KPT, MBM, MITI, KESUMA, KPT, KPM, MOTAC, MOSTI, KKR, KKDW, KPKM, PETRA (TNB, ST)	Meningkatkan kemahiran TVET dalam kalangan belia
		Peringkat Umur: Belia Pertengahan Belia Akhir		Sederhana: 300,000 peserta			Panjang: 500,000 peserta

Strategi 2

Memperkasa Program Pendidikan dan Latihan Teknikal dan Vokasional (TVET)

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa		Agensi	Jangkaan Hasil
				Pendek: 2026-2027	Sederhana: 2028-2030		
				Panjang: 2031-2035			
Inisiatif 1: Pengukuhan Program TVET							
Pengukuhan TVET	Mengukuhkan program TVET khusus dalam kalangan belia	Kumpulan Sasaran: Belia Bersekolah Belia Berisiko Belia Minoriti dan Terpinggir	Bilangan program/ kursus	Pendek: 100 program	Sederhana: 200 program	Agensi Peneraju: JPM (MTVET)	Meningkatkan kebolehpasaran belia dalam bidang teknikal
		Peringkat Umur: Belia awal Belia Pertengahan Belia Akhir		Panjang: 1,000 program		Agensi Pelaksana: KBS, KPM, KESUMA, KKDW, KPKT, KBS (ILKBS), MITI, KESUMA, KPT, MOTAC, KKR, KKDW, KPKM, PETRA, (TNB, ST)	

Strategi 3

Menyediakan Pendidikan Berkualiti

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa Pendek: 2026-2027	Agensi	Jangkaan Hasil
				Sederhana: 2028-2030		
Panjang: 2031-2035						
Inisiatif 1: Mempelbagaikan Akses Pendidikan dan Laluan Kerjaya						
Penyediaan Akses Pendidikan Alternatif yang Berkualiti	Menyediakan peluang pendidikan fleksibel untuk pelajar dan keutamaan kepada pelajar rentan	Kumpulan Sasaran: Belia Bersekolah Belia Minoriti dan Golongan Terpinggir Peringkat Umur: Belia Awal	Bilangan pelajar	Pendek: 500 pelajar	Agensi Peneraju: KPM Agensi Pelaksana: KPWKM, KKDW, Kerajaan Negeri	Meningkatkan akses kepada pendidikan alternatif
	Menyediakan pendidikan alternatif yang berkualiti			Sederhana: 1,000 pelajar		
Pelaksanaan Kolaborasi Kerjaya Unit Bimbingan dan Kaunseling Peringkat Sekolah bersama Pemegang Taruh	Melaksanakan program kolaborasi kluster kerjaya dengan pemegang taruh yang berkaitan.	Kumpulan Sasaran: Belia Bersekolah Peringkat Umur: Belia awal	Bilangan pelajar	Pendek: 500,000 pelajar	Agensi Peneraju: KPM Agensi Pelaksana: KBS	Meningkatkan jumlah penyertaan pelajar daripada program berimpak tinggi
				Sederhana: 700,000 pelajar		
				Panjang: 1 juta pelajar		



TERAS 7

PENJAGAAN KESIHATAN FIZIKAL DAN MENTAL

- **Mempertingkatkan Program Kesedaran Kesihatan dan Kesejahteraan Fizikal dan Mental**
- **Memantapkan Program Gaya Hidup Aktif**





PENJAGAAN KESIHATAN FIZIKAL DAN MENTAL BELIA

Kesihatan mental merupakan keadaan kesejahteraan mental yang sangat penting untuk kesejahteraan diri dan masyarakat. Golongan belia sebagai harapan dan peneraju masa depan negara, perlu memiliki tahap kesihatan mental yang baik agar mereka mampu mengurus tekanan dalam kehidupan, menyedari potensi diri, serta belajar dan bekerja secara produktif dalam menyumbang kepada pembangunan dan kemajuan negara. Namun begitu, sehingga kini masih ramai belia yang berdepan dengan cabaran seperti stigma sosial, kurang pengetahuan dan kesedaran, serta kesukaran mendapatkan akses kepada perkhidmatan sokongan kesihatan mental.

Definisi Konseptual

1. **Kesihatan Mental** ialah keadaan kesejahteraan mental yang membolehkan seseorang mengatasi tekanan kehidupan, menyedari potensi diri, boleh belajar dan bekerja dengan produktif, serta menyumbang kepada komuniti. (WHO, 2022)
2. **Kesejahteraan Mental** pula mencakupi kestabilan emosi, keseimbangan psikologi, serta keupayaan individu untuk mengatasi cabaran hidup secara efektif. (Ryff, C. D., 1989).
3. **Stigma Kesihatan Mental** ialah tanggapan negatif atau diskriminasi terhadap individu yang mengalami masalah kesihatan mental, yang sering menjadi penghalang utama untuk mendapatkan bantuan dan sokongan yang diperlukan. (Corrigan, P. W., & Watson, A. C. (2002).

Definisi Operasional

Kesihatan mental belia dalam konteks dokumen ini merujuk kepada tahap kesejahteraan individu berusia 15 hingga sebelum mencapai 30 tahun, khususnya keupayaan mereka untuk menangani tekanan hidup, menjalinkan hubungan sosial yang sihat, dan menyesuaikan diri dengan pelbagai situasi. Perkhidmatan sokongan kesihatan mental melibatkan akses kepada kaunseling, psikoterapi, talian bantuan krisis, dan kempen kesedaran untuk meningkatkan literasi kesihatan mental. Selain itu, intervensi awal ditakrifkan sebagai usaha menyediakan sokongan psikososial kepada belia yang menunjukkan tanda awal tekanan mental bagi mencegah keadaan mereka daripada menjadi lebih buruk.

ISU DAN CABARAN

1. Stigma Kesihatan Mental

Cabaran:

- Persepsi negatif masyarakat menghalang individu untuk mendapatkan perkhidmatan kesihatan mental. Sokongan keluarga dan komuniti yang terhad.

Cadangan Penyelesaian:

- Memperkuh Program Latihan Bantuan Awal Psikologi (*Psychological First Aid*) bagi melatih belia mengenal pasti tanda-tanda awal masalah kesihatan mental.
- Menggerakkan kempen kesedaran kesihatan mental secara berterusan bagi membina kesedaran dan menghapuskan stigma.

Mengatasi Stigma Kesihatan Mental Melalui Kesedaran dan Akses

Stigma Kesihatan Mental

Persepsi negatif menghalang rawatan.

Penerimaan Kesihatan Mental

Persepsi negatif menghalang rawatan.



2. Akses Terhad kepada Perkhidmatan Kesihatan Mental

Cabaran:

- Kekurangan pusat perkhidmatan di kawasan luar bandar dan tenaga kerja profesional dalam bidang psikologi.

Cadangan Penyelesaian:

- Memperkuh Program Latihan Bantuan Awal Psikologi (*Psychological First Aid*) bagi membolehkan masyarakat mengenal pasti dan memberikan sokongan awal kepada individu yang terkesan.
- Menggerakkan kempen kesedaran kesihatan mental secara meluas dan berterusan bagi meningkatkan kesedaran serta menghapuskan stigma dalam kalangan masyarakat.

3. Pendidikan Kesihatan Mental di Institusi Pendidikan

Cabaran:

- Modul kesihatan mental kurang diterapkan dalam kurikulum, menyebabkan pelajar tidak peka terhadap kepentingan kesihatan mental.

Cadangan Penyelesaian:

- Menyediakan sokongan kesihatan mental yang lebih sistematik di institusi pendidikan dan tempat kerja melalui kaunseling serta program sokongan psikologi.
- Melaksanakan program latihan pengurusan tekanan kerja bagi pelajar, pendidik, dan pekerja untuk meningkatkan daya tahan mental.
- Mengintegrasikan elemen kesihatan mental ke dalam silibus pendidikan sebagai langkah awal membina generasi yang lebih celik dan prihatin terhadap kesihatan mental.

Meningkatkan Kesedaran Kesihatan Seksual dan Reproduktif



Pendidikan Ibu Bapa

Pendidikan ibu bapa untuk bimbingan anak-anak berkesan



Pendidikan Remaja

Program pendidikan remaja untuk pilihan kesihatan selamat.



Perlindungan Kanak-kanak

Program perlindungan kanak-kanak dari eksploitasi seksual.

Meningkatkan Kesihatan Mental Melalui Pendidikan

Kesedaran Kesihatan Mental Rendah

Kurikulum tidak menekankan kesihatan mental

01

Menyediakan kaunseling dan program sokongan

Pendidikan Kesihatan Mental

02

Meningkatkan daya tahan mental melalui latihan

Kesedaran Kesihatan Mental Tinggi

Generasi celik dan prihatin emosi

03

Mengintegrasikan kesihatan mental ke dalam silibus

4. Kesedaran Mengenai Kesihatan Seksual dan Reproduktif

Cabaran:

- Kurangnya pendidikan mengenai kesihatan seksual dan reproduktif menyebabkan peningkatan kes kehamilan remaja dan penyakit kelamin.

Cadangan Penyelesaian:

- Melaksanakan program kempen kesihatan seksual remaja bagi meningkatkan kefahaman dan keupayaan membuat pilihan yang selamat.
- Mengadakan program kesedaran tentang pengantunan seksual kanak-kanak untuk melindungi golongan muda daripada risiko eksploitasi.
- Menjalankan program pendidikan seksual khusus kepada ibu bapa bagi membimbing mereka mendidik anak-anak dengan cara yang sesuai dan berkesan.

5. Kesejahteraan Gaya Hidup Sihat

Cabaran:

- Gaya hidup tidak aktif dan pemakanan tidak seimbang meningkatkan risiko masalah kesihatan fizikal dan mental.

Cadangan Penyelesaian:

- Mengukuhkan amalan gaya hidup aktif dan makanan seimbang dalam kalangan masyarakat melalui program sokongan dan aktiviti kesihatan.
- Melaksanakan Program Wonder Woman Wellness bagi memberi fokus kepada kesejahteraan wanita bekerja dalam aspek fizikal, mental dan emosi.
- Mengadakan program nutrisi dan pemakanan sihat untuk meningkatkan kesedaran tentang diet seimbang dan gaya hidup sihat.

Menghalang Gaya Hidup Sihat



Kesimpulan

Dokumen ini mengiktiraf kepentingan kesihatan fizikal dan mental sebagai asas pembangunan belia yang sihat dan produktif. Melalui strategi holistik yang merangkumi pendidikan, perkhidmatan kesihatan, dan perubahan stigma sosial, belia Malaysia dapat berkembang dalam persekitaran yang lebih menyokong dan inklusif. Kerjasama antara kerajaan, sektor swasta, institusi pendidikan, dan masyarakat amat diperlukan bagi memastikan agenda ini direalisasikan demi kesejahteraan generasi akan datang.

Strategi 1

Mempertingkatkan Program Kesedaran Kesihatan Fizikal dan Kesejahteraan Mental

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa	Agensi	Jangkaan Hasil
				Pendek: 2026-2027 Sederhana: 2028-2030 Panjang: 2031-2035		
Inisiatif 1: Pengukuhan Kesedaran dan Akses Bantuan Kesihatan Mental						
Pelaksanaan Latihan Bantuan Awal Psikologi	Menyediakan kursus latihan asas bantuan awal psikologi	Kumpulan Sasaran: Belia Bersekolah Belia Pengajian Tinggi Peringkat Umur: Belia Awal Belia Pertengahan	Bilangan peserta yang dilatih	Pendek: 5,000 peserta Sederhana: 15,000 peserta Panjang: 30,000 peserta	Agensi Peneraju: KKM Agensi Pelaksana: KBS, KPM, KESUMA, KKDW, KPKT, KBS, MITI, KESUMA, KPT, KPM, MOTAC, KKR, KKDW, KPKM	Meningkatkan kesedaran awal dalam menangani isu kesihatan mental
Peningkatan Penggunaan Perkhidmatan Kesihatan Mental	Menyebarluas perkhidmatan pusat khidmat kesihatan mental seperti Talian HEAL KKM, Perkhidmatan Kesihatan Mental, MENTARI dan lain-lain.	Kumpulan Sasaran: Belia Berisiko Belia Minoriti dan Golongan Terpinggir Peringkat Umur: Belia Awal Belia Pertengahan	Bilangan pusat perkhidmatan yang dibuka	Pendek: 25,000 peserta Sederhana: 80,000 peserta Panjang: 150,000 peserta	Agensi Peneraju: KKM Agensi Pelaksana: Semua Kementerian	Meningkatkan bilangan belia mendapat intervensi kesihatan mental awal
Pengukuhan Keberkesanan Perkhidmatan Kaunseling	Memperkasa kualiti program bimbingan dan kaunseling merentas agensi	Kumpulan Sasaran: Belia Bersekolah Belia Pengajian Tinggi Peringkat Umur: Belia Awal Belia Pertengahan	Bilangan program	Pendek: 50 program Sederhana: 100 program Panjang: 150 program	Agensi Peneraju: KPM, KPT Agensi Pelaksana: KBS	Meningkatkan kualiti dan keberkesanan program bimbingan dan kaunseling

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa Pendek: 2026-2027	Agensi	Jangkaan Hasil
				Sederhana: 2028-2030		
				Panjang: 2031-2035		
Inisiatif 2: Advokasi Kesedaran Kesihatan Reproduksi						
Pemeriksaan Pendidikan Kesihatan Reproduksi dan Sosial	Melaksanakan program pendidikan kesihatan reproduktif dan seksual kepada golongan belia	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan program	Pendek: 50 program Sederhana: 100 program Panjang: 200 program	Agensi Peneraju: KKM Agensi Pelaksana: KPM (BPK), KBS (IYRES), KPT, KPWK, MBM	Meningkatkan kesedaran belia terhadap risiko kesihatan seksual dan reproduktif
	Mengadakan sesi advokasi kesihatan reproduktif dan sosial kepada belia berkeluarga	Kumpulan Sasaran: Belia Berkerjaya Belia Massa Peringkat Umur: Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 1000 peserta Sederhana: 5,000 peserta Panjang: 10,000 peserta	Agensi Peneraju: KKM Agensi Pelaksana: JPM (JAKIM), KPWK, MBM	Melatih belia berkeluarga untuk menyampaikan pendidikan reproduktif kepada anak-anak
Inisiatif 3: Sokongan Kesihatan Mental di Institusi						
Peluasan Kerjasama bagi Pengukuhan Silibus Kesihatan Mental	Melaksanakan modul kesejahteraan mental di sekolah dan universiti	Kumpulan Sasaran: Belia Bersekolah Belia Pengajian Tinggi	Bilangan institusi	Pendek: 100 sekolah/ IPT	Agensi Peneraju: KKM Agensi Pelaksana: KBS, KPT, KPM, KKM	Melahirkan generasi belia lebih cakna terhadap kesejahteraan mental
		Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir		Sederhana: 300 sekolah/ IPT Panjang: 500 sekolah/ IPT		
Pengukuhan Daya Tahan dan Daya Tindak	Menerapkan elemen daya tahan dan daya tindak	Kumpulan Sasaran: 8 Kumpulan Sasaran Belia	Bilangan peserta	Pendek: 1 juta peserta	Agensi Peneraju: KBS Agensi Pelaksana: Semua Kementerian	Meningkatkan daya tahan dan daya tindak belia melalui program Rakan Muda
		Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir		Sederhana: 3 juta peserta Panjang: 5 juta peserta		

Strategi 2 Memantapkan Program Gaya Hidup Aktif

Program	Aktiviti	Kumpulan Sasaran/ Peringkat Umur	Indikator	Jangka Masa	Agensi	Jangkaan Hasil
				Pendek: 2026-2027 Sederhana: 2028-2030 Panjang: 2031-2035		
Inisiatif 1: Mengukuhkan Amalan Gaya Hidup Aktif dan Pemakanan Seimbang						
Peningkatan Bilangan Belia Aktif, Cergas dan Sihat	Mengadakan aktiviti kecergasan dan kempen gaya hidup aktif	Kumpulan Sasaran: Belia Bersekolah Belia Pengajian Tinggi Belia Massa Peringkat Umur: Belia Awal Belia Pertengahan Belia Akhir	Bilangan peserta	Pendek: 1 juta peserta Sederhana: 3 juta peserta Panjang: 5 juta peserta	Agensi Peneraju: KBS Agensi Pelaksana: KPT, KPM, KKM	Meningkatkan golongan belia yang aktif, cergas dan sihat secara fizikal, mental, dan emosi Mewujudkan jaringan komuniti dan sokongan untuk belia beraktiviti
Pengukuhan Kesedaran Nutrisi dan Pemakanan Sihat	Mengukuhkan persekitaran kondusif pemakanan sihat di sekolah/ Institusi Pengajian Tinggi (IPT)	Kumpulan Sasaran: Belia Bersekolah Belia Pengajian Tinggi Peringkat Umur: Belia Awal Belia Pertengahan	Bilangan Sekolah/ IPT	Pendek: 50 sekolah/ IPT Sederhana: 150 sekolah/ IPT Panjang: 300 sekolah/ IPT	Agensi Peneraju: KKM Agensi Pelaksana: KBS, KPM, KPT	Mengukuhkan kesedaran pemakanan sihat dalam kalangan belia



PENILAIAN DAN PEMANTAUAN



PENILAIAN DAN PEMANTAUAN PELAN TINDAKAN PBM2035

Ekosistem Pemantauan dan Penilaian Pelan Tindakan PBM2035 berperanan sebagai mekanisme tadbir urus strategik untuk memastikan setiap inisiatif belia dilaksanakan secara berimpak tinggi dan berorientasikan outcome.

”

(1) Jawatankuasa Pemandu Pembangunan Belia (JPPB)

Jawatankuasa Pemandu Pembangunan Belia (JPPB) berfungsi sebagai mekanisme utama dalam merancang, menyelaraskan, dan memantau dasar serta program pembangunan belia negara di bawah Kementerian Belia dan Sukan (KBS). Ia memastikan kolaborasi berkesan antara agensi untuk memperkukuh agenda belia, menyokong usaha Jawatankuasa Kabinet Pembangunan Belia (JKPB).

(2) Mesyuarat Jawatankuasa Kabinet Pembangunan Belia Malaysia (JKPB)

Mesyuarat Jawatankuasa Kabinet Pembangunan Belia (JKPB) bertindak sebagai platform untuk merangka, menyelaraskan, dan memantau dasar serta inisiatif pembangunan belia, memastikan pelaksanaan program selaras dengan matlamat nasional, serta menilai impak dan keberkesanan inisiatif yang dilaksanakan dalam Pelan Tindakan PBM2035.

(3) Kajian Separuh Penggal Pelan Tindakan PBM2035

- Kajian Separuh Penggal Pelan Tindakan PBM2035 dilaksanakan sebagai panduan strategik organisasi untuk mencapai objektif yang ditetapkan secara sistematik dan berkesan.
- Bagi memastikan keberkesananannya, mekanisme penilaian dan pemantauan dijalankan secara berkala

melalui laporan aktiviti, mesyuarat penyelarasan, serta analisis data kuantitatif dan kualitatif.

- Proses ini bertujuan menilai pencapaian objektif, mengenal pasti cabaran yang timbul, dan menilai impak aktiviti terhadap pihak berkepentingan.
- Hasil penilaian digunakan untuk memperbaiki strategi pelaksanaan, menambah baik aktiviti, dan memastikan Pelan Tindakan PBM2035 terus relevan dan memberi impak yang optimum pada masa hadapan.

(4) Dashboard Belia

Semua maklumat inisiatif, projek, program dan aktiviti yang diputuskan dalam Pelan Tindakan PBM2035 akan direkodkan dalam Sistem Dashboard Belia. Sistem ini diaplikasikan secara berikut:

- Pengurusan pelaksanaan program dan aktiviti menggunakan modul-modul di dalam Sistem Dashboard Belia seperti pendaftaran peserta, penilaian dan pengurusan keseluruhan program.
- Membolehkan pengesanan pencapaian outcome secara granular
- Melaporkan pencapaian dalam Mesyuarat Jawatankuasa Kabinet Pembangunan Belia yang dipengerusikan oleh Yang Amat Berhormat Timbalan Perdana Menteri secara berkala.
- Sistem ini memantau semua data dan maklumat inisiatif program secara sistematik dan berstruktur.



LANGKAH KE HADAPAN (WAY FORWARD)

LANGKAH KE HADAPAN: MEMPERKUKUH SINERGI PEMEGANG TARUH KUMPULAN PENERIMA MANFAAT

Pendekatan Bersepadu dan Pemerkasaan Pemegang Taruh

- Keberhasilan Pelan Tindakan PBM2035 memerlukan penyelarasan kukuh antara semua pemegang taruh utama. KBS berperanan sebagai penyelarar utama, manakala agensi lain seperti KPT, KSM, KPWK, MOSTI dan kerajaan negeri perlu menjadi pemacu pelaksanaan mengikut bidang kepakaran masing-masing.
- Kerajaan Persekutuan dan Negeri harus menumpukan kepada penyediaan dasar dan insentif menyeluruh bagi pembangunan modal insan belia.
- Sektor swasta digalakkan menjadi rakan strategik dalam penyediaan latihan industri, skim pekerjaan, dan bimbingan keusahawanan.
- NGO dan pertubuhan belia perlu digerakkan sebagai jambatan kepada komuniti akar umbi melalui program advokasi, kesukarelawanan dan kepimpinan sosial.

Pengukuhan Ekosistem Pelaksanaan

- Pelaksanaan pelan perlu diiringi dengan pembangunan sistem pemantauan berasaskan data yang mengukur impak terhadap setiap kumpulan belia. Dashboard Belia Nasional wajar disediakan untuk menjejak kemajuan indikator seperti pekerjaan, literasi digital, kesukarelawanan, dan kesejahteraan mental.

Pembangunan Kapasiti dan Kelestarian

Bagi memastikan pelan ini terus relevan sehingga 2035, tumpuan perlu diberikan kepada:

- Latihan kepimpinan dan mengarusperdanakan belia dalam setiap agensi pelaksana;
- Pembentukan Dana Inovasi Belia untuk menyokong projek sosial berimpak tinggi;

Melalui pendekatan berasaskan kolaborasi, inklusiviti, dan data. Langkah ke hadapan bagi Pelan Tindakan PBM2035 akan memastikan setiap pemegang taruh bergerak serentak ke arah satu matlamat bersama iaitu melahirkan belia Malaysia yang berdaya tahan, progresif, dan sejahtera dalam menghadapi cabaran global menjelang 2035.



- Penilaian separuh penggal bagi menilai keberkesanan dasar serta pelarasan strategi.

Pemusatan kepada Lapan Kumpulan Belia sebagai Penerima Manfaat

Pelan ini hendaklah memastikan keberhasilan dirasai oleh lapan kumpulan belia utama seperti yang digariskan dalam Pelan Tindakan PBM2035, meliputi pelbagai latar pendidikan, sosial, ekonomi dan geografi.

Pendekatan bersasar perlu dilaksanakan seperti berikut:

- **Belia Bersekolah dan Belia Pengajian Tinggi**
Fokus kepada pemupukan jati diri, patriotisme, kepimpinan pelajar, dan pembangunan bakat melalui aktiviti berstruktur yang menggalakkan inovasi dan semangat kenegaraan.
- **Belia Berkerjaya dan Perkumpulan Belia**
Penekanan kepada peningkatan kemahiran profesional, pembangunan kepimpinan industri, keusahawanan sosial

serta pengukuhan jaringan pertubuhan dan komuniti belia.

- **Belia Massa dan Belia Malaysia Antarabangsa**
Ditekankan kepada keterlibatan dalam dasar awam, tanggungjawab sivik, jaringan global, dan pengiktirafan peranan belia sebagai duta negara di peringkat antarabangsa.
- **Belia Minoriti dan Golongan Terpinggir**
Diberi tumpuan terhadap akses kepada peluang pendidikan, kesihatan, dan ekonomi yang setara melalui pendekatan inklusif serta program pembangunan komuniti setempat.
- **Belia Berisiko**
Diberikan perhatian melalui program pemulihan, intervensi sosial, latihan semula, dan bimbingan agar mereka dapat kembali menyumbang secara positif kepada masyarakat





The background is a dark blue gradient. It features a central globe composed of a wireframe mesh of triangles, with small red and blue dots at the vertices. Above the globe are two large, flowing, translucent wireframe shapes in light blue and red. Below the globe, there is a complex network of blue lines and squares, resembling a circuit board or data flow diagram. In the bottom right corner, a stylized, wireframe hand is shown pointing upwards towards the globe.

IMPLIKASI

IMPLIKASI

Pelan Tindakan PBM2035 dirangka untuk memperkukuh potensi belia Malaysia sebagai pemacu pembangunan negara melalui pemeraksanaan digital, peningkatan daya saing dan penyertaan aktif dalam agenda nasional. Namun, keberhasilan pelan ini bergantung kepada tahap kesiapsiagaan institusi, keberkesanan tadbir urus serta komitmen pelaksana di peringkat pusat dan negeri. Implikasi pelaksanaan pelan ini dapat diuraikan kepada dua dimensi utama seperti berikut:



Implikasi Positif: Kesan Progressif

Pemantapan Ekosistem Pembangunan Belia yang Lebih Terarah

- Pelaksanaan pelan ini akan mewujudkan sistem pembangunan belia yang lebih tersusun dan berasaskan bukti (*evidence-based planning*).
- Pengelasan lapan kumpulan sasaran membolehkan perancangan program lebih bersasar dan mengelak pertindihan inisiatif antara agensi.

Pemeraksanaan Belia Secara Inklusif dan Seimbang

- Pelan ini memastikan penyertaan menyeluruh belia merentasi latar sosioekonomi dan geografi termasuk belia luar bandar, wanita, OKU dan B40.
- Ia berpotensi memperkecil jurang peluang antara kumpulan belia serta memupuk rasa keadilan sosial dan keterangkuman nasional.

Peningkatan Daya Saing Ekonomi dan Keupayaan TVET

- Penekanan kepada kemahiran teknikal, keusahawanan dan digital akan meningkatkan kebolehpasaran belia dalam sektor baharu ekonomi.
- Ini sekaligus menyokong sasaran negara untuk melahirkan tenaga kerja berkemahiran tinggi sejajar dengan Revolusi Industri 4.0, agenda Malaysia MADANI dan Dasar TVET Negara.

Pengukuhan Modal Sosial dan Kepimpinan Belia

- Pelaksanaan program kepimpinan, inovasi sosial dan penglibatan belia dalam dasar awam akan melahirkan generasi pemimpin pelapis berintegriti dan berpandangan global.
- Pendekatan ini menggalakkan belia untuk menjadi ejen perpaduan, keamanan dan kemajuan sosial.

Peningkatan Kecekapan Tadbir Urus Antara Agensi

- Pelaksanaan pelan ini akan memacu penyelarasan lebih baik antara Kementerian Belia dan Sukan (KBS), kerajaan negeri, agensi teknikal dan sektor swasta.
- Struktur tadbir urus baharu seperti Majlis Pembangunan Belia Negeri dapat memperkukuh akauntabiliti dan pemantauan hasil di peringkat pelaksana.

Pengukuhan Identiti Nasional dan Jati Diri Belia

- Program penghayatan nilai, etika dan patriotisme dalam kalangan belia berpotensi membina rasa tanggungjawab sivik dan kebangsaan yang kukuh.
- Ini membantu melahirkan generasi belia yang bukan sahaja berkemahiran tinggi tetapi juga beretika dan berpaksikan nilai kebangsaan.

Implikasi Negatif: Langkah berhati-hati (Pengurusan Risiko dan Tindakan Mitigasi)

Ketidakseimbangan Pelaksanaan antara Negeri dan Sektor

- Risiko wujudnya jurang pelaksanaan antara negeri maju dan negeri kurang maju sekiranya kapasiti institusi di setiap negeri tidak seimbang.
- Langkah Mitigasi: Menyediakan garis panduan pelaksanaan mengikut piawaian dan bantuan teknikal berfasa kepada negeri berkeupayaan rendah.

Pertindihan Peranan Agensi dan Kekangan Penyelaras

- Pelbagai kementerian dan agensi mempunyai mandat belia yang bertindih atau berisiko yang boleh menjejaskan keberkesanan pelan.
- Langkah Mitigasi: Mengukuhkan peranan KBS sebagai penyelaras utama dan mewujudkan *Youth Policy Coordination Council* (YPCC) bagi penyelarasan rentas agensi.

Pembiayaan dan Kesenambungan Program Tidak Konsisten

- Kegagalan mengekalkan aliran dana jangka panjang boleh menjejaskan kesinambungan program pembangunan belia.
- Langkah Mitigasi: Menyusun strategi *Public-Private Partnership* (PPP) dan memperkenalkan Dana Inovasi Belia untuk menampung aktiviti jangka panjang.

Jurang Akses Digital dan Ketidaksamaan Peluang

- Belia luar bandar dan B40 mungkin terus ketinggalan dalam penguasaan digital jika infrastruktur Teknologi Maklumat dan Komunikasi (ICT) tidak dipertingkatkan.
- Langkah Mitigasi: Peluasan liputan jalur lebar, subsidi peranti dan pusat pembelajaran digital komuniti perlu dijadikan komponen wajib pelan.

Risiko Ketepuan Program (*Program Fatigue*)

- Pelaksanaan pelbagai program tanpa penilaian impak boleh menyebabkan belia hilang minat dan menjejaskan penglibatan jangka panjang.
- Langkah Mitigasi: Melaksanakan sistem penilaian impak berkala (*Monitoring & Evaluation*) untuk menilai keberkesanan serta menyesuaikan semula strategi berdasarkan data.

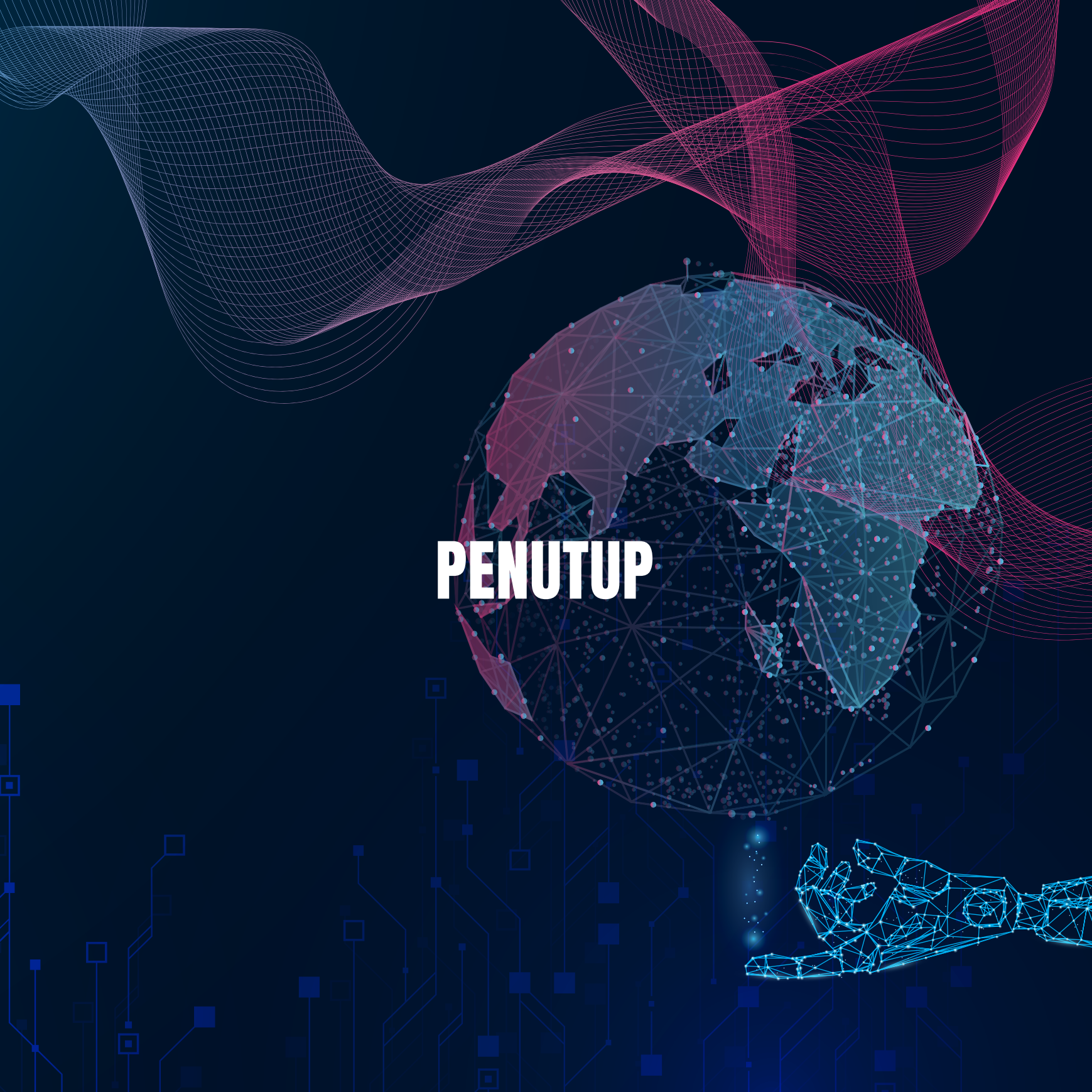
Cabaran Ideologi dan Polarisasi Sosial

- Peningkatan penggunaan media sosial dan perbezaan ideologi politik dalam kalangan belia boleh menjejaskan kesepaduan nasional.
- Langkah Mitigasi: Menyepadukan modul literasi digital dan pemikiran kritikal dalam program belia untuk membina daya tahan terhadap pengaruh ekstrem dan maklumat palsu.

Secara keseluruhan, pelaksanaan Pelan Tindakan PBM2035 membawa potensi besar dalam membentuk generasi belia progresif, berdaya saing dan inklusif. Namun, keberhasilan pelan ini memerlukan komitmen bersepadu, pemantauan berterusan dan mekanisme mitigasi risiko yang jelas agar setiap inisiatif dapat memberi impak optimum kepada pembangunan negara dan kesejahteraan belia Malaysia menjelang 2035.





The background is a dark blue gradient. It features a central globe composed of a wireframe mesh of triangles, with small dots at the vertices. The globe is partially covered by translucent, flowing ribbons of light blue and pink lines that swirl around it. At the bottom, there are stylized circuit board traces in light blue, with small squares representing components. In the bottom right corner, a wireframe hand is shown in a pointing gesture, with a small cluster of bright blue dots near its tip.

PENUTUP

PENUTUP

Pelan Tindakan PBM 2035 menggambarkan iltizam negara untuk membangunkan generasi belia yang bersedia menghadapi realiti baharu dunia moden yang dipacu oleh teknologi, kepelbagaian sosial, dan ekonomi digital.

Dokumen ini berfungsi bukan sahaja sebagai pelan tindakan, tetapi juga sebagai rangka tindakan strategik yang menyeluruh dari segi kemahiran, nilai, kesejahteraan mental, inovasi, kepimpinan, dan tanggungjawab sosial.

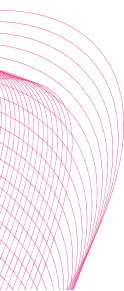
Pelan Tindakan PBM 2035 dirangka hasil libat urus menyeluruh bersama kementerian, agensi, institusi pendidikan, pertubuhan belia, sektor swasta, dan komuniti akar umbi bagi memastikan suara belia didengari dan diterjemahkan dalam tindakan.

Pelan ini turut memperkenalkan strategi berasaskan data dan teknologi bagi memantau kemajuan serta memastikan setiap inisiatif memberi impak sebenar kepada pelbagai kumpulan sasaran belia di seluruh negara.

Dengan pelaksanaan yang terancang, Pelan Tindakan PBM 2035 diharap menjadi pemangkin kepada lahirnya generasi belia Malaysia yang berdaya fikir, berdaya cipta dan berdaya juang, serta mampu memainkan peranan penting dalam memacu kemajuan negara ke arah masa depan yang lebih sejahtera dan mampan.

Pendekatan ini memberi penekanan kepada ekosistem pembangunan belia yang bersepadu menghubungkan aspek fizikal, digital dan sosial untuk membentuk generasi muda yang inklusif, kreatif, dan berdaya tahan

”



The background is a dark blue gradient. It features a central globe composed of a wireframe mesh of triangles, with small dots at the vertices. The globe is surrounded by flowing, wavy lines of light blue and pink. At the bottom, there are circuit-like patterns with small squares and lines. A stylized, wireframe hand is visible in the bottom right corner, appearing to interact with the globe.

GLOSARI

GLOSARI

AKM	- Akademi Kenegaraan Malaysia	MDEC	- Malaysia Digital Economy Corporation
AKPK	- Agensi Kaunseling dan Pengurusan Kredit	MIDA	- Malaysian Investment Development Authority
BDS	- Bahagian Dasar dan Perancangan Strategik	MENTARI	- Pusat Kesihatan Mental Komuniti
CENTEXS	- Pusat Kecemerlangan Teknologi Sarawak	MITI	- Kementerian Pelaburan, Perdagangan dan Industri
DBP	- Dewan Bahasa dan Pustaka	MINDEF	- Kementerian Pertahanan Malaysia
DOSM	- Department of Statistics Malaysia	MOSTI	- Kementerian Sains, Teknologi dan Inovasi
INSKEN	- Institut Keusahawanan Negara	MPBM2030	- Model Pembangunan Belia MADANI 2030
IPGM	- Institut Pendidikan Guru Malaysia	MPP	- Majlis Perwakilan Pelajar
IPT	- Institusi Pengajian Tinggi	MQA	- Agensi Kelayakan Malaysia
IYRES	- Institut Penyelidikan Pembangunan Belia Malaysia	NADI	- Pintar Pusat Sebaran Maklumat Nasional
JBSN	- Jabatan Belia dan Sukan Negara	NGO	- Non-Governmental Organization
JAKIM	- Jabatan Kemajuan Islam Malaysia	NRES	- Kementerian Sumber Asli dan Kelestarian Alam
JPM	- Jabatan Perdana Menteri	OKU	- Orang Kurang Upaya
KBS	- Kementerian Belia dan Sukan	PBT	- Pihak Berkuasa Tempatan
KEMAS	- Jabatan Kemajuan Masyarakat	PETRA	- Kementerian Peralihan Tenaga dan Transformasi Air
KESUMA	- Kementerian Sumber Manusia	ROS	- Jabatan Pendaftaran Pertubuhan Malaysia
KD	- Kementerian Digital	ROY	- Pendaftar Pertubuhan Belia
KDN	- Kementerian Dalam Negeri	SABERKAS	- Pertubuhan Belia Kebangsaan Bersatu Sarawak
KK	- Kementerian Komunikasi	SME Corp.	- Perbadanan Perusahaan Kecil dan Sederhana Malaysia
KKDW	- Kementerian Kemajuan Desa dan Wilayah	SMK	- Sekolah Menengah Kebangsaan
KKM	- Kementerian Kesihatan	SPA	- Suruhanjaya Perkhidmatan Awam
KLN	- Kementerian Luar Negeri	SPRM	- Suruhanjaya Pencegahan Rasuah Malaysia
KPKT	- Kementerian Perumahan dan Kerajaan Tempatan	TM	- Telekom Malaysia
KPM	- Kementerian Pendidikan	TVET	- Pendidikan dan Latihan Teknikal dan Vokasional
KPT	- Kementerian Pengajian Tinggi	UiTM	- Universiti Teknologi MARA
KPWKM	- Kementerian Pembangunan Wanita, Keluarga dan Masyarakat	UKM	- Universiti Kebangsaan Malaysia
KUSKOP	- Kementerian Pembangunan Usahawan dan Koperasi	UMS	- Universiti Malaysia Sabah
MBM	- Majlis Belia Malaysia	UNIFOR	- Unit for Other Religions
MCMC	- Suruhanjaya Komunikasi dan Multimedia Malaysia	UNIMAS	- Universiti Malaysia Sarawak
		UPM	- Universiti Putra Malaysia

The background is a dark blue gradient. It features a central globe composed of a wireframe mesh of triangles, with some triangles highlighted in red and others in blue. Swirling around the globe are large, flowing ribbons of light blue and red wireframe mesh. At the bottom, there are circuit-like lines and squares in light blue. In the bottom right corner, a stylized hand made of a wireframe mesh is shown, with a bright blue light emanating from its palm.

SENARAI RUJUKAN

SENARAI RUJUKAN

- Anderson, B. (1983). *Imagined Communities: Reflections on the Origin and Spread of Nationalism*. Verso. New York.
- Anwar Ibrahim. (2022). *Membangun Negara Madani*. Institut Darul Ehsan. Shah Alam. Malaysia.
- Arnett, J. J. (2015). *Emerging adulthood: The winding road from the late teens through the twenties* (2nd ed.). Oxford University Press.
- Baltes, P. B., & Baltes, M. M. (Eds.). (1990). *Successful aging: Perspectives from the behavioral sciences*. Cambridge University Press.
- Berk, L. E. (2023). *Development through the lifespan* (7th ed.). Pearson.
- Billig, M. (1995). *Banal Nationalism*. SAGE.
- Brennen, J. S., & Kreiss, D. (2016). Digitalization. In *The International Encyclopedia of Communication Theory and Philosophy*. Wiley.
- Bronfenbrenner, U. (1979). *The ecology of human development: Experiments by nature and design*. Harvard University Press.
- Commonwealth Secretariat. (2021). *Global Youth Development Report 2020*. London. United Kingdom.
- Dalton, R. J. (2017). *The Participation Gap: Social Status and Political Inequality*. Oxford University Press.
- Dennis, J., Easton, D., & Easton, S. (1969). *Children in the political system: Origins of political legitimacy*. McGraw-Hill Book Company, New York (États-Unis), 27, 77.
- Erikson, E. H. (1993). *Childhood and society* (Rev. ed.). W. W. Norton.
- European Union (EU). (2022). *Youth Action Plan In Eu External Action Monitoring Framework*. New York.
- European Union (EU). (2023). *European Youth Forum Strategic Plan 2024-2028*. Berlin, Germany.
- Ferrari, A. (2012). *Digital Competence in Practice: An Analysis of Frameworks*. JRC Technical Reports, European Commission.
- Gilster, P. (1997). *Digital Literacy*. Wiley. New York
- Havighurst, R. J. (1972). *Developmental tasks and education* (3rd ed.). David McKay.
- Institut Penyelidikan Pembangunan Belia Malaysia (IYRES). (2023). *Facts and Figures Indeks Belia Malaysia*. Kementerian Belia dan Sukan Malaysia. Putrajaya. Malaysia.
- Institut Penyelidikan Pembangunan Belia Malaysia (IYRES). (2021). *Kajian Keupayaan Pemilikan Rumah Dalam Kalangan Belia Malaysia*. Kementerian Belia dan Sukan Malaysia. Putrajaya. Malaysia.
- Institut Penyelidikan Pembangunan Belia Malaysia (IYRES). (2022). *Aspirasi Belia Keluarga Malaysia*. Kementerian Belia dan Sukan Malaysia. Putrajaya. Malaysia.
- Institut Penyelidikan Pembangunan Belia Malaysia (IYRES). (2021). *Senario Kepimpinan Muda Masa Hadapan 2035*. Kementerian Belia dan Sukan Malaysia. Putrajaya. Malaysia.
- ITU (2022). *Measuring Digital Development: Facts and Figures 2022*. Geneva, Switzerland.

Jabatan Kemajuan Islam Malaysia (JAKIM). (2024). Pelan Tindakan Sosial Islam 2021-2025. Jabatan Perdana Menteri. Putrajaya. Malaysia.

Jabatan Perangkaan Malaysia. (2020). Indikator Matlamat Pembangunan Mapan (SDG). Putrajaya. Malaysia.

Kementerian Belia dan Sukan Malaysia. (2007). Akta Pertubuhan dan Pembangunan Belia 2007. Putrajaya. Malaysia.

Kementerian Belia dan Sukan Malaysia. (2015). Dasar Belia Malaysia. Putrajaya Malaysia.

Kementerian Belia dan Sukan Malaysia. (2023). Model Pembangunan Belia Madani 2030. Putrajaya. Malaysia.

Kementerian Belia dan Sukan Malaysia. (2024). Pelan Pemerkasaan Sosioekonomi Belia. Putrajaya Malaysia.

Kementerian Belia dan Sukan Malaysia. (2017). Transformasi Nasional 50 (TN50). Putrajaya. Malaysia.

Kementerian Dalam Negeri. (1942). Akta Peniaga Sekendhand (Akta 189). Malaysia. Kementerian Pembangunan Wanita, Keluarga dan Masyarakat. (2014). Dasar Sosial Negara 2030. Putrajaya Malaysia.

Kementerian Dalam Negeri. (2024). Malaysia Plan on Countering Violence Extremism 2024-2028. Putrajaya. Malaysia.

Kementerian Ekonomi. Kajian Separuh Penggal RMKe-12. (2023). Putrajaya. Malaysia.

Kementerian Kesihatan Malaysia (KKM). (2008). Dasar Kesihatan Warga Emas Negara. Putrajaya, Malaysia.

Kementerian Kesihatan Malaysia (KKM). (2021). Dasar Pemakanan Kebangsaan Malaysia 2.0. Putrajaya, Malaysia.

Kementerian Kesihatan Malaysia (KKM). (2023). Pelan Strategi bagi Memerangi Beban Berganda Malpemakanan 2023-2030. Putrajaya, Malaysia.

Kementerian Kesihatan Malaysia (KKM). (2024). Pelan Strategik Mengurangkan Gula Dalam Kalangan Rakyat Malaysia 2024-2030. Putrajaya, Malaysia.

Kementerian Kesihatan Malaysia (KKM). (2021). Pelan Tindakan Agenda Nasional Malaysia Sihat 2021-2025. Putrajaya, Malaysia.

Kementerian Kesihatan Malaysia (KKM). (2020). Pelan Strategik Kesihatan Mental 2020-2025. Putrajaya. Malaysia.

Kementerian Pelancongan, Seni dan Budaya. (2023). Pelan Tindakan Dasar Agihan Kesejahteraan Ekonomi Negara (DAKEN). Putrajaya, Malaysia.

Kementerian Pembangunan Wanita, Keluarga dan Masyarakat (KPWKM). (2021). Pelan Tindakan Kesihatan Reproduktif dan Pendidikan Sosial (PEKERTI) 2022-2025. Putrajaya. Malaysia.

Kementerian Pembangunan Usahawanan dan Koperasi. (2022). Rangka Tindakan Keusahawanan Sosial 2030. Putrajaya. Malaysia.

Kementerian Pembangunan Wanita, Keluarga dan Masyarakat (KPWKM). (2024). Dasar Kanak-kanak Negara. Putrajaya, Malaysia.

Kementerian Pembangunan Wanita, Keluarga dan Masyarakat (KPWKM). (2024). Dasar Sosial Negara 2030 (DSN). Putrajaya. Malaysia.

Kementerian Pendidikan Malaysia (KPM). (2012). Pelan Pembangunan Pendidikan Malaysia (PPPM) 2013-2025. Putrajaya. Malaysia.

Kementerian Pengangkutan Jalan (JPJ). Pelan Keselamatan Jalan Raya Malaysia 2022-2030. Putrajaya. Malaysia.

Kementerian Perdagangan Dalam Negeri dan Kos Sara Hidup (KPDN). (2024). Dasar Pengguna Negara 2.0. Putrajaya, Malaysia.

Kementerian Pertanian dan Keterjaminan Makanan (KPKM). (2024). PINTAR30 (Pelan Induk Transformasi dan Pemerkasaan Belia 2030). Putrajaya, Malaysia.

Kementerian Pertanian dan Keterjaminan Makanan. (2021). Dasar Agromakanan Negara (DAN) 2021 - 2025. Putrajaya, Malaysia.

Kementerian Pengajian Tinggi (KPT). (2024). Pelan Strategik MTVET. Putrajaya, Malaysia.

Kementerian Sains, Teknologi dan Inovasi. (2021). Pelan Tindakan Dasar Sains, Teknologi dan Inovasi Negara (DSTIN) 2021-2030. Putrajaya, Malaysia.

Kementerian Sains, Teknologi dan Inovasi. (2025). National Technology and Innovation Sandbox (NTIS). Putrajaya, Malaysia

Kementerian Sains, Teknologi dan Inovasi Malaysia (MOSTI). (2017). Science & Technology Foresight Malaysia 2050. Putrajaya. Malaysia.

Kementerian Sains, Teknologi dan Inovasi Malaysia (MOSTI). (2022). MyForesight 2022. Putrajaya.

Kementerian Sains, Teknologi dan Inovasi Malaysia (MOSTI). (2017). Science & Technology Foresight Malaysia 2050. Putrajaya. Malaysia.

Kementerian Sains, Teknologi dan Inovasi. (2025). Dasar Sains, Teknologi dan Inovasi (DSTIN) 2021 - 2025. Putrajaya, Malaysia.

Kementerian Sains, Teknologi dan Inovasi. (2024). Inisiatif Meningkatkan Prestasi Negara dalam Global Innovation Index (GII). Putrajaya, Malaysia.

Kementerian Sains, Teknologi dan Inovasi. (2024). Inisiatif Meningkatkan Prestasi Negara dalam Global Innovation Index (GII). Putrajaya, Malaysia.

Kementerian Sains, Teknologi dan Inovasi (MOSTI). (2023). Space Industry Strategic Plan (MYSA) 2030. Putrajaya. Malaysia.

Lerner, R. M. (Ed.). (2015). Handbook of child psychology and developmental science (7th ed., Vols. 1–4). Wiley.

Macedon Ranges Shire Council. (2018). Youth Strategy 2018-2028. Central Victoria, Australia.

Majlis Keselamatan Negara (MKN). (2021). Dasar Keselamatan Negara 2021-2025. Putrajaya, Malaysia.

Menteri Pembangunan Wanita, Keluarga dan Masyarakat. (2020). Pelan Strategi Kebangsaan Bagi Menangani Punca Perkahwinan Bawah Umur. Putrajaya. Malaysia.

MidCoast Council. (2019). Youth Strategic Plan: Our Future Together 2019-2023. MidCoast, Australia.

Nathanson, S. (1993). Patriotism, Morality, and Peace. Rowman & Littlefield.

Ng, W. (2012). Can we teach digital natives digital literacy?. Computers and Education. 59(3), 1065-1078. doi.org/10.1016/j.compedu.2012.04.016.

Niemi, R. G., & Hepburn, M. A. (1995). The rebirth of political socialization. Perspectives on Political Science, 24(1), 7–16.

OECD (2019), Measuring the Digital Transformation: A Roadmap for the Future, OECD Publishing, Paris. doi.org/10.1787/9789264311992-en.

Pathways for Youth: Strategic Plan for Federal Collaboration 2016. United States.

Perbadanan Ekonomi Digital Malaysia (MDEC). (2019). *Dasar Ekosistem Kandungan Digital*. Putrajaya, Malaysia.

Perbadanan Produktiviti Malaysia (MPC). (Pembangunan Toolkit GRP (MPC). Kementerian Pelaburan, Perdagangan dan Industri. Kuala Lumpur. Malaysia.

Piaget, J. (1952). *The origins of intelligence in children*. International Universities Press.

Plan International UK. (2025). *Youth Economic Empowerment*. London.

Santrock, J. W. (2023). *Life-span development* (19th ed.). McGraw-Hill Education.

Siegler, R., Saffran, J., Eisenberg, N., & Gershoff, E. (2020). *How children develop* (6th ed.). Worth Publishers.

Singer, P. W., & Friedman, A. (2014). *Cybersecurity and Cyberwar: What Everyone Needs to Know*. Oxford University Press.

Smith, A. D. (1991). *National Identity* University of Nevada Press. Nevada, USA.

Super, D. E. (1980). A life-span, life-space approach to career development. *Journal of Vocational Behavior*, 16(3), 282–298.

Unit Perancang Ekonomi. (2021). *Rancangan Malaysia Kedua Belas 2021-2025*. Jabatan Perdana Menteri. Putrajaya. Malaysia.

Tajfel, H. (1981). *Human groups and social categories* (Vol. 255). UK: Cambridge University Press: Cambridge.

Talent Corporation Malaysia Berhad. (2024). *Impact Study of Artificial Intelligence, Digital, and Green Economy on*

the Malaysian Workforce. Kementerian Sumber Manusia. Putrajaya. Malaysia.

The ASEAN Secretariat. (2017). *First ASEAN Youth Development Index*. Jakarta. Indonesia.

The International Telecommunication Union (ITU). (2021). *Youth Strategy: Roadmap to 2021 and beyond*. Geneva, Switzerland.

The National Youth Council of Ireland (NYCI). (2023). *Strategic Plan 2023 - 2027*. Dublin. Ireland.

The Organisation for Economic Co-operation and Development (OECD). (2021). *The Updated OECD Youth Action Plan*. Paris, France.

OECD (2019), *Measuring the Digital Transformation: A Roadmap for the Future*, OECD Publishing, Paris. doi. org/10.1787/9789264311992-en.

The World Bank. (2023). *Global Economic Prospect*. Washington D.C.

UNESCO Institute for Statistics. (2018). *A Global Framework of Reference on Digital Literacy Skills for Indicator 4.4.2*. Quebec, Canada

United Nations (UN). (2015). *Sustainable Development Goal (SDGS)*. United Nations Development Programme (UNDP). New York.

United Nations Children's Fund (UNICEF). (2023). *Country Programme Action Plan 2023 - 2027*. Lalitpur, Nepal.

United Nations Children's Fund (UNICEF). (2021). *Country Programme Document, 2022-2025 antara Kerajaan Malaysia dan UNICEF*. New York.

United Nations. (2024). Pact for the Future, Global Digital Compact and Declaration on Future Generations. New York.

Unit Perancang Ekonomi. (2025). Rancangan Malaysia Ketiga Belas. 2026-2030. Jabatan Perdana Menteri. Putrajaya. Malaysia.

Unit Perancang Ekonomi. (2021). Rangka Tindakan (Blueprint) Ekonomi Digital Malaysia. Jabatan Perdana Menteri, Putrajaya. Malaysia.

Van Dijk, J. A. G. M. (2020). The Digital Divide. Polity Press. doi.org/10.1080/1369118X.2020.1781916.

Van Laar, E., van Deursen, A. J. A. M., van Dijk, J. A. G. M., & De Haan, J. (2017). The relation between 21st-century skills and digital skills: A systematic literature review. *Computers in Human Behavior*, 72, 577–588.

Verba, S., Schlozman, K. L., & Brady, H. E. (1995). *Voice and Equality: Civic Voluntarism in American Politics*. Harvard University Press.

Vial, G. (2019). Understanding digital transformation: A review and a research agenda. *The Journal of Strategic Information Systems*, 28(2), 118–144.

Von Solms, R., & van Niekerk, J. (2013). From information security to cyber security. *Computers & Security*, 38, 97–102.

Vygotsky, L. S. (1978). *Mind in society: The development of higher psychological processes*. Harvard University Press

Warschauer, M. (2004). *Technology and Social Inclusion: Rethinking the Digital Divide*. MIT Press.

Westerman, G., Bonnet, D., & McAfee, A. (2014). *Leading Digital: Turning Technology into Business Transformation*. Harvard Business Review Press.

World Health Organization (WHO). (2004). *The Development Of The National Child Policy Coasted Action Plan*. Alexandria, Egypt.

World Bank Group. (2021). *Aiming High, Navigating The Next Stage Of Malaysia Development*. Kuala Lumpur 50480, Malaysia.

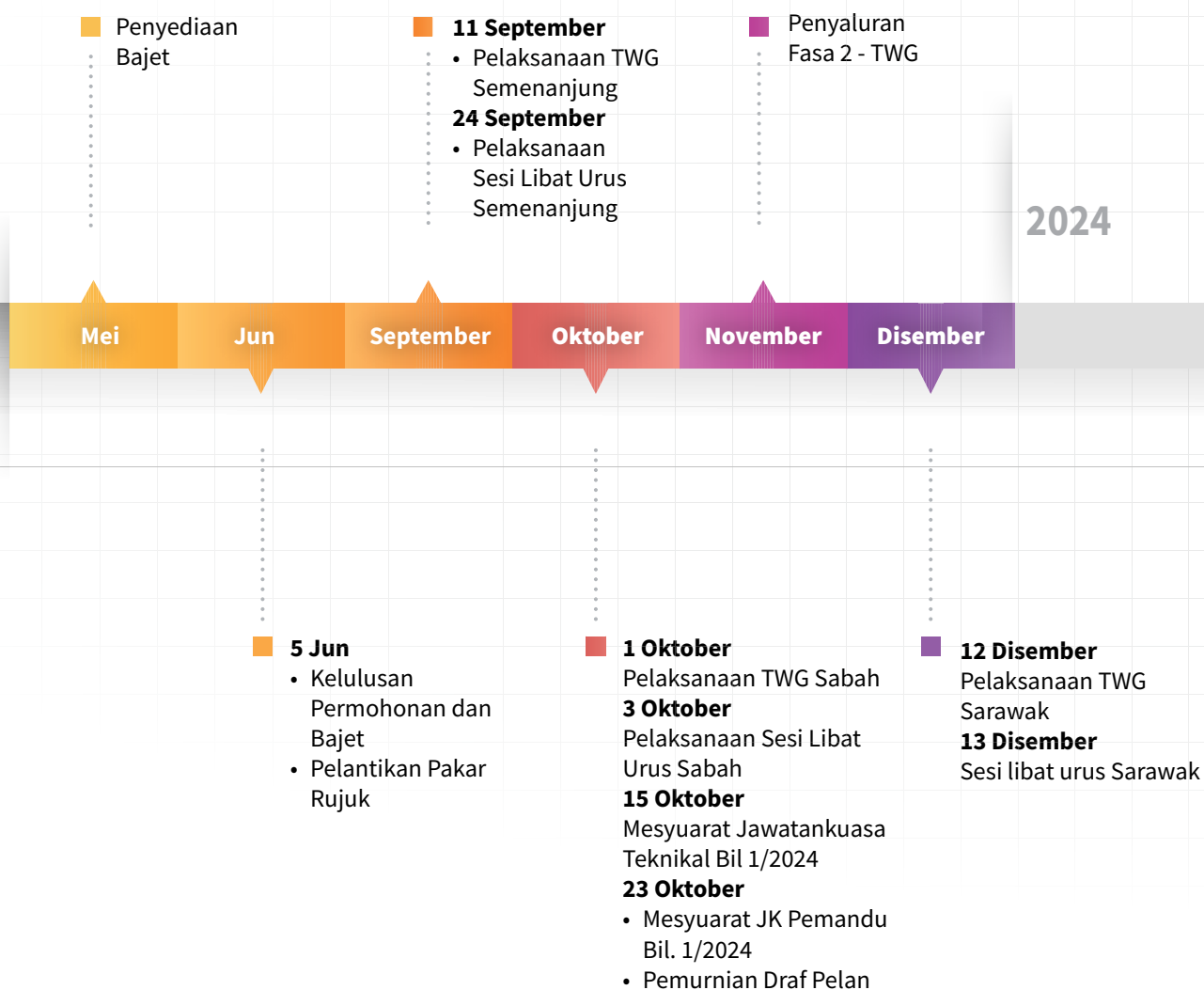
World Economic Forum. (2023). *Future Of Job Report 2023*. Geneva. Switzerland.

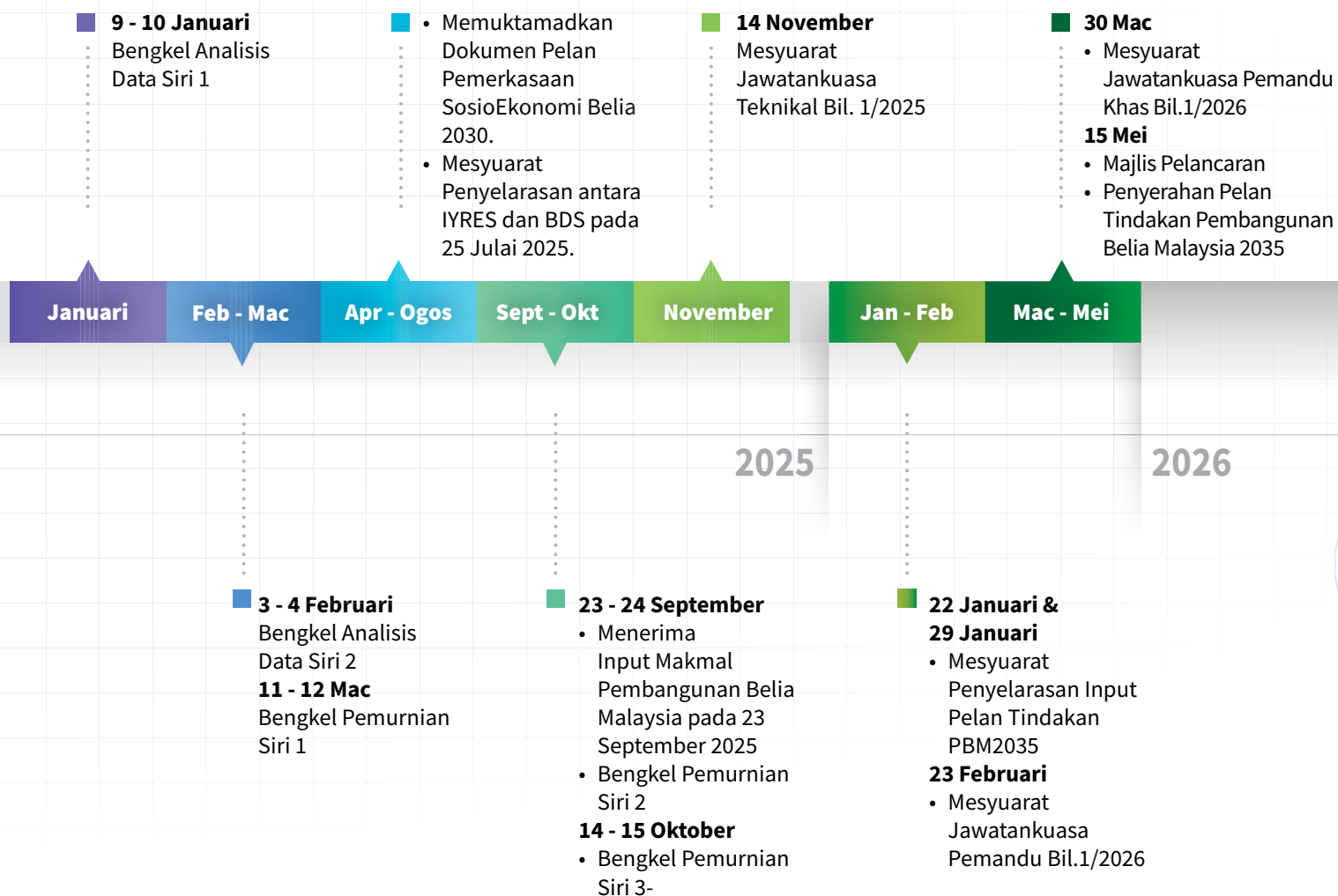
Youth Focus. (2023). *Thriving Together Strategic Plan 2023 - 2026*. Western Australia.

KRONOLOGI

The background is a dark blue gradient. It features a central globe composed of a wireframe mesh with red and blue dots at the vertices. Above the globe are flowing, wavy lines of red and blue wireframe. Below the globe, there are circuit-like patterns with small squares and lines. In the bottom right corner, a stylized hand made of blue wireframe is reaching out, with a small cluster of blue dots near its fingers.

GARIS MASA GERAK KERJA





TWG = Input Lapan Kumpulan sasaran belia
 Libat Urus = 10 Kumpulan Pelaksana (Verifikasi input TWG)



The background is a dark blue gradient. It features a central globe made of a wireframe mesh with red and blue dots at the vertices. Swirling around the globe are translucent, wavy ribbons of red and blue lines. At the bottom, there is a circuit-like pattern of blue lines and squares. In the bottom right corner, a stylized blue wireframe hand is shown with its index finger pointing upwards.

PENGHARGAAN

Kementerian Belia dan Sukan Malaysia (KBS) merakamkan setinggi penghargaan dan terima kasih kepada semua pihak yang terlibat secara langsung serta secara tidak langsung dalam menjayakan penghasilan pelan tindakan ini. Semoga laporan ini menjadi rujuan dan panduan kepada semua pihak berkepentingan dalam merencana dan membangunkan belia di Malaysia.

PASUKAN PENYELIDIK IYRES

Dr. Vellapandian Ponnusamy
Ketua Pegawai Eksekutif, IYRES

Dr. Shariffah Mamat
Eksekutif Penyelidik Kanan, IYRES

Nur Najmin Naja Zamri
Eksekutif Penyelidik, IYRES

Nur Aqilah Syazwani Mohd Nor
Eksekutif Penyelidik, IYRES

Dr. Nur Hidayah Zaidun
Eksekutif Penyelidik, IYRES

Norlyana Ahmad Hisham
Eksekutif Penyelidik, IYRES

Muhammad Azeem Abdul Aziz
Penolong Eksekutif Penyelidik, IYRES

Aryma Johari
Penolong Eksekutif Penyelidik, IYRES

PAKAR RUJUK

Prof. Madya Ts. Dr. Mohd. Sobhi Ishak
Universiti Kebangsaan Malaysia

Prof. Madya Dr. Mohd Mursyid Arshad
Universiti Putra Malaysia

Prof. Madya Dr. Chong Sheau Tsuey
Universiti Kebangsaan Malaysia

Encik Mohammad Rizan Hassan
Pembimbing Belia
Belia Mahir

Encik Ngai Chee Hau
Pengurus Besar
Kumpulan Syarikat Haup Sing Trading

BAHAGIAN DASAR DAN PERANCANGAN STRATEGIK, KBS

PASUKAN PELAPOR/ PENGANALISIS/ PENULIS**Shahhanim Yahya**

Eksekutif Penyelidik Kanan, IYRES

Mastura Mohamad

Eksekutif Penyelidik Kanan, IYRES

Dr. Shariffah Mamat

Eksekutif Penyelidik Kanan, IYRES

Nur Najmin Naja Zamri

Eksekutif Penyelidik, IYRES

Nur Aqilah Syazwani Mohd Nor

Eksekutif Penyelidik, IYRES

Mohd Rizal Mohd Sham

Eksekutif Penyelidik Kanan, IYRES

Asnida Abd. Hamid

Eksekutif Penyelidik Kanan, IYRES

Norhidayah Omar

Eksekutif Penyelidik, IYRES

Noratiqah Talib

Eksekutif Penyelidik, IYRES

Wan Suriani Wan Jamal

Eksekutif Penyelidik, IYRES

Nur Azin Azlina Razali

Eksekutif Penyelidik, IYRES

Dr. Nur Hidayah Zaidun

Eksekutif Penyelidik, IYRES

Norlyana Ahmad Hisham

Eksekutif Penyelidik, IYRES

Aryma Johari

Pen. Eksekutif Penyelidik, IYRES

Nur Pesona Kamarudin

Pen. Eksekutif Penyelidik, IYRES

8 KUMPULAN SASARAN BELIA



Belia Bersekolah



Belia Pengajian Tinggi



Belia Bekerjaya



Belia Minoriti & Terpinggir



Perkumpulan Belia



Belia Malaysia Antarabangsa

SEMENANJUNG	SABAH	SARAWAK
- Kolej Islam Sultan Alam Shah - Kolej Vokasional Sepang	- IKBN Kinarut Sabah - Politeknik Kota Kinabalu	Politeknik Kuching Sarawak
- Universiti Kebangsaan Malaysia (UKM) - Majlis Perwakilan Pelajar Universiti Putra Malaysia (UPM) - Sunway University - Universiti Teknologi MARA (UiTM) - Universiti Malaysia Sabah (UMS)	Universiti Malaysia Sabah (UMS)	- Kolej Komuniti Mas Gading - Majlis Perwakilan Pelajar Universiti Malaysia Sarawak (UNIMAS) - Sidma College Sarawak - Cyberjaya College Kuching - Majlis Perwakilan Pelajar UiTM Cawangan Sarawak - Institut Kemahiran Islam Malaysia Sarawak
- Merc Premier Auto Care - Rotiwap - Usahawan Makanan dan Minuman	- Emilhan Trading Sdn Bhd - Dedaun Agro - DPBS Holding - Lembaga Kebudayaan Negeri Sabah - Kementerian Pembangunan Luar Bandar - Jetama Sdn Bhd - Cyber Vision Enterprise - Komander Kesatria UiTM Cawangan Sabah	- Pejabat Timbalan Menteri Belia, Sukan dan Pembangunan Usahawan Sarawak - Sportrec (Fakulti Sains Sukan dan Rekreasi) - Prodigy Music Centre
Majlis Belia OKU Malaysia		
- MySkills Foundation - Ahli Parlimen Belia Malaysia (APBM) - Persatuan Alumni Felo Perdana - Adab Youth Garage - Persatuan Kebangsaan Pelajar Islam Malaysia - Pathi & Associate - Persatuan Belia Islam Nasional (PEMBINA) - Persatuan Pelajar Islam Selangor (PEPIAS) - Yayasan Inovasi Malaysia - Persatuan Pemangkin Pendidikan Selangor (MYER)	- Majlis Belia Sabah - Kecemerlangan Pendidikan Ummah (PACU) - Majlis Belia Daerah Telupid & Skuad Antidadah Daerah Telupid - Kelab Anak Muda Progresif Pekan Kudat - Persatuan Peminat Sukan Elektronik Sabah (SESCOM) - Sabah e-sport Community - Pertubuhan Kelab Belia Perisai Kg Merabau - Kadazan Dusun Cultural Association - Angkatan Belia Islam Sabah (ABIM) - Persatuan Komuniti Belia Kota Kinabalu	Persatuan Exercise, Fakulti Sains Sukan dan Rekreasi, UiTM Sarawak
Westminster Foundation for Democracy		

10 KUMPULAN PELAKSANA PEMBANGUNAN BELIA

SEMANJUNG	SABAH	SARAWAK
• Kementerian Belia dan Sukan • Kementerian Pembangunan Usahawan dan Koperasi • Kementerian Digital • Kementerian Kesihatan • Kementerian Peralihan Tenaga dan Transformasi Air • Kementerian Ekonomi • Kementerian Komunikasi • Kementerian Pertahanan • Kementerian Kemajuan Desa dan Wilayah • Kementerian Pertanian dan Keterjaminan Makanan • Jabatan Perdana Menteri (ICU) • Jabatan Wilayah Persekutuan • Akademi Pembangunan Belia Malaysia • Pusat Belia Antarabangsa • Majlis Amanah Rakyat • Impact Integrated (IMPACT)	• Jabatan Pendidikan Negeri Sabah • Jabatan Penyiaran • Jabatan Pembangunan Sumber Manusia Sabah • Jabatan Belia dan Sukan (P) Negeri Sabah • Kementerian Sains, Teknologi dan Inovasi, Sabah • Jabatan Penerangan Malaysia Sabah • Perbadanan Produktiviti Malaysia (MPC) • Jabatan Pembangunan Perindustrian dan Penyelidikan Sabah	• Jabatan Belia dan Sukan Negeri Sarawak • Unit Perancang Ekonomi Sarawak • Jabatan Tenaga Kerja Sarawak • Lembaga Hasil Dalam Negeri Malaysia, Sarawak • Perbadanan Usahawan Nasional Berhad (PUNB) • Jabatan Kemajuan Masyarakat (KEMAS), Sarawak • Jabatan Pendidikan Negeri Sarawak • Jabatan Penerangan Malaysia Sarawak • HRDCORP • Jabatan Insovelsi Malaysia • Peneraju Bumiputera (TERAJU)
• Universiti Kebangsaan Malaysia • SMK Putrajaya Presint 5 (1)	• Sabah Skills & Technology Centre • North Borneo University College (NBUC) • SMK Bandaraya Kota Kinabalu • Politeknik Kota Kinabalu • Institut Latihan Perindustrian Kota Kinabalu • IKBN Kinarut	• Fakulti Ekonomi dan Perniagaan, UNIMAS • Fakulti Pendidikan, Bahasa dan Komunikasi, UNIMAS • Sarawak Skills • Kolej Datu Patinggi Abg Hj Abdillah • Sarawak Research Development Council (Sarawak Science Centre) • UITM Kampus Samarahan
• DDW Consultancy Sdn Bhd • People Prowess	• Dedaun Agro • Qhazanah Sabah Berhad • Perbadanan Pinjaman Sabah	• KOBIS Berhad • WRM Holding Sdn Bhd • Sparks Wood Adventure • Centexs Lundu • PurpleLily • NIL
• ADAB Youth Garage • MySkill Foundation • Kelab MyCorps • Majlis Belia Malaysia • Majlis Belia Selangor • Malaysia Esports Federation • Yayasan Generasi Gemilangan • Majlis Belia OKU	• Persatuan Komuniti Belia Kota Kinabalu • Yayasan Usaha Maju • Dewan Perniagaan Bumiputera Sabah (DPBS)	• Pergerakan Pemuda Persatuan Kebangsaan Melayu Sarawak • Persatuan Kebangsaan Melayu Sarawak • Persatuan Pemangkin Daya Masyarakat • Society of Entrepreneurial Educational Development • CSO Platform for Reform
	• Kementerian Belia dan Sukan Sabah • Dewan Bandaraya Kota Kinabalu • Malaysian Investment Development Authority (MIDA) • Unit Pemimpin Pembangunan Masyarakat • Wakil Majlis Sukan Sabah	• Kementerian Belia, Sukan & Pembangunan Usahawan Sarawak (MYSED) • Lembaga Pembangunan Koridor Wilayah (RECODA) • Kementerian Utiliti dan Telekomunikasi • Sarawak (MUT) • Jabatan Agama Islam Sarawak • Tabung Baitulmal Sarawak • Kementerian Pembangunan Wanita, Kanak-Kanak dan Kesejahteraan Komuniti (KPPWK) • Kementerian Pendidikan Inovasi dan pembangunan • JAIS Sarawak
		• Pertubuhan Islam Bukan Kerajaan (NGI) • TV Sarawak (TVS)



MINISTRY OF YOUTH AND SPORTS

MALAYSIAN YOUTH DEVELOPMENT ACTION PLAN 2035 (MYD ACTION PLAN 2035)



**MALAYSIA
MADANI**

**MALAYSIAN YOUTH
DEVELOPMENT
ACTION PLAN
2035
(MYD ACTION PLAN 2035)**

@ Ministry of Youth and Sports Malaysia (KBS) 2026

This publication, except for any copyrighted images, may be reproduced in whole or in part and in any form for educational and non-commercial purposes without special permission from the Ministry of Youth and Sports Malaysia (KBS), provided that acknowledgement of the source is made. KBS would highly appreciate receiving a copy of any publication that uses this publication as a source. No use of this publication may be made for resale or for any other commercial purpose whatsoever without prior permission from KBS.

Ministry of Youth and Sports (2026). Malaysian Youth Development Action Plan 2035. Putrajaya: KBS

ISBN: 978-967-25569-4-7

This publication can be downloaded at www.kbs.gov.my

How to cite: Malaysian Youth Development Action Plan 2035. (2026). Ministry of Youth and Sports. Putrajaya. Malaysia.

Published by:



KEMENTERIAN BELIA DAN SUKAN

Ministry of Youth and Sports Malaysia
KBS Tower, No. 27 Persiaran Perdana
Precinct 4, Federal Government Administrative Centre
62570 Putrajaya, MALAYSIA

Tel : +603 – 8871 3221

Website : www.kbs.gov.my

ISBN: ISBN 978-967-25569-4-7



TABLE OF CONTENTS

i. Message from the YAB Prime Minister	4
ii. Message from the YB Minister of Youth and Sports	5
iii. Welcoming Remarks from the Secretary General	6
iv. Executive Summary & Lead/ Implementing Matrix	7
1. Introduction	11
2. Source of Authority	15
3. Analysis of the Current Youth Scenario	21
4. Implementation Method/ Methodology	47
5. Literature Analysis/ Benchmarking	55
6. Policy/ Legislation/ Guideline Analysis	63
7. MYD Action Plan 2035	67
8. Evaluation and Monitoring	133
9. Way Forward	135
10. Implications	139
11. Conclusion	143
12. Glossary	145
13. Reference List	147
14. Chronology	153
15. Acknowledgements	157

MESSAGE FROM THE HONOURABLE PRIME MINISTER

Assalamualaikum WBT and Salam Malaysia Madani.

Congratulations to the Ministry of Youth and Sports Malaysia for successfully producing the Malaysian Youth Development Action Plan 2035, a strategic document that serves as the main guideline in our efforts to prepare a progressive, dynamic and resilient youth generation by the year 2035. This plan is a manifestation of the Government's commitment in strengthening youth development as the pillar of the nation's progress.

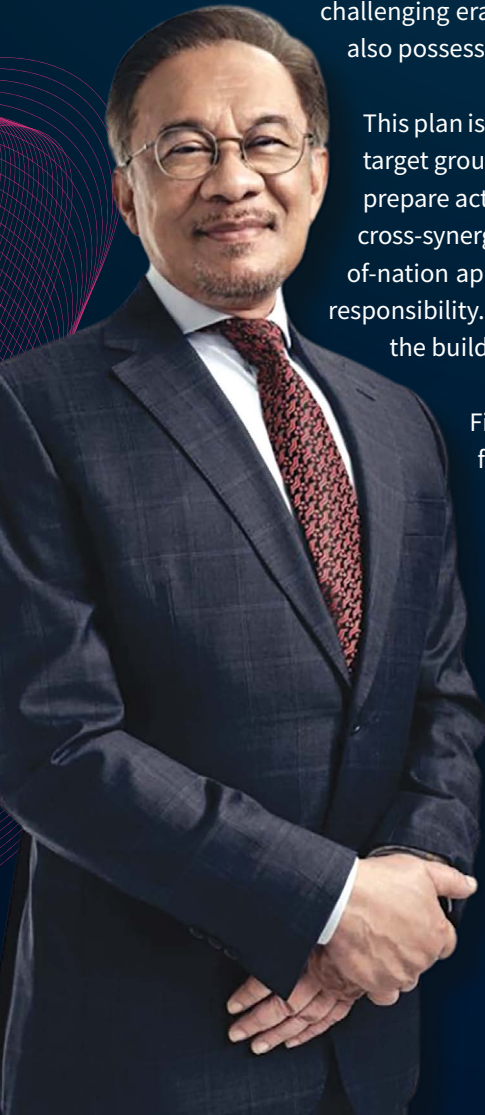
The youth are an important asset of the nation and the determinant of the future development direction. In this highly challenging era, we need a youth generation that is not only competitive at the national and global levels, but also possesses a strong identity, a high spirit of unity and the ability to create meaningful change.

This plan is a dynamic document as the foundation for understanding the issues and challenges of the youth target group as well as the strategies that should be implemented by the youth stake holders in the effort to prepare actions towards the development of Malaysian youth in the long term up to 2035. This initiative is a cross-synergy among Ministries/ Departments/ Agencies/ Non-Governmental Organisations (NGOs) or a whole-of-nation approach so that all parties work hand in hand to implement this plan with full commitment and responsibility. Only through collective efforts will ensure that the youth development ecosystem that supports the building of a more advanced and harmonious nation-state.

Finally, I am confident that this Malaysian Youth Development Action Plan 2035 will be the catalyst for the youth generation that capable of facing future challenges wisely, as well as making a significant contribution to the nation. Let us work hand in hand together to build a sovereign, advanced and prosperous Malaysia.

YAB DATO' SERI ANWAR BIN IBRAHIM

10th Prime Minister of Malaysia



FOREWORD BY THE HONOURABLE MINISTER OF YOUTH AND SPORTS

Assalamualaikum WBT and Salam Malaysia Madani.

The youth are the pulse of the nation's development. As the inheritors of leadership and shapers of the future, Malaysian youth must be equipped with knowledge, skills, and noble values that enable them to face the challenges of globalisation as well as contribute actively to the well-being of the nation.

Towards that end, the Ministry of Youth and Sports has produced the Malaysian Youth Development Action Plan 2035. This plan is structured with a clear goal, which is to form resilient, progressive and inclusive youth. The strategies and initiatives in this plan are framed based on the main youth development documents, namely the Malaysian Youth Policy (MYP) 2015-2035, the MADANI Youth Development Model 2030 (MPBM2030) the Youth Socioeconomic Empowerment Plan 2030 and 13th Malaysia Plan.

In ensuring the success of this plan, strong cooperation and undivided commitment are highly needed from all stakeholders as well as youth development activists in Malaysia. I would like to express my highest appreciation to all parties who have jointly made the development of this plan a success, including strategic partners from the public and private sectors, youth organisations and Non-Governmental Organisations (NGOs). I would also like to call upon all youth to continue playing an active role in making this plan a success for a more excellent future of the nation.

Finally, I believe this Malaysian Youth Development Action Plan 2035 will be the driver for a more comprehensive and high-impact youth development in moving forward with the spirit of unity and determination to build a more glorious Malaysia.

YB DR. MOHAMMED TAUFIQ BIN JOHARI

Minister of Youth and Sports



WELCOMING REMARKS, SECRETARY GENERAL

Assalamualaikum WBT and Salam Malaysia Madani.

The youth are the main catalyst for the nation's development. Therefore, investment in youth development is a strategic investment to face future challenges and ensure Malaysia remains competitive at the global level.

The Malaysian Youth Development Action Plan 2035 focuses on a comprehensive approach in unleashing the potential of the youth. It is also a continuation of the comprehensive efforts of the Ministry of Youth and Sports to empower the youth holistically and produce a generation of youth who are knowledgeable and prepared in facing the challenges of an increasingly complex world.

This plan also outlines comprehensive and data-driven strategies as well as feedback obtained from various stakeholders, including youth groups aged 15 to 30 years. The direction of youth development will be driven through an emphasis on 7 main thrusts, namely of Technology Mastery and Digital Literacy; Empowerment of Political Literacy, Nationhood and Governance; Identity, Talent and Leadership Building; Generating Youth Economy and Employment; Sustainability of the Volunteer and Unity Ecosystem; Empowerment of Professional Education and Training; and Physical and Mental Healthcare.

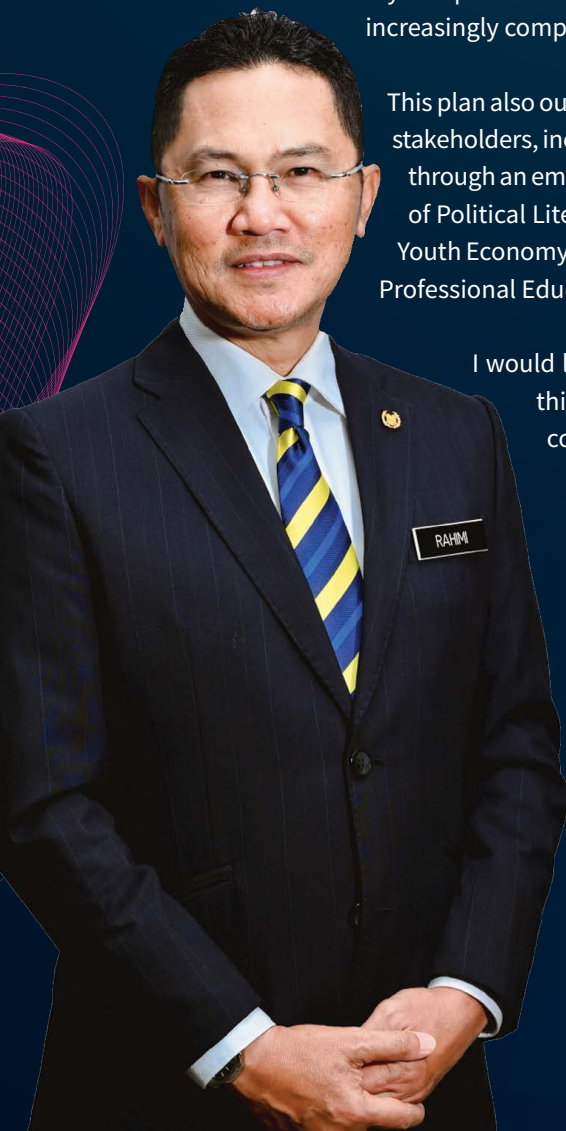
I would like to express my appreciation to all parties who have contributed to the production of this plan. The success of this plan will only be realised through the joint efforts and solid commitment of all parties.

I hope that the Malaysian Youth Development Action Plan 2035 becomes the main guideline and reference in empowering youth development towards creating a more inclusive, progressive and prosperous Malaysia. May the Malaysian youth continue to advance, succeed and become the pride of the nation.

Thank you.

YBHG. DATO' RAHIMI ISMAIL

Secretary General of The Ministry of Youth and Sports



EXECUTIVE SUMMARY MYD ACTION PLAN 2035

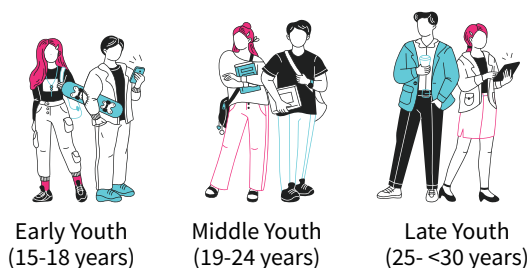
SOURCE OF AUTHORITY



OBJECTIVES

1. To establish the planning of programmes and initiatives involving all cores of the MYP 2015-2035, MPBM2030, Youth Socioeconomic Empowerment Plan 2030 and 13MP (2026-2030).
2. To ensure all programmes and initiatives cut across various main stakeholders of youth development.
3. To ensure all programmes and initiatives are planned based on data, inclusive, targeted and have elements that can be improved according to current trends.

YOUTH AGE COHORT CATEGORY



ACTION PLAN FRAMEWORK

Current Issues and Challenges

Core 1

- The youth must master digital skills to face a technology-based world.
- The digital divide, low level of cyber security awareness and weak mastery of technology remain major challenges that need to be addressed comprehensively.

Core 2

- Political literacy and the spirit of nationhood are important to ensure the youth understand their roles in the democratic system and the governance of the nation.
- Challenges arise when interest in politics is decreasing, the sense of belonging is weakening and the value of social responsibility is fading.

Core 3

- The youth need to be developed as a self-confident generation, with a positive identity and the potential to lead.
- The lack of leadership opportunities, the talent gap between regions and low levels of self-confidence become barriers to the development of their true potential.

Core 4

- Quality employment opportunities are highly important to guarantee the stability of the youth's lives.
- Main challenges include a high unemployment rate, precarious employment, and a mismatch between skills and current labour market demands.

Core 5

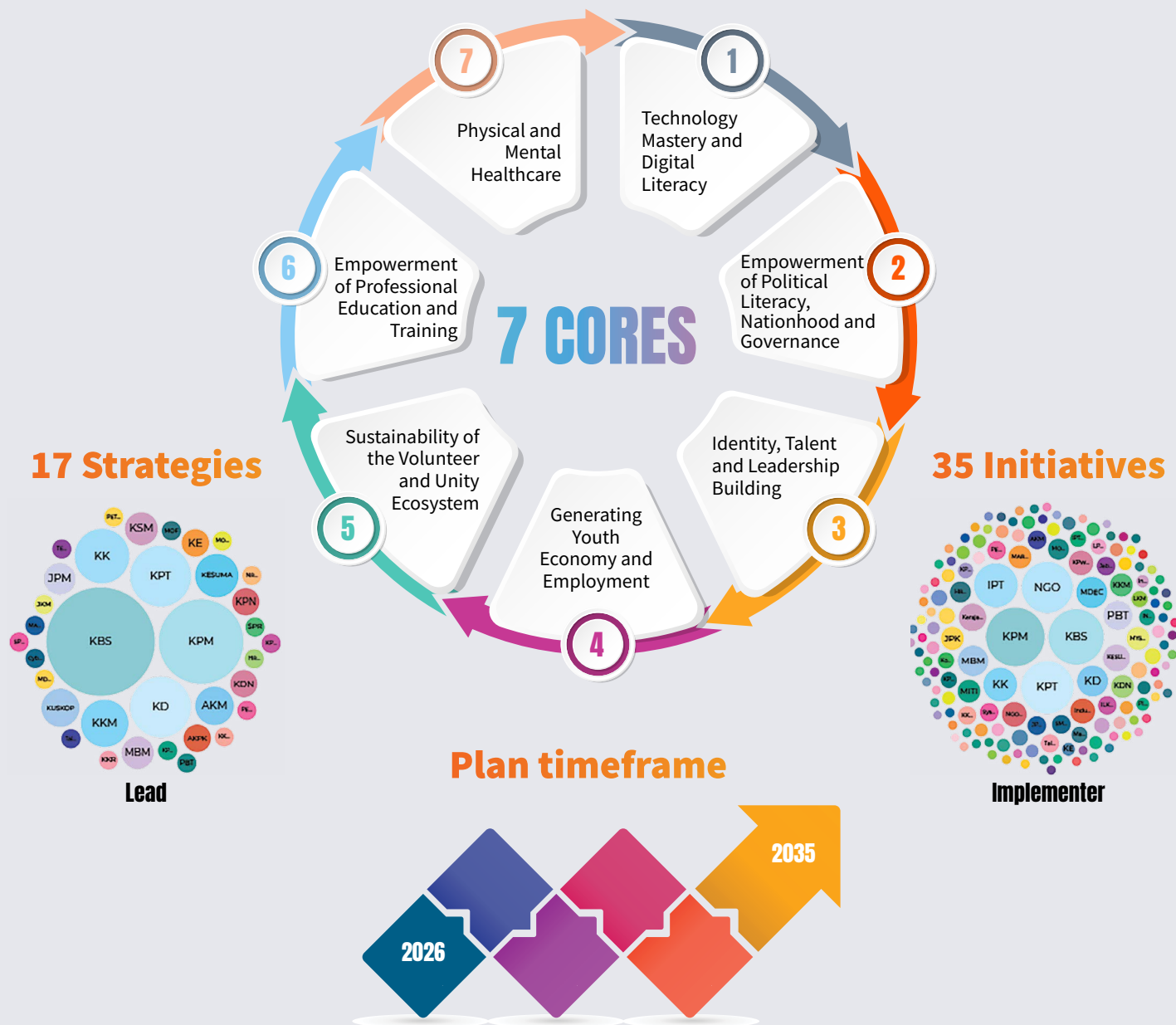
- Volunteerism is the foundation of unity and the development of an inclusive society.
- Youth involvement is still not comprehensive due to time constraints, limited incentives and a lack of attractive and resilient platforms.

Core 6

- Relevant professional education and training are very important in preparing the youth to face new economic challenges.
- The imbalance of educational opportunities, limited access to TVET and lack of exposure to future skills remain major obstacles.

Core 7

- Good physical and mental health is the foundation of youth well-being.
- The pressures of life, unhealthy lifestyles and stigma towards mental health issues continue to be challenges that need to be addressed comprehensively through community support and caring policies.



Monitoring

- Cabinet Committee on Youth Development (CCYD)
- Youth Development Steering Committee (YDSC)
- Mid-Term Review of the Achievement of Strategies, Initiatives and Outcomes
- Youth Dashboard: <https://dbbelia.gov.my/>



KEMENTERIAN BELIA DAN SUKAN

Dashboard
Belia

LEAD/ IMPLEMENTER MATRIX MYD ACTION PLAN 2035

NO.	MINISTRY	CORE 1	CORE 2	CORE 3	CORE 4	CORE 5	CORE 6	CORE 7
1	Credit Counselling and Debt Management Agency (AKPK)				● ●			
2	Malaysian Institute of Integrity (IIM)		●					
3	Prime Minister's Department (JPM) - AKM		● ●	●		●		
4	Prime Minister's Department (JPM) - APM					●		
5	Prime Minister's Department (JPM) - MTVET	●			●		●	
6	Prime Minister's Department (JPM) - JAKIM							●
7	Department of the Premier of Sarawak	●						
8	Malaysian Youth Council (MBM)	●	● ●	● ●	●	● ●	●	●
9	Ministry of Youth and Sports (KBS)	● ●	● ●	● ●	●	● ●	●	● ●
10	Ministry of Home Affairs (KDN)	●	●		● ●	●		●
11	Ministry of Digital (KD)	● ●			●			●
12	Ministry of Rural and Regional Development (KKDW)	●	●	● ●	●	●	●	●
13	Ministry of Works (KKR)	●	●		●		●	●
14	Ministry of Health Malaysia (KKM)			●				● ●
15	Ministry of Communications (KK)	● ●	●		●	●		●
16	Ministry of Foreign Affairs (KLN)	●		●				●
17	Ministry of Investment, Trade and Industry (MITI)				●		●	●
18	Ministry of Tourism, Arts and Culture (MOTAC)	●	●		●		●	●
19	Ministry of Women, Family and Community Development (KPWKM)	● ●	●		●	●	●	●

Legend: ● Lead ● Implementer

NO.	MINISTRY	CORE 1	CORE 2	CORE 3	CORE 4	CORE 5	CORE 6	CORE 7
20	Ministry of Entrepreneur and Cooperatives Development (KUSKOP)							
21	Ministry of Education Malaysia (KPM)	 				 	 	 
22	Ministry of Higher Education (KPT)			 	 	 		 
23	Ministry of Transport Malaysia (MOT)							
24	Ministry of Energy Transition and Water Transformation (PETRA)							
25	Ministry of Domestic Trade and Costs of Living (KPDN)							
26	Ministry of Plantation and Commodities (KPK)							
27	Ministry of National Unity (KPN)		 					
28	Ministry of Defence Malaysia (MINDEF)							
29	Ministry of Agriculture and Food Security (KPKM)							
30	Ministry of Housing and Local Government (KPKT)		 					
31	Ministry of Science, Technology and Innovation (MOSTI)							
32	Ministry of Natural Resources and Environmental Sustainability (NRES)							
33	Ministry of Human Resources (KESUMA)	 			 			
34	Ministry of Youth, Sports and Entrepreneur Development Sarawak (MYSED)							
35	Malaysian Anti-Corruption Commission (SPRM)							

Legend:  Lead  Implementer

INTRODUCTION

The background is a dark blue gradient. It features a central globe composed of a wireframe mesh with glowing blue and red dots at the vertices. Above the globe, there are flowing, wavy lines of light blue and red, resembling data streams or energy waves. Below the globe, there is a circuit board pattern with various square and rectangular components connected by lines. In the bottom right corner, there is a stylized, glowing blue robotic hand or arm, also composed of a wireframe mesh.

MALAYSIAN YOUTH DEVELOPMENT ACTION PLAN 2035 (MYD Action Plan 2035)

Is a dynamic strategic planning document that serves as a basis for understanding the issues and challenges of the youth target group as well as the strategies that should be implemented by the implementing group in an effort to prepare actions towards the development of Malaysian youth in the long term up to 2035.

The initiative that formulate the MYD Action Plan 2035 is a cross-ministry/ department/ agency/ NGO synergy that empirically gathers input from the beneficiary group, namely Malaysian youth aged 15 to 30 years.



Vision

To develop and highlight the potential of Malaysian youth who are positive, innovative, globally competitive, and digitally resilient to form a progressive, harmonious, and sustainable society.



Mission

To empower Malaysian youth with relevant skills, innovation, and leadership as well as resilience to face global challenges, utilising optimum potential and active involvement for the future development of the country.



Goal

1. Enhancing Technological Mastery and Digital Literacy
 - Strengthening the digital competency of youth to face the technological revolution and digital economy.
2. Strengthening Political, Nationhood, and Governance Literacy
 - Building a deep understanding of the nationhood system and encouraging active involvement in the governance of the country.
3. Developing Youth Identity, Talent, and Leadership
 - Fostering youth leadership and talent development through inclusive training and human capital development programmes.
4. Generating Youth Economy & Employment
 - Increasing job employability, supporting youth entrepreneurship, and ensuring access to quality employment.
5. Sustainability of the Volunteer and Unity Ecosystem
 - Encouraging social integration and volunteerism to form a harmonious and united society.
6. Empowering Professional Education and Training
 - Providing quality education and skills training to shape resilient and innovative youth.
7. Ensuring the Health and Mental Well-being of Youth
 - Ensuring access to mental health and physical wellbeing programmes to guarantee a better quality of life for youth.

Objectives of the Formation of the MYD Action Plan 2035



Establishing the planning of programmes & initiatives involving all cores of the MYP (2015-2035) and MPBM2030.

Ensuring all programmes and initiatives cut across all main stakeholders of youth development.



Ensuring all programmes and initiatives are planned based on data, inclusive, targeted and have elements that can be improved according to developments.

BACKGROUND

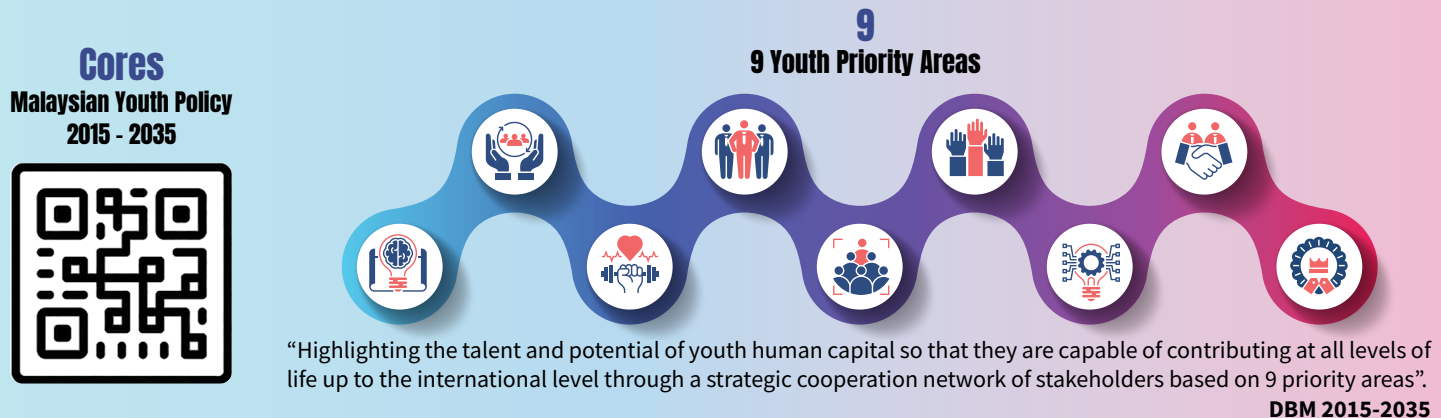


The policy document that serves as a guide and reference in empowering the national youth development until the year 2035.



MPBM2030 as a complement to support and improve the mechanism of the Malaysian Youth Policy (DBM) 2015 - 2035 and matched with Concept III under the DBM, namely Futuristic, Relevant and Current.

MYP 2015-2035 was launched in 2015 and MPBM2030 was launched in the year 2023, however no action plan was developed for continuous implementation and to remain relevant.



Cores
Madani Youth
Development Model 2030



“MPBM2030 was developed based on the aspirations and voices of eight youth target groups in addressing post-pandemic youth challenges”.

MPBM2030

SOURCE OF AUTHORITY

The planning to develop the MYD Action Plan 2035 at the initial stage was informed through the following platforms:



Cabinet Memorandum on the New Youth Development Model 2030 during the Cabinet Meeting on 8 June 2022



Consideration paper of the Cabinet Committee on Youth Development (CCYD) Meeting No. 1 of the Year 2023 on 20 March 2023



The decision to combine the two foundational documents, namely MYP 2015-2035 and Malaysian Youth Madani Development (MYMD) 2030, as well as the Youth Socioeconomic Empowerment Plan 2030 was achieved through the following platforms:



Technical Committee Meeting of the Malaysian Youth Development Action Plan 2035 (MYDAP2025) No. 1/2024 dated 15 October 2024.

Minutes of the MYDAP2035 Steering Committee Meeting No. 1/2024 dated 23 October 2024.



The Thirteenth Malaysia Plan (RMK13) is a medium-term plan that was launched on 31 July 2025 in the House of Representatives. RMK13 focuses on “Redrawing Development” and Malaysia’s strategic direction from 2026-2030, based on the MADANI Economy framework with three main cores, namely raising the ceiling (economic growth), raising the floor (people’s wellbeing), and strengthening governance.



OPERATIONAL DEFINITION

9 MYP 2015-2035 Youth Priority Areas



Education and Training

Emphasising the aspect of skilling or familiarising youth with the knowledge and education received.



Youth Leadership

Giving emphasis to youth capacity development in terms of behavioural ability, competency and achievement as a leader.



Youth Entrepreneurship

Emphasises all activities and skills related to entrepreneurial aspects.



Nationhood and Identity

Emphasising the unique and special traits or characteristics in terms of religion, customs, language and culture that become the core or symbol of the personality of the individual youth or nation.



Volunteerism and Civil Society

Emphasises all matters related to voluntary participation in forming a society that does not require law enforcement to practice a positive lifestyle.



Youth Recognition

Emphasises efforts to recognise the contribution of youth in national development without denying the contributions of other groups. This area serves as a guide referring to aspects such as society loving, appreciating and celebrating the diversity of youth groups and practicing a culture of recognising youth contributions in various fields in both formal and informal forms. In addition, this area emphasises that youth show respect to older groups and love younger groups and children. Furthermore, youth recognition can also be made based on the Youth Priority Areas.



Research and Innovation

Emphasising the highlighting of an inquiring mind (sense of curiosity) and a scientific mind (scientific mind) towards the generation of innovation and creativity.



Youth Work Professionals

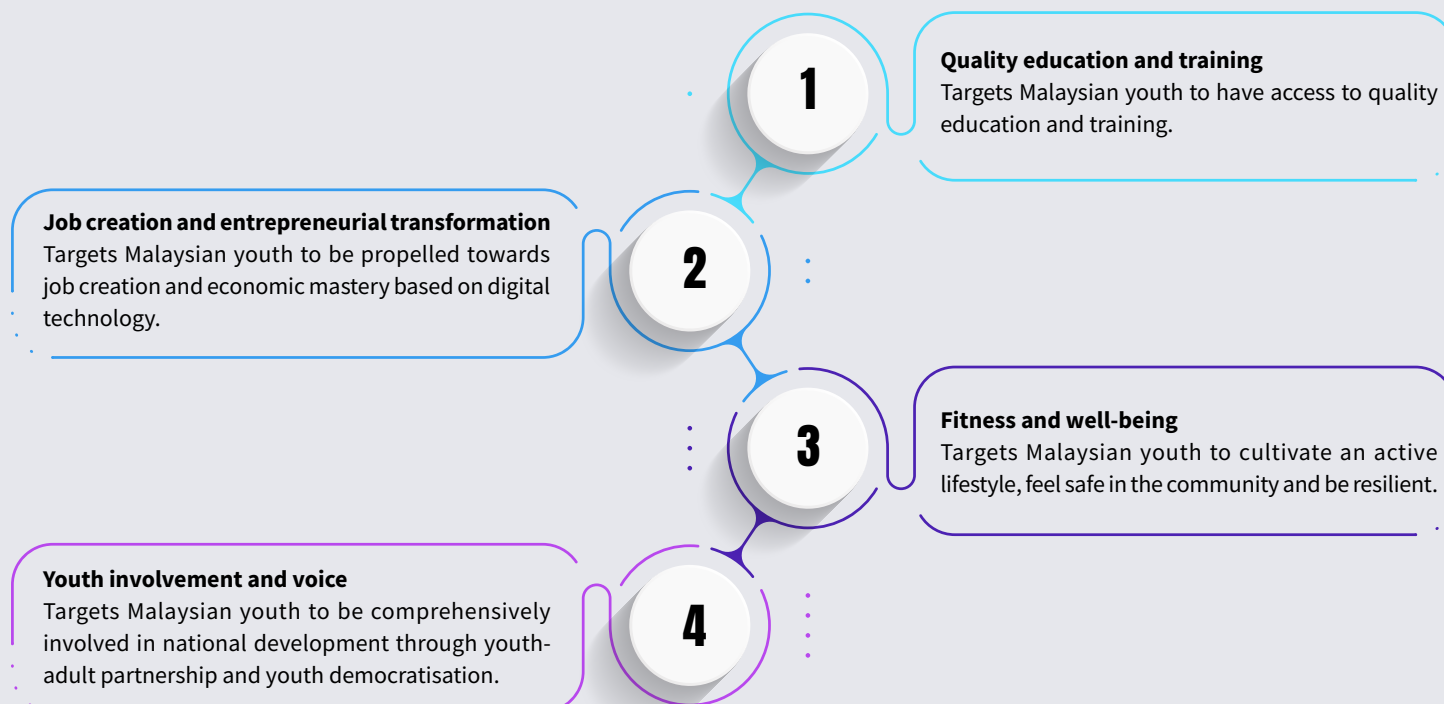
Is a new area that gives main focus in developing the capacity and competency of the Youth Implementer Group in matters related to youth. This aims to ensure that youth development implementers are capable of ensuring that all DBM implementations truly meet the needs of youth development and contribute to the strategic development of the country in the future.



Healthy Lifestyle and Wellbeing

Emphasising the practice of a healthy lifestyle physically, mentally/emotionally, socially and spiritually, peaceful and prosperous, calm and tranquil as well as protected from disasters.

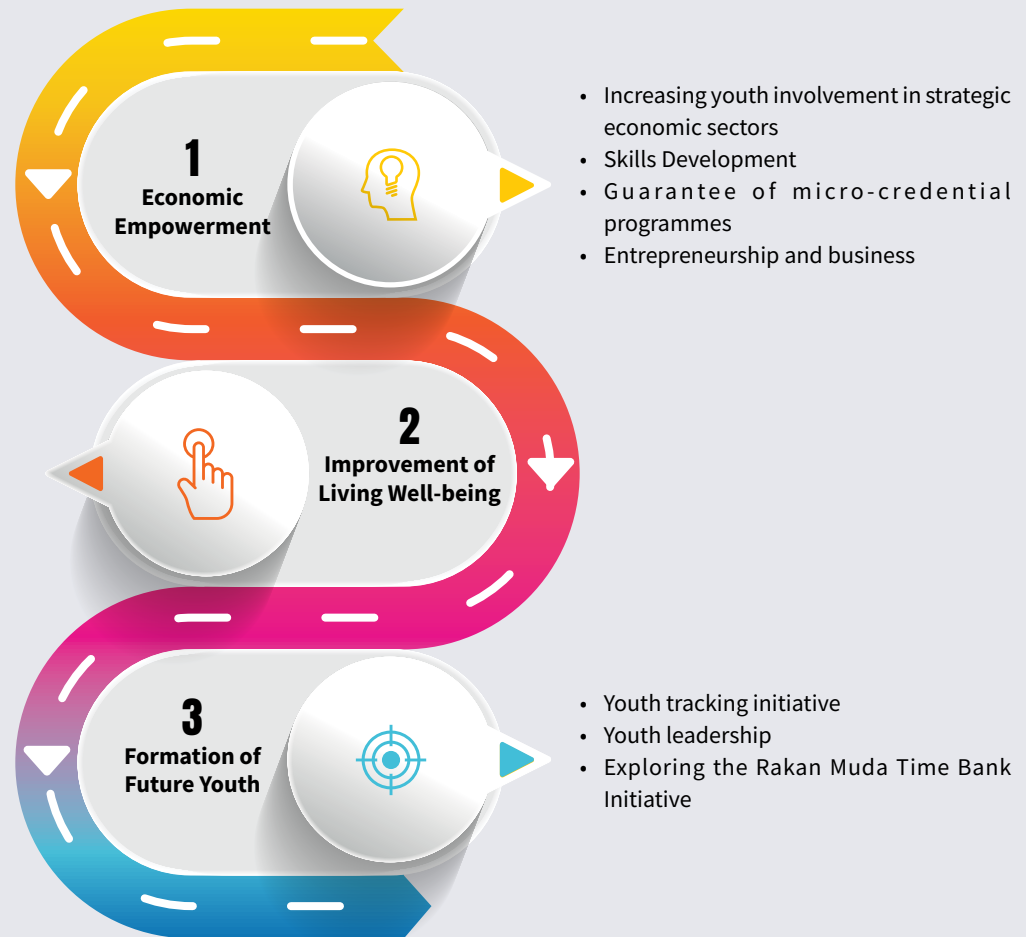
4 Cores of the Madani Youth Development Model 2030



3 Goals of the Youth Economic Empowerment Plan 2030



3 13rd Malaysia Plan Initiatives



HUMAN DEVELOPMENT PROCESS ACCORDING TO AGE COHORTS



0 – 6 years
(Early childhood)

Knowledge

- Basic literacy (recognising letters, numbers, colours, shapes)
- Basic understanding of mother tongue and second language
- Basic introduction to natural sciences & environment
- Basic religious, moral & ethical values through stories & examples.

Personal Skills

- Gross & fine motor skills (walking, drawing, writing, playing)
- Basic communication skills (expressing needs, naming emotions)
- Basic discipline (waiting for turns, following simple rules)
- Early social skills (sharing, cooperating, basic empathy).



7 – 12 years
(Primary school children)

Knowledge

- Literacy in reading, writing & arithmetic (3M) at a solid level
- Technology basics (use of computers/ tablets, basic digital safety)
- Basic science (environment, health, mathematical logic) Value education: responsibility, respect, cooperation.

Personal Skills

- Self-management skills (study schedule, school assignments)
- Basic critical thinking skills (distinguishing right/ wrong, cause-and-effect)
- Social skills (team play, friendship, group work)
- Basics of creativity (music, art, sports, imaginative play).



13 – 18 years old
(Early & middle adolescence)

Knowledge

- Mastery of secondary curriculum (STEM, literature, technology, languages)
- Digital & information literacy (responsible internet use, social media)
- Basic career education (introduction to career fields, vocational)
- Basics of leadership (activity management, student organisations, co-curricular).

Personal Skills

- Interpersonal communication skills (public speaking, debate, writing)
- Emotional management (stress, self-identity, emotional control)
- Problem-solving & decision-making skills
- Social values: respect for diversity, volunteerism, deep empathy
- Basics of entrepreneurship (small projects, school sales, innovation).



19 – 24 years old
(Middle youth – higher education / early career)

Knowledge

- Field expertise (university, college, TVET, professional)
- Basic financial literacy (managing money, debt, savings, small investments)
- Political & civic literacy (rights, citizen responsibilities, democracy)
- Global knowledge (current issues, technology, sustainability, international cultures).

Personal Skills

- Employability skills (CV, interview, internship, networking)
- Leadership & organisational skills (managing teams, projects)
- Critical & innovation skills (research, invention, strategic thinking)
- Independent living skills (managing time, finances, health, housing)
- Values of integrity, professionalism, and work ethics.



25 – 30 years old
(Late youth – career & early family)

Knowledge

- Further specialisation (professional, postgraduate, professional licences)
- Career management (long-term planning, industry networking)
- Basic parenting knowledge & family management
- Economic and social knowledge of society.

Personal Skills

- Advanced financial management skills (investments, real estate, insurance)
- Community & social leadership skills (NGOs, volunteering, associations)
- Entrepreneurial/industry skills (starting a business, product innovation)
- Major decision-making skills (career, marriage, investments)
- Strengthening of self-identity & community leadership values.



31 years old and above
(Mature adults)

Knowledge

- Continuous specialisation knowledge (CPD – continuing professional development)
- Society & national management knowledge (public policy, social development)
- Spiritual knowledge, self-awareness, philosophy of life.

Personal Skills

- Mentoring & coaching (guiding the younger generation)
- Organisational & national leadership
- Complex decision-making skills based on data & moral values
- Sustainability awareness (environment, green economy, sustainable communities)
- Retirement preparation (financial, health, social).

Conclusion

- From 0–12 years → basic literacy & values.
- From 13–24 years → self-identity, career skills, leadership.
- From 25 years and above → career strengthening, family & social leadership.

The background is a dark blue gradient. It features a central globe composed of a wireframe mesh of triangles, with small dots at the vertices. The globe is surrounded by flowing, wavy lines of light blue and pink. At the bottom, there are circuit-like patterns with small squares and lines. A stylized, wireframe hand is visible in the bottom right corner.

CURRENT YOUTH SCENARIO ANALYSIS

MALAYSIAN YOUTH LANDSCAPE

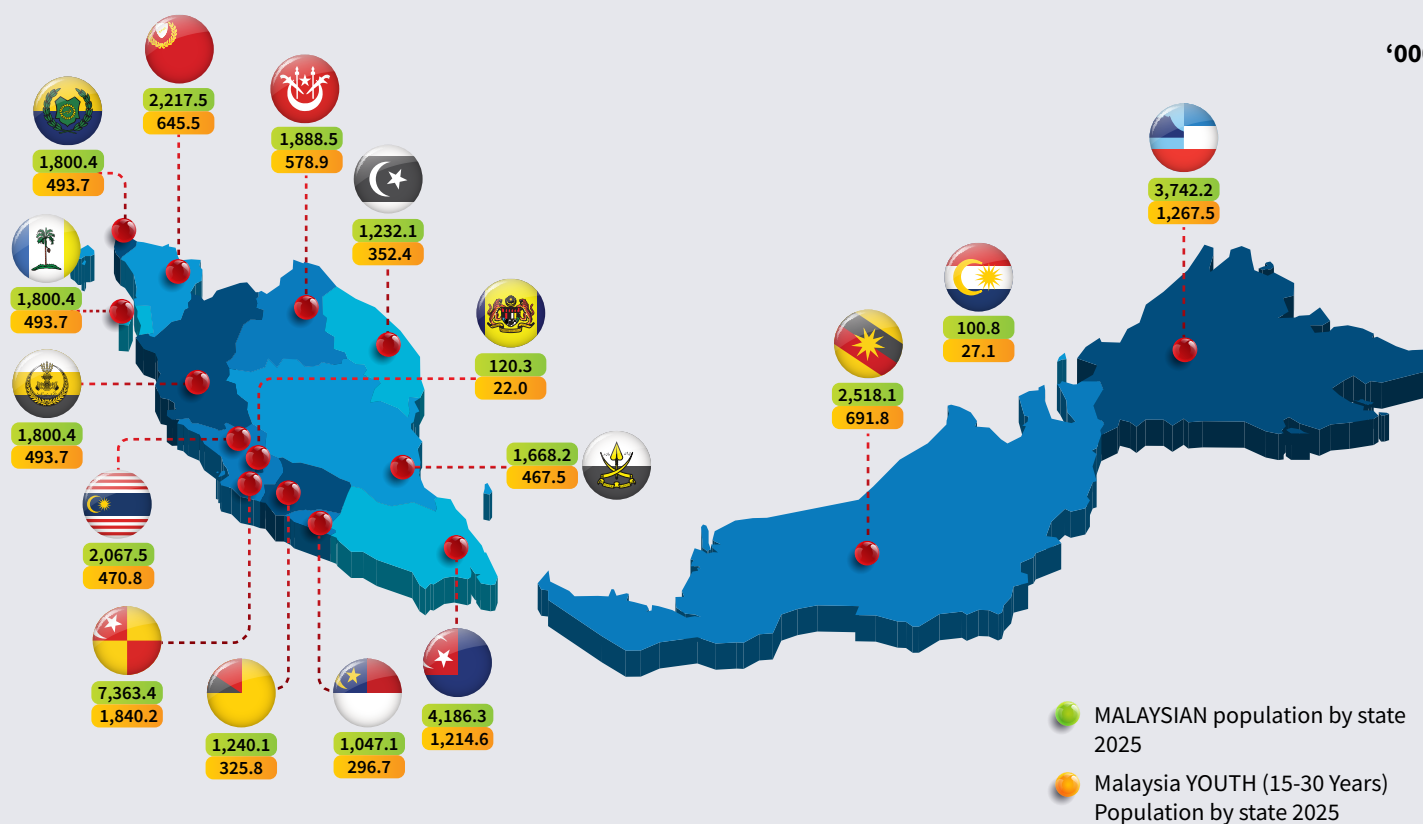
34.23 million

MALAYSIAN population 2025^P

9.55 million
(27.9%)

Malaysia YOUTH population (15-30 years) 2025^P

'000



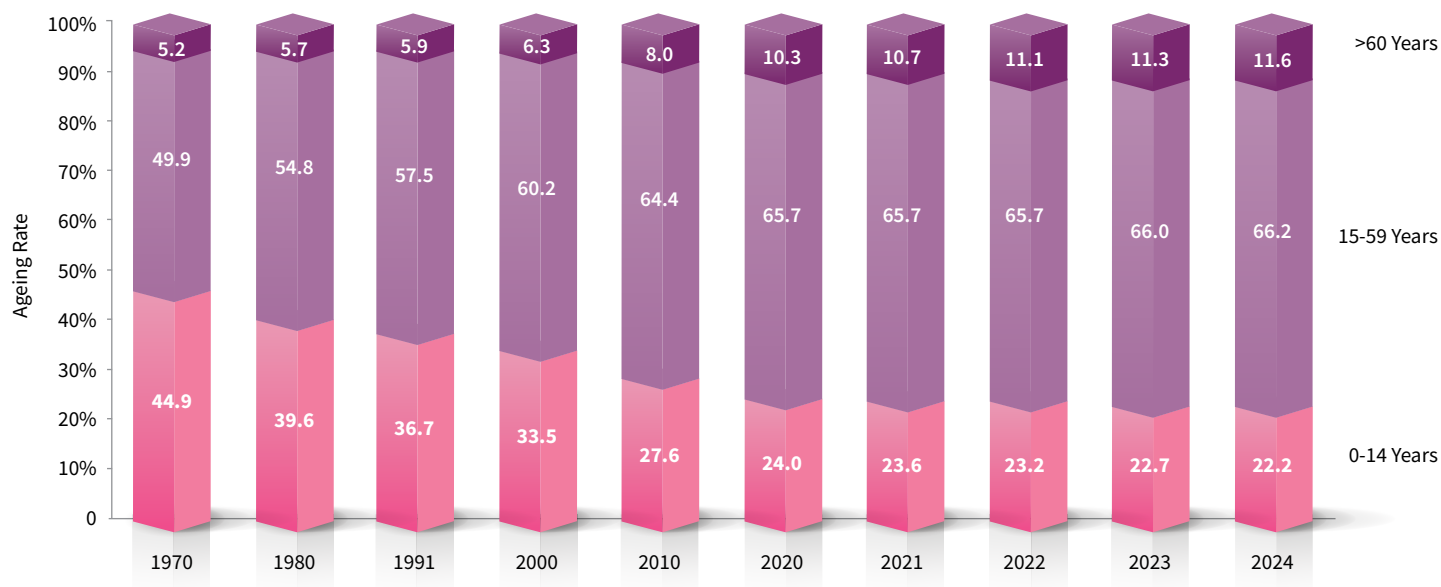
Note:

1. Mid-Year Population Estimates based on data from the Population and Housing Census of Malaysia 2020
2. The sum may differ due to rounding
3. P is Projection

Source: Department of Statistics Malaysia (2025)

Trends and Analysis of Ageing Population in Malaysia

Age Structure of the Malaysian Population (60+ Years)



Source : Department of Statistics Malaysia. (2024).

Increase in the Elderly Population (60 Years and Above)

- In 1970, only 5.2% of the Malaysian population consisted of the group aged 60 years and above.
- By 2024, this percentage had increased to 11.6%, indicating an increasingly significant aging population rate.
- This reflects that Malaysia is heading towards the status of an aging nation, where more than 15% of the population will be elderly by 2030 if this trend continues.

Decline in the Young Population (0-14 Years)

- The young population (0-14 years) recorded a significant decline from 44.9% in 1970 to 22.2% in 2024.

Changes in the Productive Age Group (15-59 Years)

- The productive age group increased from 49.9% (1970) to 66.2% (2024).
- However, after 2024, it is expected that this group may begin to decline as the population ages.

IMPLICATIONS OF THE AGEING MALAYSIAN POPULATION

Economic Burden:

- The increase in the number of elderly people will put pressure on the healthcare system and social expenditure.
- A shrinking productive group will affect the country's economic growth.

Social Wellbeing:

- The need for elderly support infrastructure such as care homes, geriatric hospitals, and community support will increase.

Economic Opportunities:

- The market for products and services specifically for the elderly (such as health, dietary supplements, and housing) will expand.

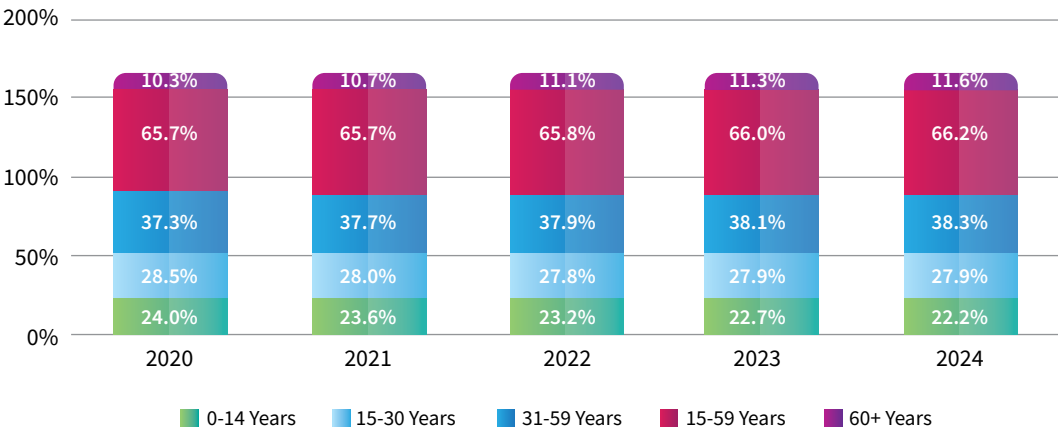
Trends and Analysis of Ageing Population in Malaysia

Number by age group ('000)

YEAR	0-14 YEARS	15-30 YEARS	31-59 YEARS	15-59 YEARS	60+ YEARS
2020	7,771.8	9,242.1	12,090.1	21,332.2	3,343.3
2021	7,684.8	9,121.4	12,271.2	21,392.6	3,498.9
2022	7,579.7	9,103.8	12,396.5	21,500.3	3,618.1
2023	7,569.2	9,316.7	12,739.8	22,056.5	3,776.1
2024	7,554.2	9,499.6	13,055.2	22,554.8	3,949.8

Number by age group (%)

YEAR	0-14 YEARS	15-30 YEARS	31-59 YEARS	15-59 YEARS	60+ YEARS
2020	24.0	28.5	37.3	65.7	10.3
2021	23.6	28.0	37.7	65.7	10.7
2022	23.2	27.8	37.9	65.8	11.1
2023	22.7	27.9	38.1	66.0	11.3
2024	22.2	27.9	38.3	66.2	11.6



Source: Department of Statistics Malaysia. (2025).

CURRENT YOUTH SCENARIO ANALYSIS

Youth are the backbone of the development of society and the nation. The 2025-2035 period is expected to bring various challenges as well as opportunities for the youth, influenced by economic, social, technological, environmental and political factors. The following is an analysis of the youth scenario based on several key aspects. This future period will bring complex challenges but also great opportunities for the youth. To face these challenges, a holistic approach is required by the government, NGOs, and the private sector. Investment in education, mental health, skills training, and entrepreneurial support is key to ensuring that the youth become catalysts for positive change in society.

Economy and Job Market

- **Economic Uncertainty:** Youth may face economic difficulties such as unemployment and high inflation, especially after the pandemic and global economic crises.
- **Entrepreneurship:** Entrepreneurship is expected to become the main choice for the youth, especially with support from technologies such as e-commerce and blockchain.
- **Green Jobs:** Job opportunities in eco-friendly sectors such as energy can be renewed is expected to grow, in line with the global focus on climate change.

Technology and Digitalisation

- **Automation and Artificial Intelligence:** Technological advancements will change the job market, with routine jobs increasingly being replaced by robots and AI. Youth need to adapt to jobs that require creativity and innovation.
- **Gig and Freelance Economy:** The increase in freelance work and the gig economy will become a main feature of the job market, providing flexibility but also income uncertainty.
- **Digital Addiction:** Dependence on social media and digital applications may give rise to mental health issues such as anxiety and depression among the youth.

Demographics and Education

- **Youth Population:** Based on projections from the Department of Statistics Malaysia (DOSM), the number of youth is expected to increase in several developing countries, while developed countries may see a decrease due to low birth rates.
- **Access to Education:** Higher education is expected to become more inclusive with technological advancements such as distance learning (online learning). However, the digital divide may continue to be an issue in rural areas.
- **21st Century Skills:** Youth will be required to master skills such as critical thinking, data analysis, and digital literacy to remain relevant in the job market.



Climate Change

- **Environmental Awareness:** Youth are increasingly concerned about environmental issues and are becoming the main drivers for campaigns and policies related to climate change.
- **Resource Crisis:** Issues such as water scarcity, pollution, and natural disasters can put pressure on the youth generation, especially in vulnerable areas.



Political Socialisation & Citizenship

- **Political Involvement:** Youth are more educated and technologically savvy, making them more active in political issues through digital platforms.
- **Social Activism:** Issues such as climate change, workers' rights, and social justice are expected to become youth priorities during this period.
- **Distrust of Institutions:** Distrust of traditional institutions such as political parties may increase, with youth being more supportive of grassroots movements or local initiatives.



Social Issues and Mental Health

- **Mental Health:** With pressure from education, employment, and social media, mental health issues among the youth are expected to increase. There needs to be proactive measures from the government and NGOs to provide support.
- **Work-Life Balance:** High work demands may make it difficult for youth to achieve work-life balance, especially in the gig economy sector.
- **Increased Awareness of Human Rights:** Youth are increasingly vocal about human rights, gender, and social justice issues.

MALAYSIAN SOCIAL ISSUES SCENARIO

Statistical Highlights



Drug Addicts

Youth 15-30 Years Old

Year 2023 8,247 people

Year 2022 8,652 people

▼ A decrease of 405 people from the year 2022 to 2023.

Source: AADK (Feb 2024)



Crime

Youth 15-30 Years Old

Year Sept 2024 1,154 people

Year 2023 11,245 people

Year 2022 9,426 people

▲ An increase of 1,819 people from the year 2022 to 2023..

Source: PDRM (Nov 2024)



Bankrupt & Bankruptcy

Youth <34 Years Old

Year Jan 2025 56 people

Year 2024 877 people

Year 2023 727 people

▲ An increase of 150 people from the year 2023 to 2024.

Source: Insolvency (Jan 2025)



Mental Health

Youth 15-30 Years

Year 2023

Score 71.91

Moderate

Source: IYRES (2023)



Corruption

Youth 15-40 Years

Year 2023 467 people

Year 2022 420 people

▲ An increase of 47 people from the year 2022 to 2023.

Source: MACC (May 2024)



Cyberbullying (Online Harassment)

Youth 15-30 Years

Year July 2024 892 people

Year 2023 1,407 people

Year 2022 1,333 people

▲ An increase of 74 people from the year 2022 to 2023.

Source: MCMC (August 2024)



Cigarettes/ Vape

Adolescents 13-17 Years

Year 2022

Year 2017

Smokers

6.2%

13.8%

▼ A decrease of 7.6%

e-Cigarettes/Vape

14.9%

9.8%

▲ An increase of 5.1%

Source: IKU, KKM (2023)



Drug Addicts

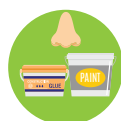
DRUG USE IS STILL HIGH!!

106,000

Adolescents in Malaysia have taken drugs at least once in their lifetime

60,000

Adolescents in Malaysia



2.8%

Ever used inhalants*
(*such as glue, paint, etc.)



1.1%

Have taken cannabis



2.3%

Ever consumed ketum



1.0%

Have taken amphetamine or methamphetamine

Source: MOH. National Health and Morbidity Survey 2022

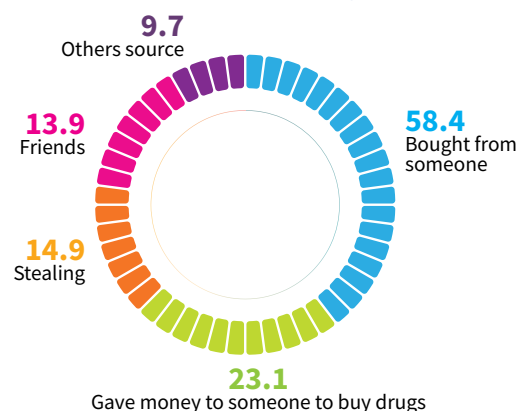
www.iku.gov.my/nhms



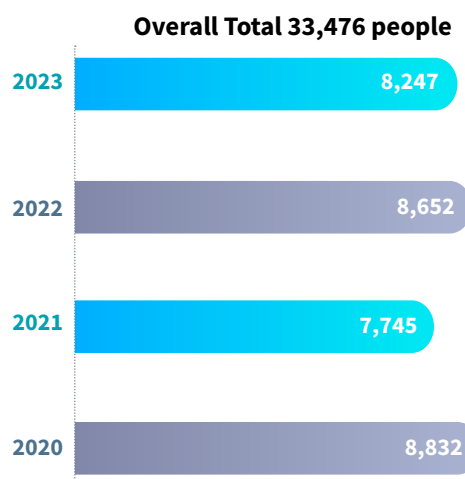
3 out of **4** adolescents

who have taken drugs, started before the age of 14

Sources to obtain drugs



YOUTH DRUG ADDICT STATISTICS (15-30 YEARS OLD) FOR THE YEAR 2020 TO DECEMBER 2023



- The cumulative number of youths (15-30 years old) involved in drug addiction for the year 2020 to 2023 is 33,476 people.
- A decrease of 405 people from the year 2022 to 2023 was recorded.
- The State of Kedah recorded the highest number of youths involved in drug addiction activities for the year 2022 and 2023 compared to other states.
- Drug addiction cases among youths must be taken seriously by the relevant authorities and appropriate interventions must be implemented.

Trend Analysis for the Ageing Population in Malaysia

NO	STATE	YEAR						
		2017	2018	2019	2020	2021	2022	2023
1	Johor	130	232	173	235	110	135	79
2	Kedah	660	643	531	357	226	381	268
3	Kelantan	409	295	135	112	220	353	248
4	Melaka	20	33	41	31	15	41	23
5	Negeri Sembilan	14	20	17	22	7	20	22
6	Pahang	171	48	26	32	56	110	102
7	Perak	94	95	82	54	67	95	62
8	Perlis	29	18	13	8	11	33	18
9	Pulau Pinang	35	70	41	59	101	105	90
10	Sabah	181	200	159	1	130	95	97
11	Sarawak	100	111	105	82	76	94	107
12	Selangor	162	151	93	61	79	121	92
13	Terengganu	250	179	160	82	100	126	169
14	WP.Kuala Lumpur	48	53	42	128	68	91	74
15	WP.Labuan	8	6	1	36	2	12	7
16	WP.Putrajaya	1	0	0	4	0	0	
TOTAL		2,312	2,154	1,619	1,304	1,268	1,812	1,458

Legend :
● Highest value

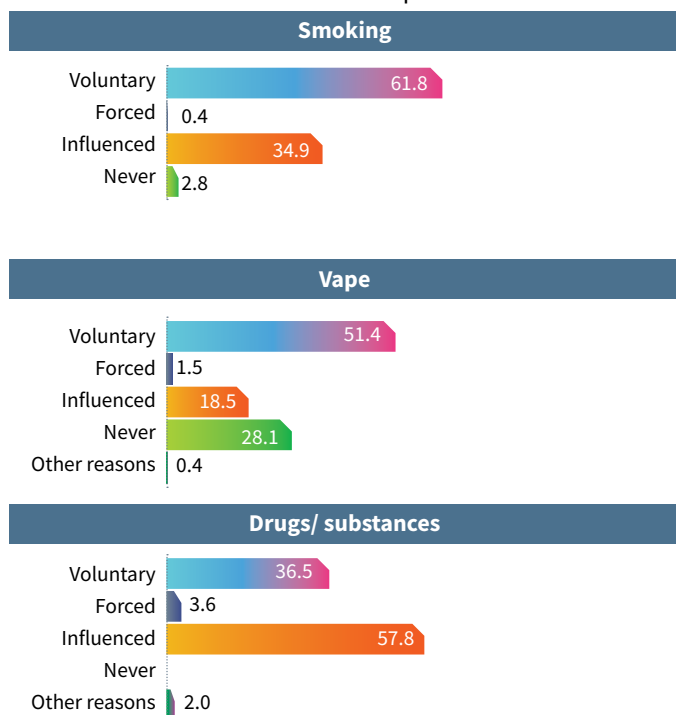
YOUTH DRUG ADDICT STATISTICS (15-30 YEARS OLD) RECEIVING REHABILITATION TREATMENT BY STATE FOR THE YEAR 2017 - DECEMBER 2023

- **Kedah** is the state that recorded the highest number of youth drug addicts receiving rehabilitation treatment from 2017 to 2023.
- There is a **downward trend of 354** from 2022 (1,812) to 2023 (1,458)

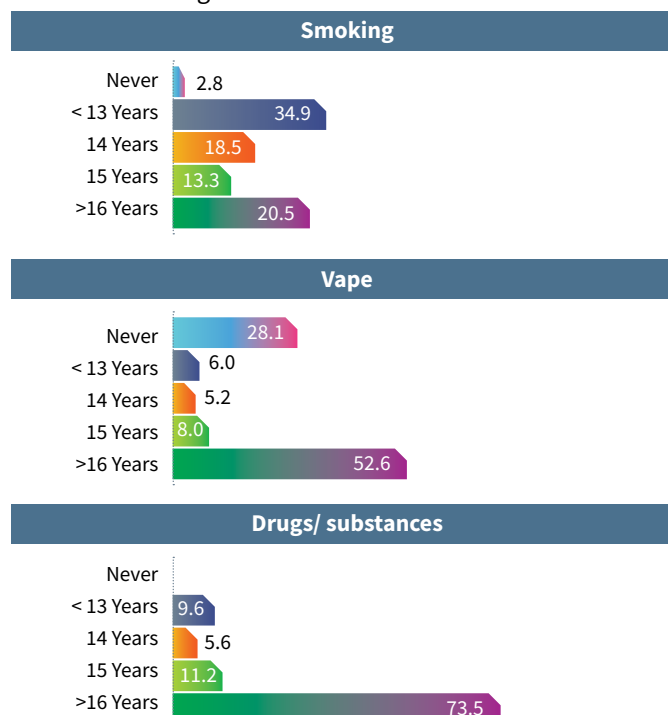
Source: National Anti-Drugs Agency (AADK), Ministry of Home Affairs (KDN). February 2024.

Percentage of early youth involvement (in drug/substance abuse)

First-time involvement experience was...



Age at first involvement was...

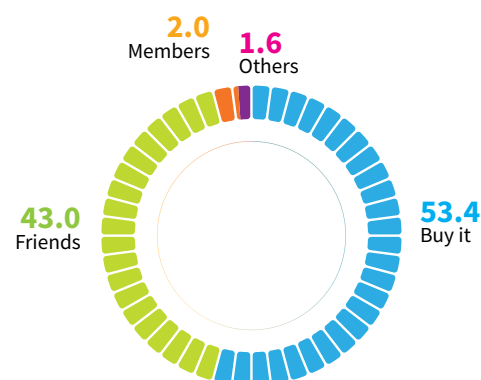


(n=249 PEOPLE)

Reasons for taking drugs/substances...



Where drugs/substances are obtained from...

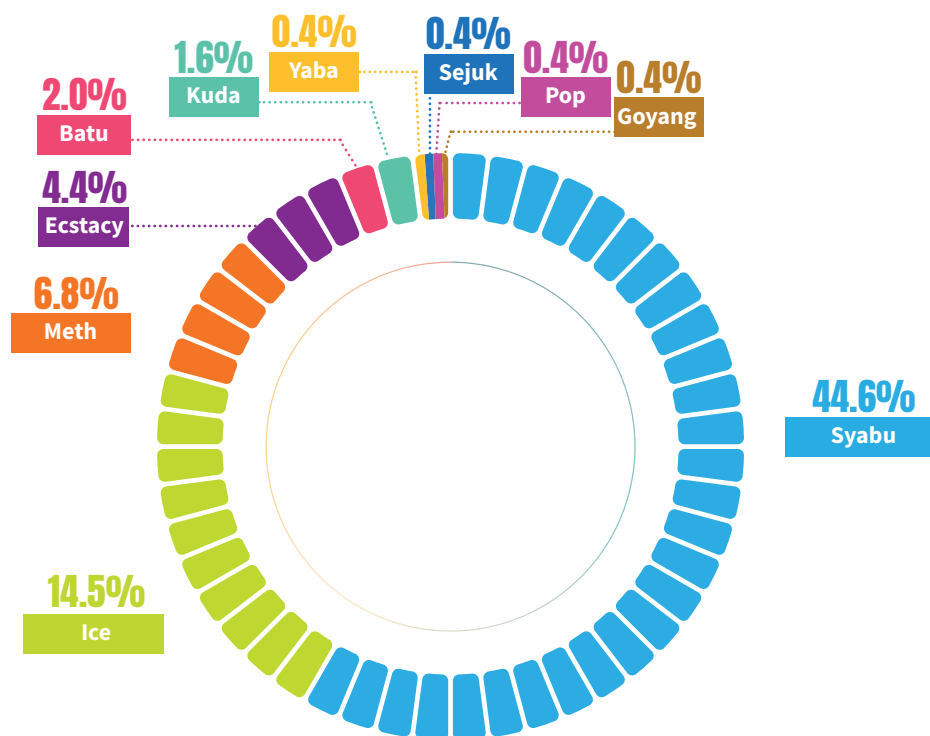


Note: Others: such as to sleep, to sell, to gain energy and others

Source: IYRES 2025: Study on the Behaviour of Youth Involvement in Drug/Substance Abuse in Selected High-Risk Areas

This study found 5 out of 8 types of drugs taken/used by youth

Stimulants (Uppers)



Depressants (Downers)

0.8%

Erimin

Opiates

2.4%

Heroin

Hallucinogens

1.2%

Ketaminees

Marijuana

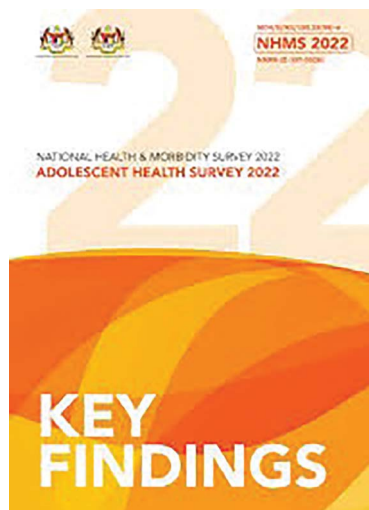
18.9%

Marijuana

0.8%

Weed

Note : The types of cannabis reported were based on responses from the research sample



7.6%
or
154,646
youths (13-17 years
old) reported having
had sex!

*Source: National Health and
Morbidity Survey 2022, MOH*



75% Still sexually active



33% Start having sex before the age of 14



11% Having more than 1 partner

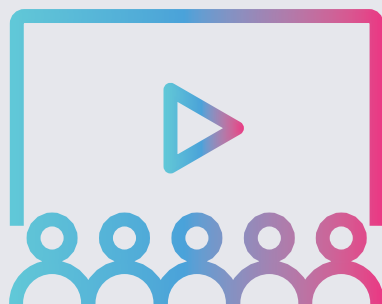


88% Do not use any condoms



88% Do not use any family planning methods

Teenagers' knowledge regarding reproductive health is still low and they are at high risk of engaging in sexual behaviour as early as 13 years old.



75%
of youths
in Malaysia
watch
pornography

*Source: Department of Family Medicine Faculty of Medicine, Universiti
Kebangsaan Malaysia (UKM), 2021*

**Most of those involved are male teenagers,
and they became involved as early as
secondary school, frequently using the
internet alone at home**

”

*Prof. Nor Azimah Mohammad
Universiti Kebangsaan Malaysia (UKM), 2021*

IYRES INITIATIVE THROUGH THE SURVEY ON YOUTH PERCEPTION TOWARDS PORNOGRAPHY ISSUES IN MALAYSIA

Primary Data: KBS Initiative through IYRES

Polling study on youth perception towards pornography issues in Malaysia



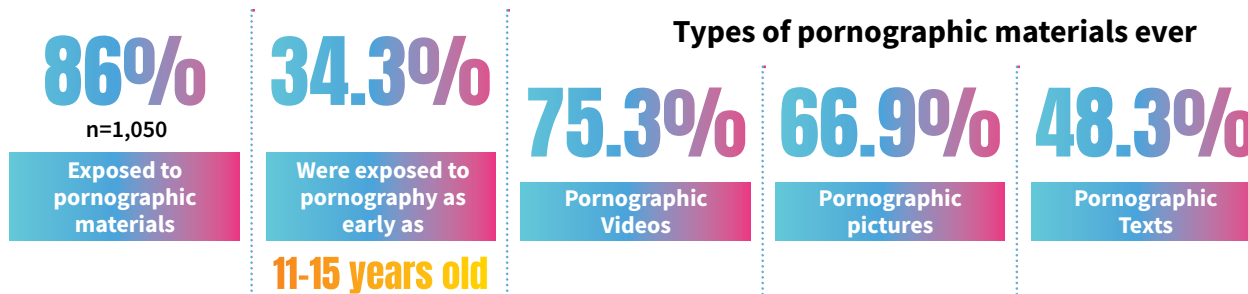
Collaboration



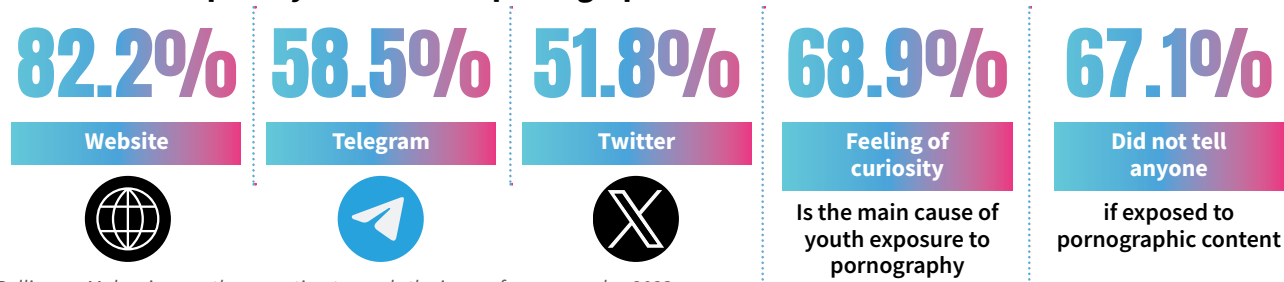
Conducting this polling aims to identify the involvement of Malaysian youths in pornography.

- 3 main objectives to be achieved through the implementation of this polling, namely:
 - Factors of involvement
 - Medium of involvement as a basis for planning
 - Proposed solution strategies to curb the issue.
- The target group of respondents consists of youths aged 15- 40 years old.
- Online data collection period: 18 April - 15 July 2023.
- The total number of respondent participation is 1,222 people.

MAIN FINDINGS



Platforms frequently accessed for pornographic content



Source: Polling on Malaysian youth perception towards the issue of pornography. 2023

Youth views on the issue of pornography

Have you ever been exposed to pornographic materials?

86%

Exposed to
pornographic
materials

By Age Category

1.2%
15-18 years old
(Early Youth)

18.6%
19-24 years old
(Middle Youth)

44.1%
25-30 years old
(Late Youth)

36.1%
31-40 years old
(Post-Youth)

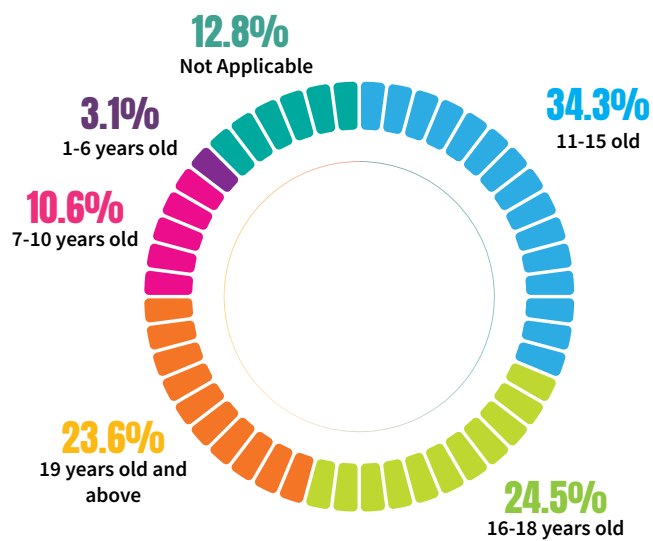
Marital Status

30.6%
Married

67.2%
Single

2.2%
Divorced/ Widowed

When was the first time being exposed to pornographic content



Did you tell anyone if exposed to pornographic content?

12.6%
Not Exposed

20.3%
Told Someone

67.1%
Did Not Tell Anyone



Source: IYRES. (2023). Polling on Malaysian youth's perception towards the issue of pornography. Ministry of Youth and Sports Malaysia. Putrajaya.



Suicide

Thinking, planning, and attempting suicide

581 (10.7%)

Thinking about committing suicide

424 (7.8%)

Planning a way to commit suicide
(e.g.: how, when or where)

324 (6.0%)

Attempting suicide

Note: Total respondents = 5,414 youths (15-30 years old)

The findings of the Malaysian Youth Index 2023 (MYI '23) show that out of 5,414 respondents aged 15-30 years old, a total of 10.7% or 581 individuals thought about committing suicide. Meanwhile, 7.8% or 484 individuals stated that they had planned a way to commit suicide and 6.0% or 324 individuals stated that they had attempted suicide.

Source: Malaysian Youth Index Study 2023

5,867

youths
(15-30 years old)

560 (9.5%)

Thinking that it would be better to be dead
or wanting to hurt themselves

Note: Total respondents = 5,867 youths (15-30 years old)

The findings of the Malaysian Youth Mental Health Index Study 2023 show that a total of 560 youths (15-30 years old) or 9.5% thought that it would be better to be dead or wanted to hurt themselves.

Source: Malaysian Youth Mental Health Index Study 2023



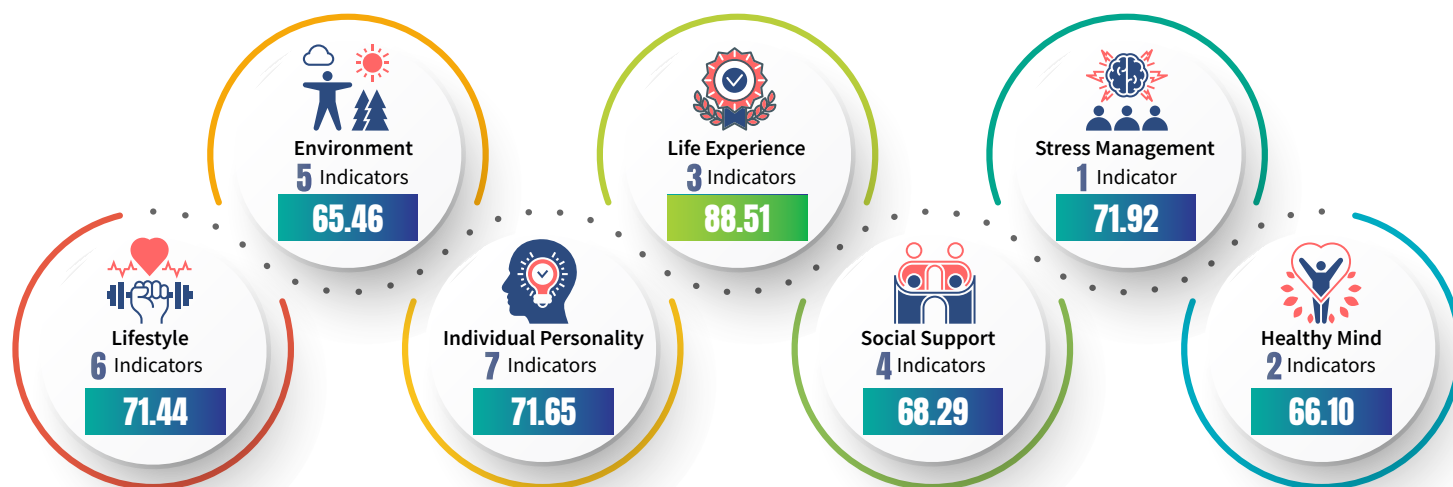
Mental Health

Malaysian Youth Mental Health Index Score 2023

71.91

Moderately Satisfactory Level

Domain and Indicator Achievement



Indicator :



A score of 71.91 indicates that the mental health of the youth is at a moderately satisfactory level.

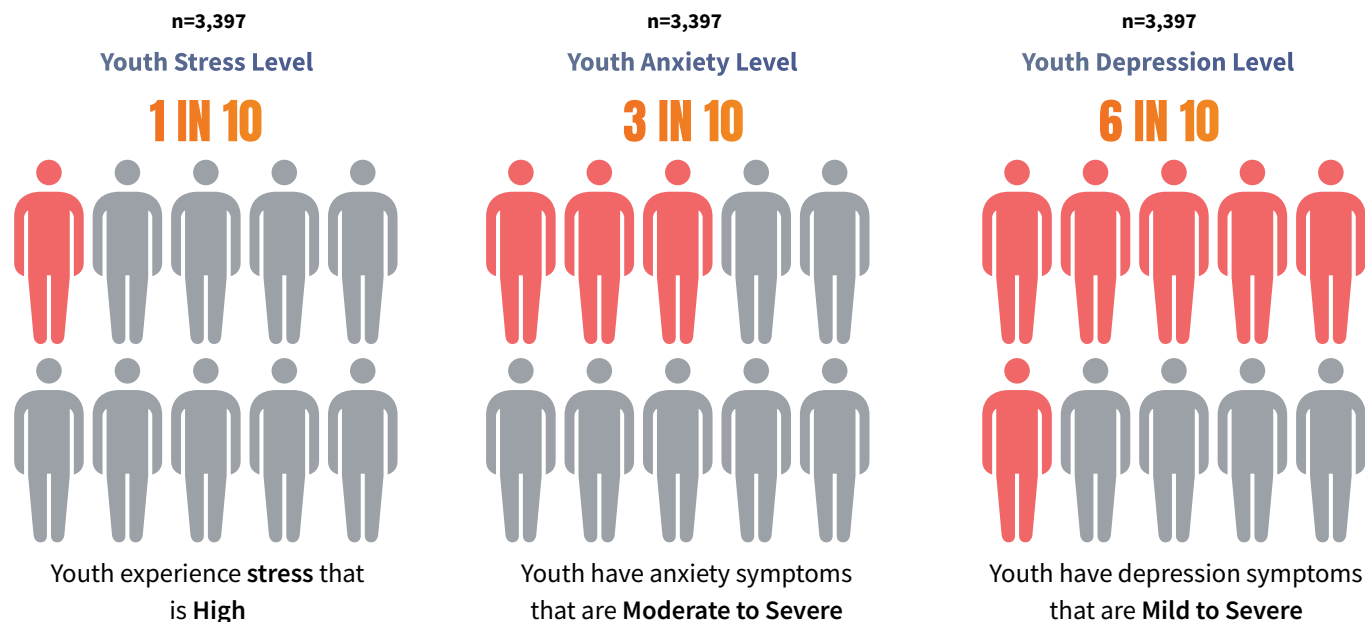
Mental health at a moderately satisfactory level serves as a highly valuable early indicator to identify the tendency to face mental health problems.

This indicates that there is stress, especially related to the domains of environment, social support, and healthy mind. If left unaddressed, it can lead to more serious mental health problems among Malaysian youth.



Mental Health

Youth Mental Health 2023 Score



CAUSES OF STRESS, ANXIETY AND DEPRESSION

5 MAIN CAUSES



Worried about the future
(Future)

82%
2,785



Feeling guilty when
breaking a promise

73%
2,489



Feeling inadequate
about oneself

72%
2,428



Personal financial
problems

61%
2,083

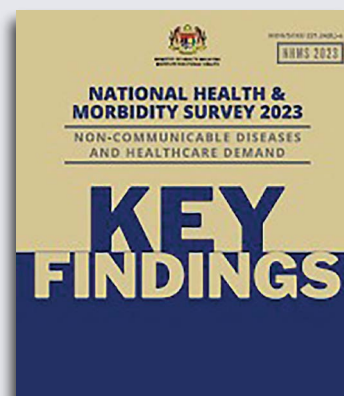
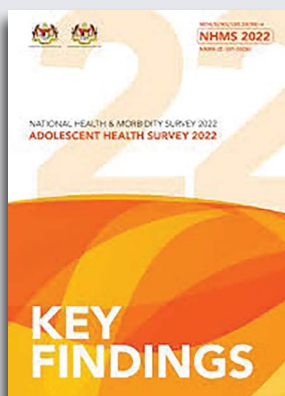


Academic
Burden

52%
1,766



Suicide



06 A GROWING CONCERN ON SUICIDAL AMONG ADOLESCENTS



1 in 8
had suicidal thought



More **girls** than boys



had suicidal thought

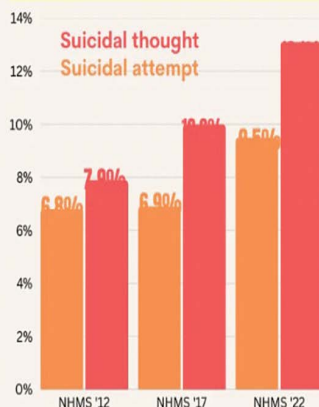
1 in 10
had attempted suicide



More **girls** than boys



had suicidal attempt



Are they Okay?

Based on PHQ-9 Scoring

1 in 4
felt depressed

Twice as many girls as boys
felt depressed



36.1%



17.7%

Trapped in the shadows

1,000,000
or **4.6%**

people in Malaysia aged 16 years old and above have
DEPRESSION

↑ 2X

The number of people with depression doubled from 2019 to 2023



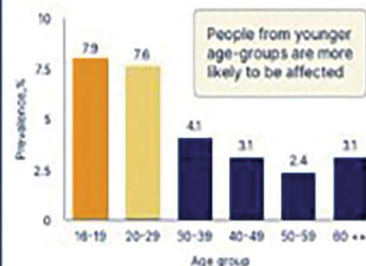
About **HALF**
of them have thoughts about **hurting themselves**, or being **better off dead**



Self-care is important!

- ✓ Stay connected to friends and family
- ✓ Talk to someone
- ✓ Exercise regularly
- ✓ Eat healthy
- ✓ Get enough sleep

ALT



People from younger age-groups are more likely to be affected

Help is available



Reach out to someone at
Helpline HEAL: 15555



Corruption

The receipt or giving of gratification as a reward or inducement for an individual to perform or not perform an act related to official duties. Gratification consists of money, gifts, bonuses, votes, services, positions, wages, discounts.

CORRUPTION ARREST STATISTICS OF YOUTH AGED 15-30 YEARS BY STATE FOR THE YEAR 2020 – DECEMBER 2025

NO.	STATE	YEAR					
		2020	2021	2022	2023	2024	2025
1	Selangor	12	4	9	10	20	18
2	WP.Kuala Lumpur	27	10	12	11	9	25
3	Perak	6	12	14	7	6	0
4	Johor	16	9	15	15	11	16
5	Pulau Pinang	6	17	5	7	14	5
6	Kedah	8	6	6	4	1	5
7	Pahang	5	3	5	3	2	6
8	Negeri Sembilan	4	2	1	4	4	4
9	Terengganu	13	4	1	1	0	0
10	Melaka	5	3	2	6	0	10
11	Perlis	0	0	0	0	3	1
12	Kelantan	7	2	2	1	2	4
13	Sabah	4	7	11	10	2	3
14	Sarawak	10	4	1	7	2	3
15	WP.Labuan	1	1	3	0	1	0
16	WP.Putrajaya	12	3	1	7	1	4
GRAND TOTAL		136	87	88	93	78	104
		586					

Legend :

● Highest total

- The cumulative number of youth aged 15-30 years involved in corruption for the year 2020 to December 2025 is 586 people.
- An increasing trend of 26 people from the year 2024 to 2025 was recorded.
- WP. Kuala Lumpur recorded an increase in the total number of corruption cases involving youths, which is 25 people compared to other states in the year 2025.

Note: All data is obtained through CRIS

Source: Malaysian Anti-Corruption Commission. January 2026



Crime

Involvement in violent and property crimes

9,426

Year 2022

11,245

Year 2023

1,154

Year Sept 2024

CRIME CATEGORIES

Violent Crime

8,253

Year 2022-Sept 2024

3,627 4,249 377

	2022	2023	Sept 2024
Murder	157	179	15
Causing Hurt	1,576	1,649	152
Rape	1,116	1,282	106
Gang Robbery with Firearms	8	1	2
Gang Robbery Without Firearms	764	877	78
Robbery With Firearms	1	4	0
Robbery Without Firearms	205	257	24

Property Crime

13,572

Year 2022-Sept 2024

5,799 6,996 777

	2022	2023	Sept 2024
Theft	3,462	4,287	487
Motorcar Theft	200	194	10
Motorcycle Theft	772	910	94
Snatch Theft	0	0	0
Theft of Van/Lorry/Heavy Machinery	27	39	4
Housebreaking and Theft	1,338	1,566	182

Legend :
● Highest total

STATISTICS OF YOUTH INVOLVEMENT AGED 15-30 YEARS INVOLVED IN CRIME BY OFFENCE IN MALAYSIA FOR THE YEAR 2022 - SEPTEMBER 2024

- An increase in crime cases by 1,819 people from the year 2022 (9,426) to 2023 (11,245).
- **Violent Crime** shows a downward trend of 622 cases, namely from the year 2022 to 2023.
- **Property Crime** also shows a downward trend of 1,197 cases, namely from the year 2022 to 2023.
- Violent Crime for the **offence of causing hurt** shows the highest number compared to other offences.
- Property Crime for the **offence of theft** shows the highest number compared to other offences and the upward trend of cases increased from the year 2022 to 2023.

Source: Royal Malaysia Police (PDRM). (Nov 2024)



Bankrupt & Bankruptcy

Bankruptcy is a legal process where by a Court order, a person is declared bankrupt and all the bankrupt's property is vested in the Director General of Insolvency (DGI) for realisation and distribution to creditors.

NO.	BRANCH	YEAR				
		2021	2022	2023	2024	JAN 2025
1	WP.Persekutuan*	918	823	626	715	57
2	Selangor	1,789	1,044	1,249	1,599	101
3	Johor Bahru	544	559	400	492	33
4	Perak	354	272	245	332	23
5	Pulau Pinang	373	357	283	324	40
6	Kedah	359	591	264	335	22
7	Muar	158	133	89	114	16
8	Sabah	357	334	221	230	24
9	Kelantan	253	303	243	264	22
10	Melaka	146	125	121	155	5
11	Negeri Sembilan	311	206	206	232	21
12	Temerloh	78	105	63	108	12
13	Pahang	178	172	131	214	19
14	Sarawak	147	129	214	255	17
15	Terengganu	139	145	150	164	14
16	Miri	92	73	67	94	5
17	Sibu	54	68	47	88	2
18	Taiping	69	77	74	62	6
19	Tawau	130	75	55	104	8
20	Sandakan	79	59	39	50	5
21	Perlis	26	45	23	46	3
GRAND TOTAL		6,554	5,695	4,810	5,977	455

Legend :
● Highest value

Note: WP.Persekutuan* - Wilayah Persekutuan Kuala Lumpur, Putrajaya and Labuan

BANKRUPTCY STATISTICS BY BRANCH FOR THE YEAR 2021 – JANUARY 2025

- A total of 5,977 people were recorded as bankrupt in the year 2024. This number represents an **increase of 1,167 people** when compared to the record logged in the year 2023, which was 4,810 people.
- The **State of Selangor** recorded the highest number from the year 2021 until January 2025.
- In terms of gender, the majority involved were **males** with a total of **4,210 people** recorded for the year 2024.

Nota:

- For a person declared bankrupt by a Court order, all bankrupt's property vests in the Director General of Insolvency (DGI) for the purpose of realisation and distribution to creditors in accordance with subsection 8(1)(b) of the Insolvency Act 1967 [Act 360].
- The minimum bankruptcy threshold value of RM100,000 of the Insolvency (Amendment) Act 2020 [ACT A1624] came into effect on 1 September 2021.
- Information of bankrupt individuals is under the Personal Data Protection Act 2010 (Act 709).

Source: Malaysian Department of Insolvency (Mdi). (February 2025).



Bankrupt & Bankruptcy

Bankruptcy is a legal process where by a Court order, a person is declared bankrupt and all bankrupt's property vests in the Director General of Insolvency (DGI) for realisation and distribution to creditors.

COMPARISON OF BANKRUPTCY CASE STATISTICS BY AGE GROUP FOR THE YEAR 2021 – JAN 2025

NO.	AGE GROUP	YEAR					TOTAL	%
		2021	2022	2023	2024	JAN 2025		
1	< 25 Years	20	11	16	15	-	83	0.26
2	25 - 34 Years	1,060	759	711	862	56	5,189	14.68
3	35 - 44 Years	2,555	2,257	1,980	2,402	185	12,487	39.75
4	45 - 54 Years	1,802	1,630	1,322	1,695	136	8,796	28.03
5	> 55 Years	1,116	1,024	760	926	80	5,110	16.63
6	No Information	21	34	21	77	-	177	0.65
GRAND TOTAL		6,554	5,695	4,810	5,977	455	31,842	100.00

Legend :

● Highest total

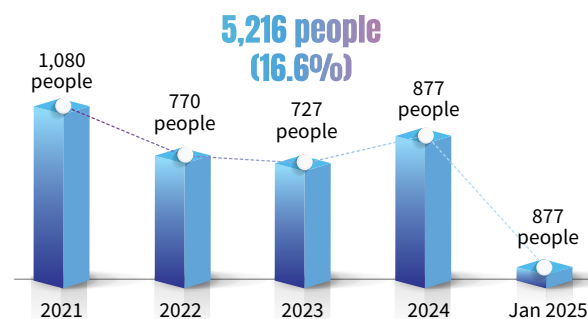
Note : For the "No Information" age group, the petition documents do not contain the bankrupt's age details (Police/ Military Identification).

Note:

1. For a person declared bankrupt by a Court order, all of the bankrupt's property vests in the Director General of Insolvency (DGI) for the purpose of realisation and distribution to creditors in accordance with subsection 8(1)(b) of the Insolvency Act 1967 [Act 360]
2. The minimum bankruptcy threshold value of RM100,000 under the Insolvency (Amendment) Act 2020 [ACT A1624] came into effect on 1 September 2021.
3. Information of bankrupt individuals is under the Personal Data Protection Act 2010 (Act 709).

Source: Malaysian Department of Insolvency (Mdi). (February 2025).

COMPARISON OF BANKRUPTCY CASE STATISTICS BY YOUTH CATEGORY <34 YEARS OLD FOR THE YEAR 2021 – JAN 2025



● A total of 877 youths (<34 years old) were recorded as bankrupt in the year 2024. This number saw an increase of 150 people when compared to the record logged in the year 2023, which was 727 people.

● The 35-44 years old age group recorded the highest number of involvement compared to the other age groups, which was 2,402 people recorded for the year 2024.



Bankrupt & Bankruptcy

Bankruptcy is a legal process where by a Court order, a person is declared bankrupt and all of the bankrupt's property vests in the Director General of Insolvency (DGI) for realisation and distribution to creditors.

MONTHLY STATISTICS OF YOUTH CATEGORY (<30 YEARS) BANKRUPTCY CASES FOR THE YEAR 2023 - JAN 2025

Starting from the Year 2023, the Department of Insolvency Malaysia has issued bankruptcy cases specific to the youth age group (<30 years).

NO.	MONTH	TOTAL		
		2023	2024	JAN 2025
1	January	27	21	23
2	February	4	18	-
3	March	11	15	-
4	April	15	12	-
5	May	9	19	-
6	June	20	53	-
7	July	22	29	-
8	August	19	17	-
9	September	35	24	-
10	October	16	33	-
11	November	14	39	-
12	December	47	37	-
TOTAL		239	317	23

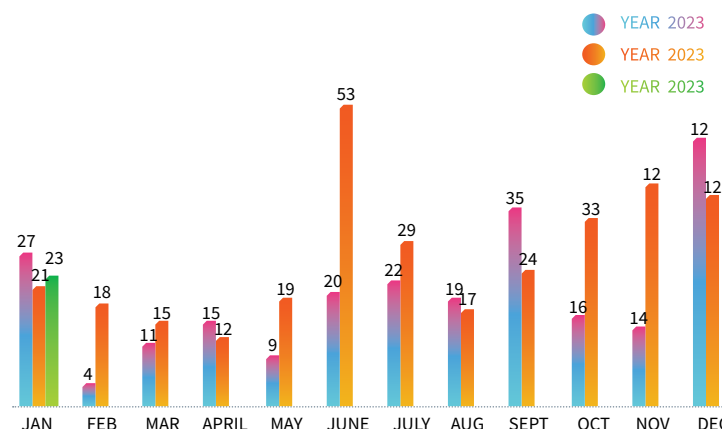
Legend :

● Highest total

Note:

- For a person against whom a bankruptcy order is declared by the Court, all the bankrupt's property vests in the Director General of Insolvency (DGI) for the purpose of realisation and distribution to creditors in accordance with subsection 8(1)(b) of the Insolvency Act 1967 [Act 360]
- The minimum bankruptcy threshold value of RM100,000 of the Insolvency (Amendment) Act 2020 [ACT A1624] came into effect on 1 September 2021.
- Information of bankrupt individuals is under the Personal Data Protection Act 2010 (Act 709).

Source: Malaysian Department of Insolvency (Mdi). (February 2025).



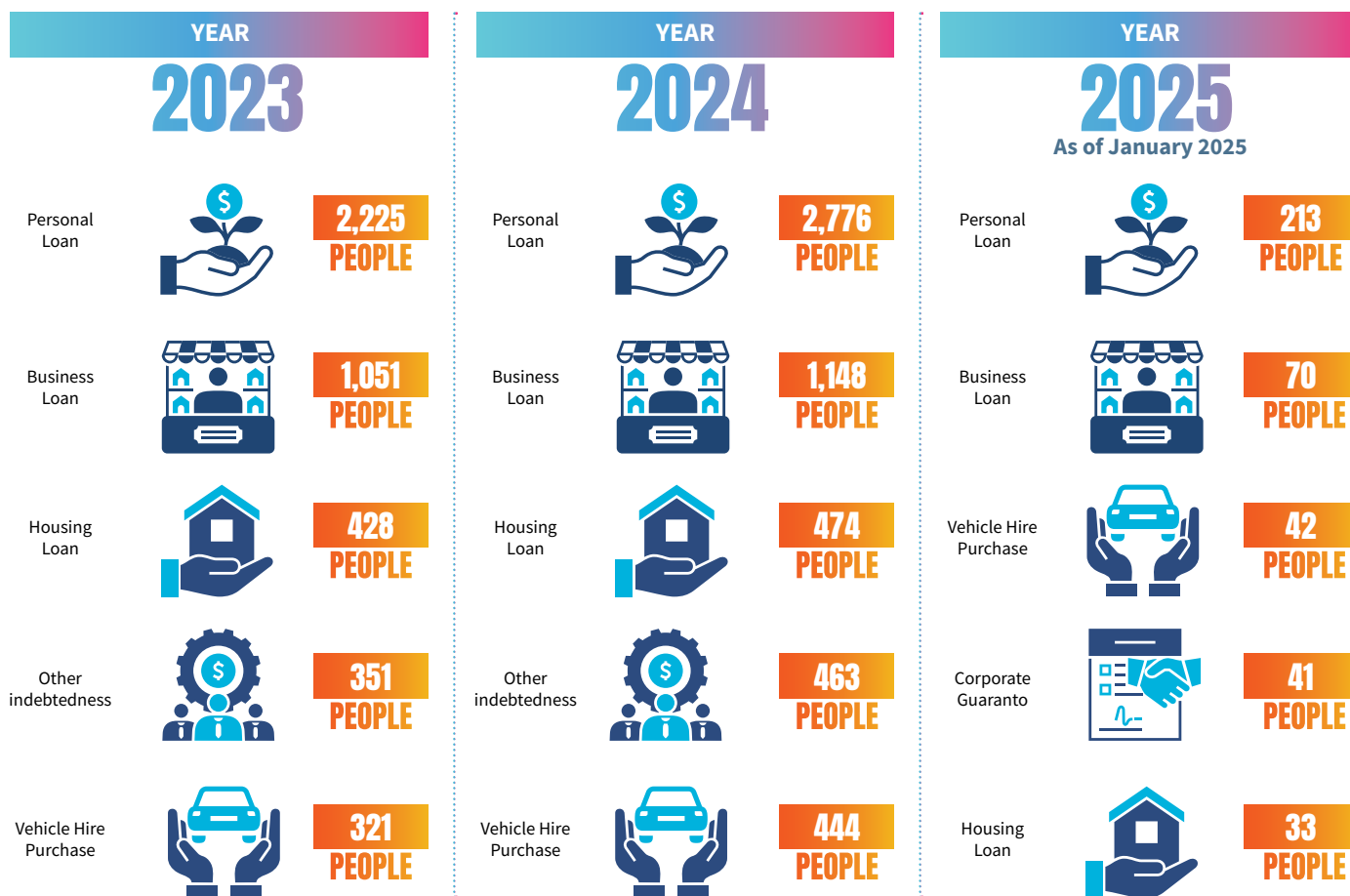
- Statistics show an increasing trend of bankrupt youths for the year 2024 compared to the year 2023 recorded except in the months of January, April, August, September and December. In the month of June 2024 an increase of more than 2 times was recorded compared to the previous year (For the same month)
- There is an increase in bankrupt youths in the month of January for the Year 2025 (23 cases) compared to the Year 2024 (21 cases)



Bankrupt & Bankruptcy

Bankruptcy is a legal process where by a Court order, a person is declared bankrupt and all the bankrupt's property vests in the Director General of Insolvency (DGI) for realisation and distribution to creditors.

TATISTICS OF BANKRUPTCY CASE FACTORS FOR THE YEAR 2023 – JANUARY 2025

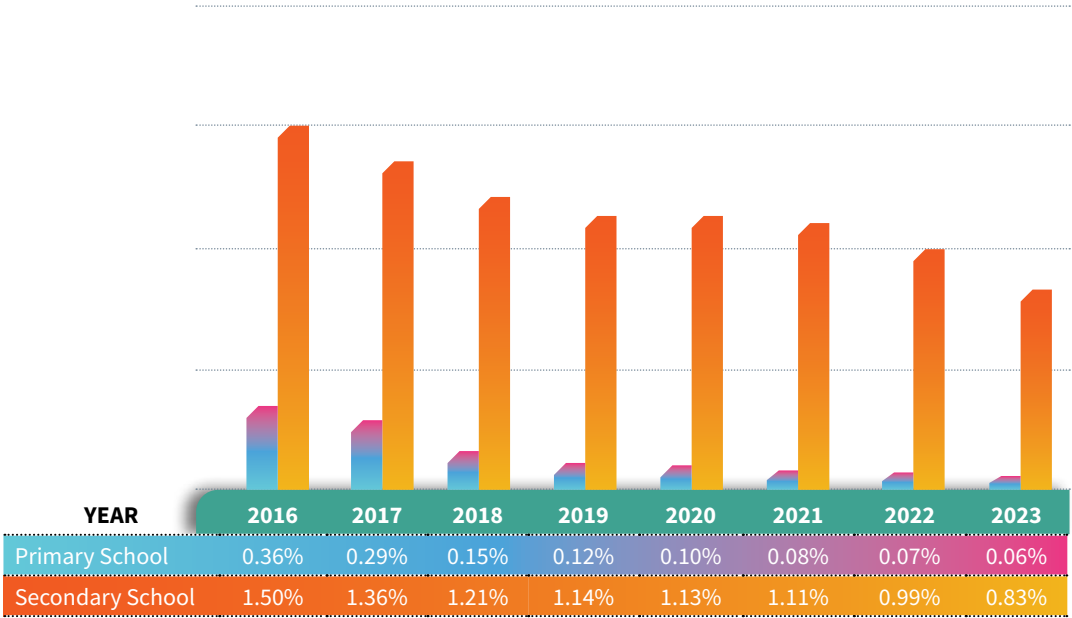


Note:

- Other indebtedness : from the perspective of bankruptcy unsecured debts such as credit cards, personal loans, education loans and others.
- These bankruptcy factors cover all age groups, no specific youth age category is reported.

Source: Malaysian Department of Insolvency (Mdi). (February 2025).

PERCENTAGE (%) STATISTICS OF STUDENT DROPOUTS IN SCHOOLS FOR THE YEAR 2016 - 2023



- Note:**
- Data of school students under the Ministry of Education Malaysia (MOE) only (including all MOE, MRSM, MTD, Private and JAKIM schools).
 - The data received for calculation is in aggregate form.
 - There is student mobility from one state to another.

Source: Ministry of Education Malaysia (MOE). (2024).

STATISTICS OF THE IMPLEMENTATION OF THE PEOPLE’S HOUSING PROGRAMME (PPR) FOR THE YEAR 2020 - 2023

PROGRAMME	2020		2021		2022		2023	
	NUMBER OF PROJECTS	NUMBER OF UNITS	NUMBER OF PROJECTS	NUMBER OF UNITS	NUMBER OF PROJECTS	NUMBER OF UNITS	NUMBER OF PROJECTS	NUMBER OF UNITS
Owned PPR	68	19,24	70	20,71	72	22,41	88	25,94
Rented PPR	123	92,08	117	89,96	114	88,91	114	89,09
TOTAL	191	111,32	187	110,67	186	111,33	202	115,03

Source: Housing Planning Division, Ministry of Housing and Local Government (KPKT). (2024).

Survey on Youth Needs in Malaysia

OBJECTIVE

- To survey the views and needs of the Malaysian youth generation (15-30 years old) regarding the priorities that should be given by KBS in youth development in Malaysia.
- The implementation of the polling is in line with the decision of the Steering Committee Meeting of the Malaysian Youth Development Action Plan 2035 No. 1/2025 to be used as additional input.

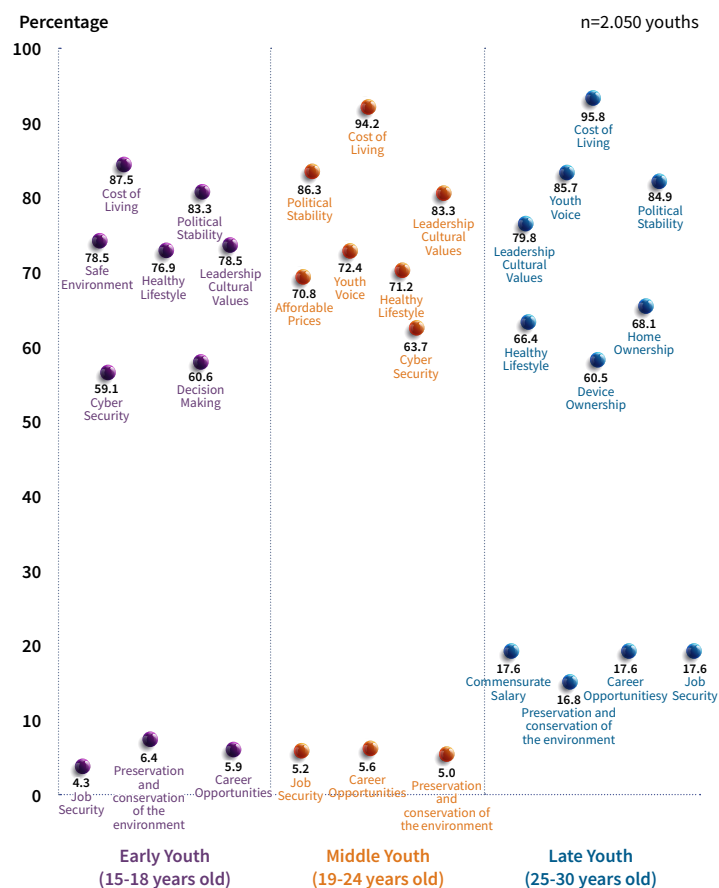
METHODOLOGY

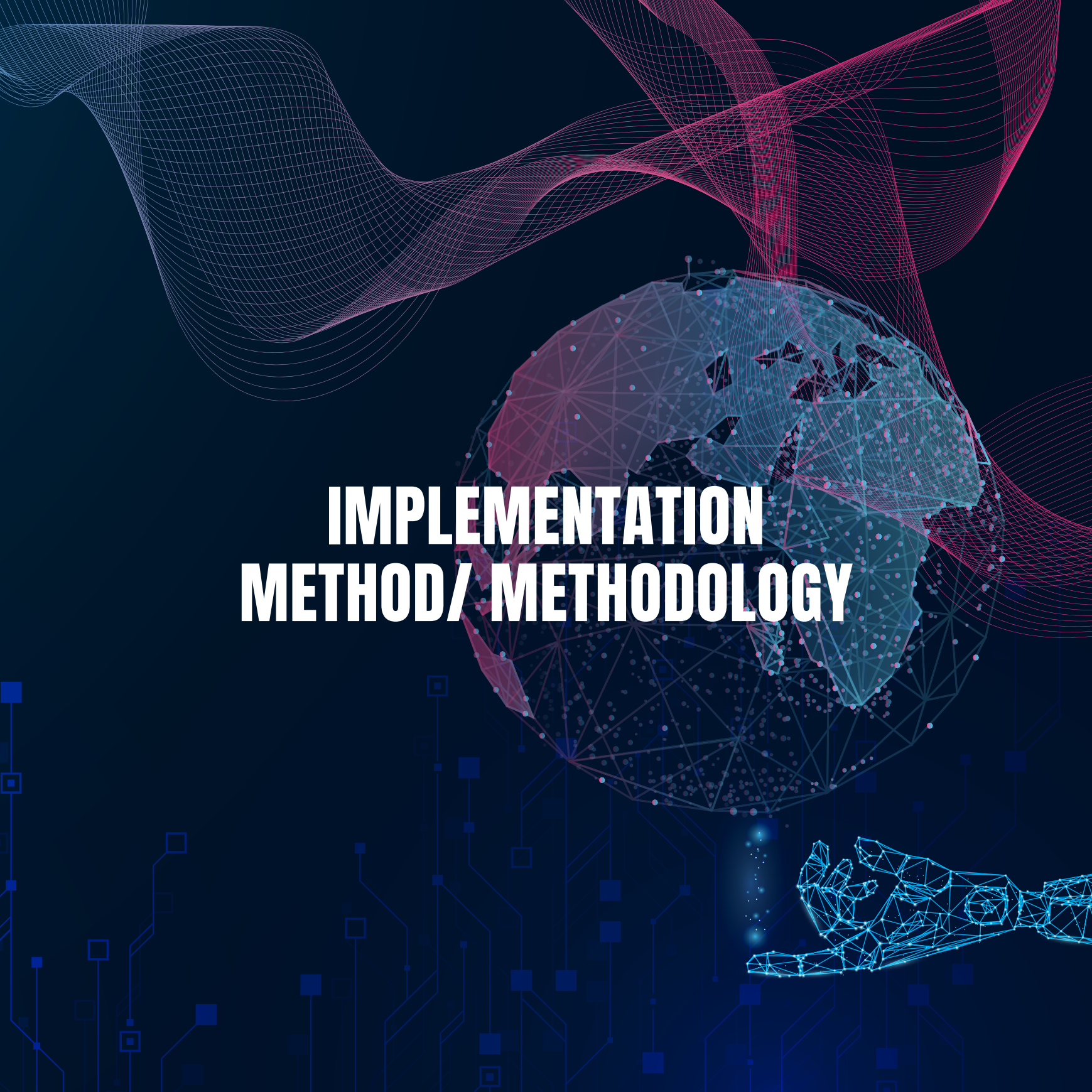
- The instrument was generated using the IYRES Survey Management System (iGREAT)
- The survey link was distributed to the Technical and Steering Committee Members (announcement), youths in the IYRES profile hub system, etc.
- Data collection period 23 Jan - 28 Feb 2025.



Source: IYRES. (2025). Youth Needs Survey in Malaysia.

Analysis of the Survey on Youth Needs in Malaysia by age group



The background is a dark blue field filled with abstract digital motifs. A central globe is rendered as a wireframe mesh of triangles, with some areas highlighted in red and others in blue. Swirling, translucent ribbons of red and blue lines flow across the upper half of the image. In the lower right, a stylized, glowing blue wireframe hand is shown in a pointing gesture. The bottom of the image features a network of thin blue lines and small square nodes, resembling a circuit board or data flow diagram.

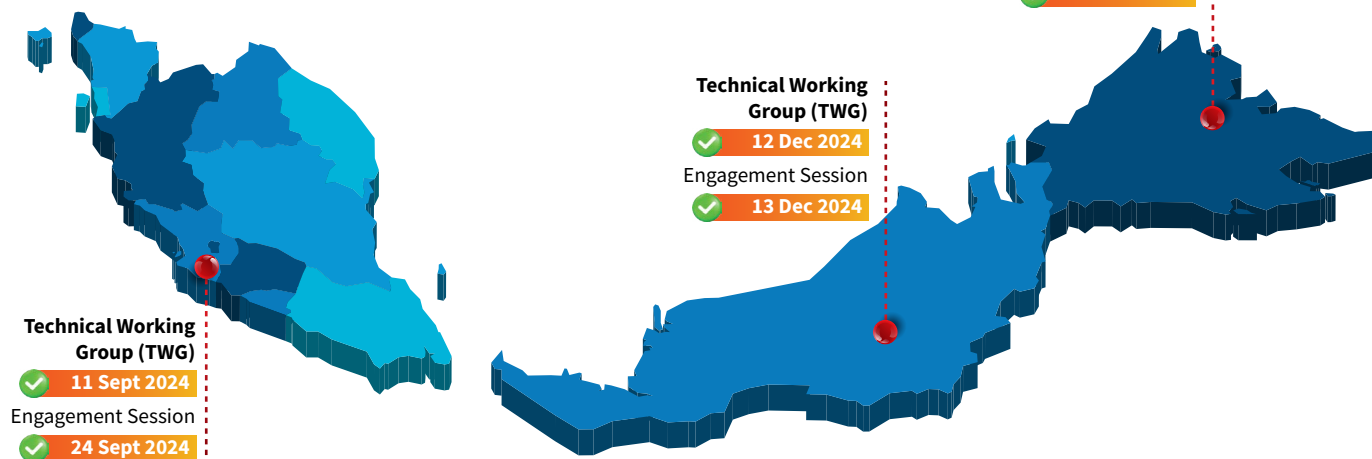
IMPLEMENTATION METHOD/ METHODOLOGY

DETAILS OF THE MYD ACTION PLAN 2035 IMPLEMENTATION MECHANISM

	FASA 1	FASA 2	FASA 3	FASA 4
Objective	- Identifying issues and challenges, proposed programmes and initiatives as plan input - Referring to DBM 2015-2035, MPBM 2030, YSEP and 13MP as fundamental documents.	- Gathering input on proposed programmes and initiatives - Verifying and improving input at the TWG level	- Analysis of TWG and SLU findings using NVivo software - Analysis using Statistical Packages for Social Science (SPSS) - Alignment of input from the Malaysian Youth Development Lab	Obtaining verification of input for the formation of the Malaysian Youth Development Action Plan 2035 (MYD Action Plan 2035)
Implementation Method	Qualitative - Focus Group Discussion (FGD) - Technical Working Group (TWG) - Document analysis	Qualitative - Focus Group Discussion (FGD) - Engagement Session (SLU)	Qualitative - Document Analysis (local & international) - Document alignment Quantitative - Questionnaires distributed using the iGREAT system	Content Verification Validation - Refinement workshop for the validation of the MYD Action Plan 2035 - Engagement session with stakeholders
Participation	8 youth target groups in Peninsular Malaysia, Sabah and Sarawak	10 youth development implementing groups in Peninsular Malaysia, Sabah and Sarawak	- Documents/ acts/ policies/ frameworks/ reports/ domestic and international studies - Eight youth target groups and 10 implementing groups	- Youth development stakeholders - Youth aged 15-30 years: ◇ Pre-youth ◇ Early Youth (15-18 years) ◇ Middle Youth (19 - 24 years) ◇ Late Youth (25-30 years)
Timeframe	Sept - Nov 2024	Sept - Nov 2024	Dec 2024 - March 2025	April - Dec 2025
Output	Input analysis report	Input analysis report	Action Plan Input	Malaysian Youth Development Action Plan 2035 (MYD Action Plan 2035)

IMPLEMENTATION OF QUALITATIVE & QUANTITATIVE METHODS

3 Technical Working Group (TWG) Engagement Session



Quantitative Method

Title:	Objective:	Design:	Sampling:
Survey on Youth Needs in Malaysia	To survey the views and needs of the Malaysian youth generation (15-30 years) regarding the priorities that should be given by KBS in youth development in Malaysia.	Questionnaire instrument generated using the IYRES Survey Management System (iGREAT).	Questionnaire instrument generated using the IYRES Survey Management System (iGREAT). according to the eight youth target group categories.
Location:	Data collection period:	Total Sample:	
Throughout Malaysia	23 January - 28 February 2025	2,050 youths	

Are you a youth aged 15 - 30 years???

LET'S JOIN!!!

SURVEY ON YOUTH NEEDS IN MALAYSIA

Untuk maklumat lanjut atau sebarang pertanyaan mengenai tinjauan ini, kami sedia membantu di talian seperti berikut:

Dr. Shafiqah Mamat - 03-88713790
Puan Nur Najmeh Haja Zamri - 03-88713235

<https://bit.ly/2yZuWm1>

MALAYSIA MADANI

QUALITATIVE METHOD (FOCUS GROUP DISCUSSION - FGD)

8

TECHNICAL WORKING GROUP (TWG)

8 Youth Target Groups

At-Risk Youth

Youths who are categorised, among others, as young patients, prospective young patients, school dropouts, unemployed, abuse victims, ex-convicts, convicts, children of convicts, bankrupts, prospective bankrupts, former bankrupts, smokers, alcohol drinkers, drug addicts, former drug addicts, illegal racers, having identity confusion, smugglers and border youths.

Minority Youth & Marginalised Groups

Divided into 2 categories, namely: a) Minority Youth - among others, Orang Asli, minority races and Persons with Disabilities (PWD); and b) Marginalised Groups - orphans, poor or earning below RM3,000 a month (B40), homeless, single mothers or fathers.

International Malaysian Youth

Includes youth who are currently working and studying abroad, as well as youth who have previously worked and studied abroad.

Mass Youth

Comprises, among others, urban youths, rural youths, main ethnic youths, youth icons, young families and young parents.

Youth Groupings

Divided into 2 categories, namely: a) Associated Youth – youths who are members of organisations registered under any national legislation such as NGOs, youth NGOs, sports and recreation NGOs, cultural and arts NGOs, political bodies, uniformed bodies and cooperatives; and b) Special Interest Groups

(SIG) - youths who gather and carry out activities in the same interest space without being registered under any national legislation.

School-going Youth

Youths studying at the secondary level comprising, among others, secondary schools, cluster schools of excellence, high performance schools, trust schools, fully residential schools, religious schools, sports schools, art schools, technical and vocational schools, special education, private education, international schools and pondok schools.

Higher Education Youth

Youths continuing their studies at the higher education level comprising, among others, public or private universities, public or private skills training institutions, who have worked and youths who are members in polytechnics, community colleges and professional courses.

Career Youth

Youths working in various fields encompassing, among others, public and private professional groups, public and private non-professional groups, NGO workforce, uniformed body personnel, entrepreneurs, athletes and artists.

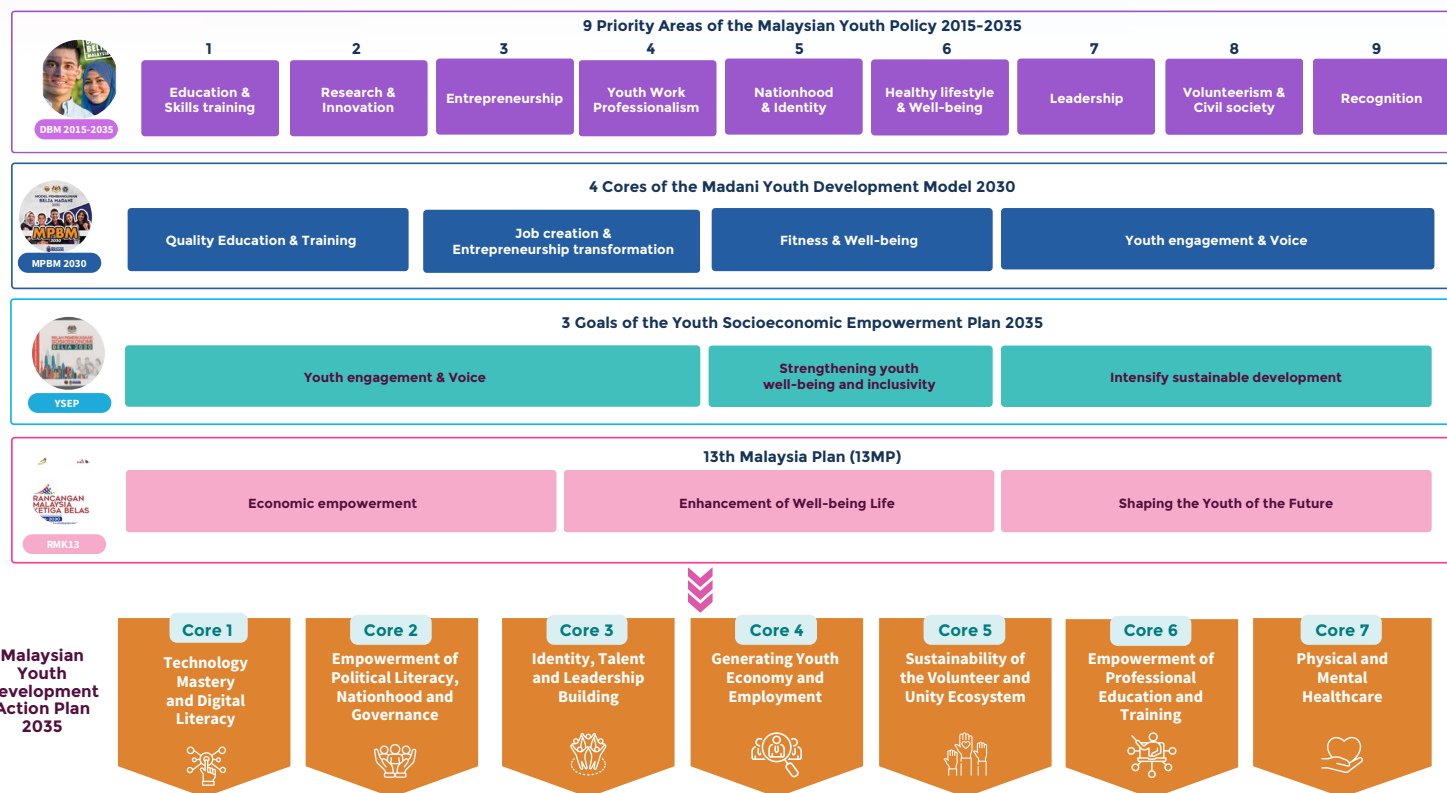
Engagement Session

127 Total Participation

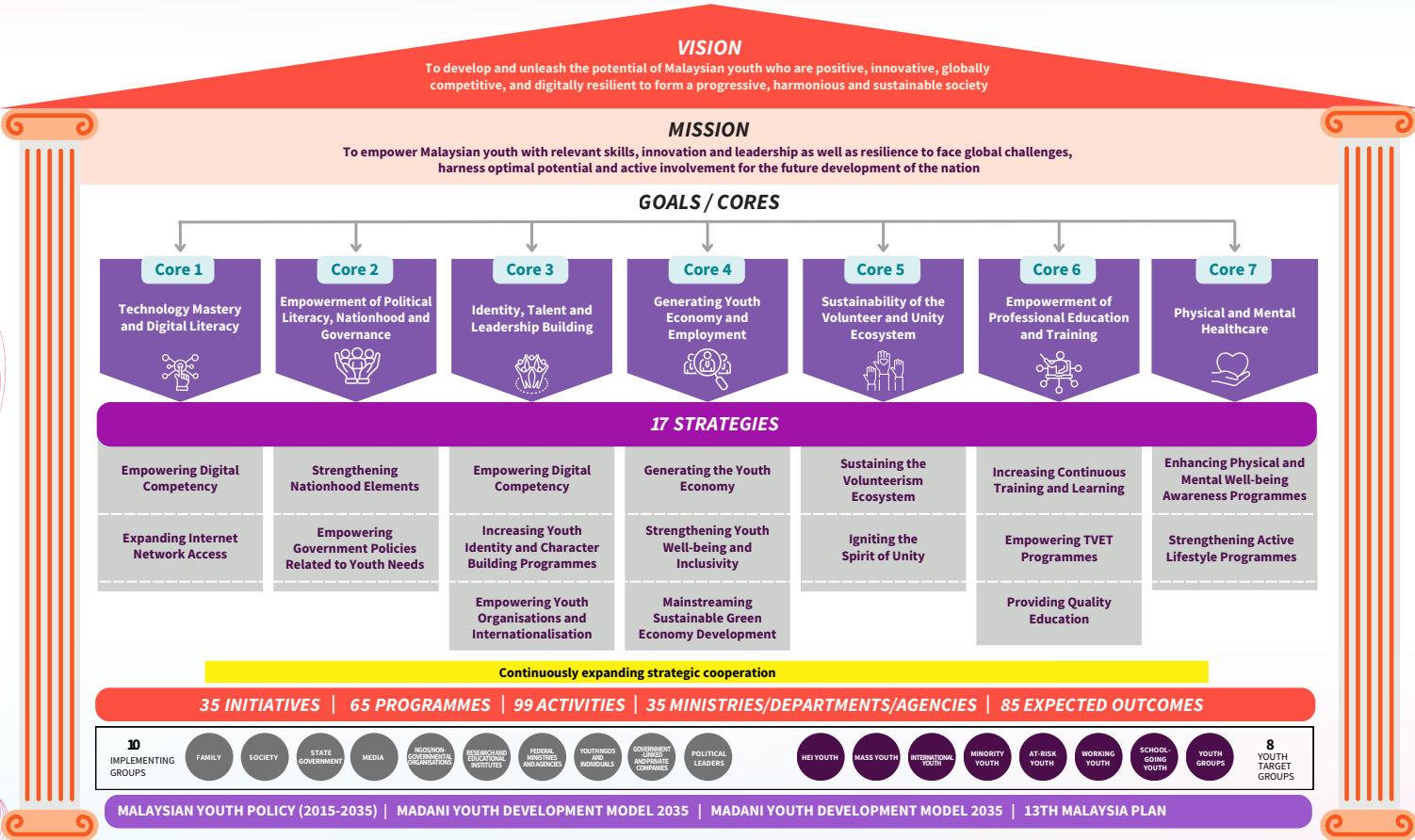
- 01 Family
- 02 Community
- 03 Non-Governmental Organisations (NGO)
- 04 KBS and Federal Agencies
- 05 State Government
- 06 Educational and Research Institutions
- 07 Media
- 08 Government-Linked and Private Companies
- 09 Political Leadership
- 10 Political Leadership

112 Total Participation

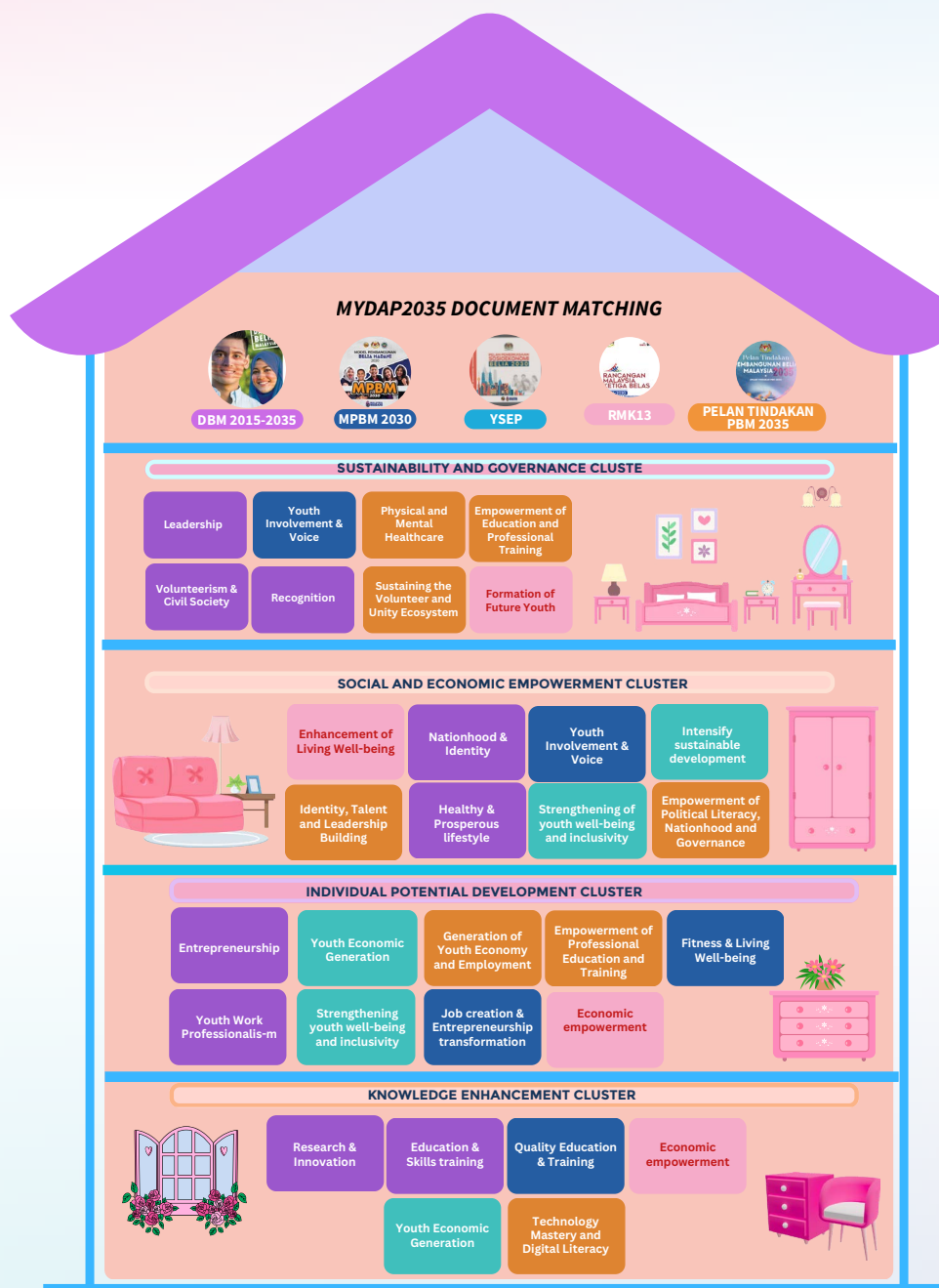
FUNDAMENTAL REFERENCE DOCUMENTS



CONCEPTUAL FRAMEWORK OF THE MALAYSIAN YOUTH DEVELOPMENT ACTION PLAN 2035



CLUSTER OF BASIC REFERENCE DOCUMENTS FOR THE FORMATION OF THE MYD ACTION PLAN 2035



- Based on the Malaysian Youth Policy (DBM) 2015-2035, Madani Youth Development Model 2030 (MPBN2030), Youth Socioeconomic Empowerment Plan, 13th Malaysia Plan (RMK13) and the Malaysian Youth Development Action Plan 2035 documents which were examined and matched to form this plan, four clusters resulted from the matching.
- The establishment of these clusters is in line with the sequence of youth development starting as follows:
 - Knowledge Enhancement
 - Individual Potential Development
 - Social and Economic Empowerment; and
 - Sustainability and Governance
- The sections in each cluster are extracted from the main documents which are classified by colour as follows:
 - The **purple colour** is extracted from the nine (9) youth priority areas in the DBM;
 - The **blue colour** is extracted from the four (4) Cores of MPBM 2030;
 - The **turquoise colour** is extracted from the three (3) goals in the Youth Socioeconomic Empowerment Plan 2030;
 - The **pink colour** is extracted from the three (3) main cores related to youth development in the RMK13 and;
 - The **orange colour** is extracted from the seven (7) cores in the MYD Action Plan 2035.





LITERATURE ANALYSIS/ BENCHMARKING



INTERNATIONAL DOCUMENT ALIGNMENT

Youth Target

- Focuses on international documents that directly shape the youth development framework at the global level such as the World Programme of Action for Youth (WPAY), Commonwealth Youth Policy Framework (CYPF), ASEAN Work Plan on Youth, UNESCO Youth Strategy, and UNICEF Global Youth Development Framework.
- All these documents focus on education, employment, leadership, social innovation and youth wellbeing. This alignment clarifies that MYD2035 is built based on universal youth development principles emphasising empowerment, participation, as well as physical and mental wellbeing while ensuring cores such as Political Literacy and Governance, Identity and Leadership, as well as Professional Education and Training remain centred on global values and agendas.

General Target

- Involves cross-sectoral general documents that have a broad impact on all age groups, including youth, such as the World Economic Forum (WEF), Future of Jobs Report, World Health Organisation (WHO); Global Accelerated Action for the Health of Adolescents (AA-HA!).
- These documents emphasise future skills, digital competitiveness and mental health, which are integrated into MYD2035 cores such as Digital Literacy, Youth Economy, as well as Mental Health and Wellbeing.
- This alignment proves that MYD2035 is framed with an awareness of cross-sectoral and generational needs, making the Malaysian youth policy not only based on domestic needs but also aligned with the current of global changes.

Not Applicable

- Encompasses documents that do not directly focus on youth, yet play an important role in shaping the support structure for youth development. Documents such as the ILO Global Employment Trends for Youth, Sustainable Development Goals (SDG 2030), and Paris Agreement (UNFCCC) strengthen the economic, environmental sustainability and sustainable development aspects which become an important context for the development of the future youth workforce.
- This alignment shows that MYD2035 cores such as Generating Youth Economy and Employment as well as Social Wellbeing are planned by considering global challenges such as unemployment, inequality and adaptation to the green economy.

INTERNATIONAL DOCUMENT ALIGNMENT

Legend:



Youth Target



General Target



Not Applicable

NO.	DOCUMENT	CORE 1	CORE 2	CORE 3	CORE 4	CORE 5	CORE 6	CORE 7
1.	Pact For The Future: Global Digital Compact And Declaration On Future Generations (2024)	●	●	●	●	●	●	●
2.	National Youth Council Of Ireland (NYCI) Strategic Plan 2023 - 2027	●	●	●	●	●	●	●
3.	Youth Strategy Roadmap To 2021 And Beyond	●	●	●	●	●	●	●
4.	Pathways For Youth: Strategic Plan For Federal Collaboration 2016	●	●	●	●	●	●	●
5.	Youth Action Plan In EU External Action Monitoring Framework	●	●	●	●	●	●	●
6.	European Youth Forum Strategic Plan 2024-2028	●	●	●	●	●	●	●
7.	Youth Strategic Plan: Our Future Together 2019-2023	●	●	●	●	●	●	●
8.	Macedon Ranges Shire Council Youth Strategy 2018-2028	●	●	●	●	●	●	●
9.	Thriving Together Strategic Plan 2023 - 2026	●	●	●	●	●	●	●
10.	Thriving Together Strategic Plan 2023 - 2026	●	●	●	●	●	●	●
11.	Global Youth Development Report 2020	●	●	●	●	●	●	●
12.	Aiming High, Navigating The Next Stage Of Malaysia Development, World Bank Group	●	●	●	●	●	●	●
13.	ASEAN Youth Development Index	●	●	●	●	●	●	●
14.	ASEAN Work Plan on Youth	●	●	●	●	●	●	●
15.	The Updated OECD Youth Action Plan	●	●	●	●	●	●	●
16.	Youth Economic Development	●	●	●	●	●	●	●
17.	Global Economic Prospects	●	●	●	●	●	●	●
18.	Future Of Job Report 2023, World Economic Forum	●	●	●	●	●	●	●

NATIONAL DOCUMENT ALIGNMENT

Youth Target

- Encompasses documents that focus directly on youth development such as the Malaysian Youth Policy (2015–2035), Madani Youth Development Model 2030, and Youth Socioeconomic Empowerment Plan 2030.
- These documents serve as the main core in shaping the identity, skills, and leadership of Malaysian youth. All of them strengthen the focus of MYD2035 on the consolidation of self-identity, progressive leadership, and the employability of youth through professional training and sustainable economic opportunities. This mapping explains that the core of MYD2035 is developed based on a strong national youth policy, oriented towards comprehensive development and centred on the values of Malaysia Madani.

General Target

- Compiles national macro development documents such as the Twelfth Malaysia Plan (RMKe-12), RMK13, MyDIGITAL, and the Mid-Term Review of the RMKe-12 (2023) which emphasise technological transformation, the digital economy and cross-generational social development.
- These documents position the youth as part of the national ecosystem that supports technological advancement, employability and community wellbeing. Hence, the mapping of this category proves that MYD2035 is developed in line with the comprehensive national development agenda, ensuring that every core of the Malaysian youth is within a national strategic framework that is balanced between digital, economic and social progress.

Not Applicable

- Consists of documents that do not directly target the youth but have a major impact on their wellbeing and social development. Documents such as the National Social Policy, National Unity Action Plan 2021–2030, National Transformation 2050 (TN50), Malaysia Education Blueprint (PPPM), and the Social Entrepreneurship Blueprint 2030 strengthen the social, educational, economic and unity dimensions which are also the main cores in MYD2035.
- All these policies provide a clear direction towards the wellbeing of society, the formation of national identity as well as inclusive economic opportunities, thereby strengthening the implementation of the Social Wellbeing and Unity, Education and Professional Training, and Youth Economy and Employment cores.

ALIGNMENT OF NATIONAL DOCUMENTS

Legend: ● Youth Target ● General Target ● Not Applicable

BIL	DOKUMEN	CORE 1	CORE 2	CORE 3	CORE 4	CORE 5	CORE 6	CORE 7
1.	Malaysian Youth Index (IBM)	●	●	●	●	●	●	●
2.	Future Young Leadership Scenario 2035	●	●	●	●	●	●	●
3.	Science And Technology Foresight Malaysia 2050	●	●	●	●	●	●	●
4.	The Development Of The National Child Policy Coasted Action Plan	●	●	●	●	●	●	●
5.	Myforesight 2022	●	●	●	●	●	●	●
6.	Study on Home Ownership Capability Among Malaysian Youth	●	●	●	●	●	●	●
7.	Keluarga Malaysia Youth Aspirations	●	●	●	●	●	●	●
8.	Impact Study Of Artificial Intelligence, Digital, And Green Economy On The Malaysian	●	●	●	●	●	●	●

ALIGNMENT OF GOVERNMENT POLICY/POLICY DOCUMENTS

Youth Target

- Focuses on policy documents that directly impact youth development, such as PINTAR30, Youth Socioeconomic Empowerment Plan 2030, MTVET Strategic Plan, Youth Societies and Youth Development Act 2007 (Act 668), Malaysian Youth Policy 2015–2035 and Madani Youth Development Model 2030.
- These documents strengthen the foundation of MYD2035 in producing youth with a national identity, who are highly skilled, competitive and possess leadership with integrity.
- It also explains how the seven cores of MYD2035 are built upon existing youth development policies encompassing education, entrepreneurship, governance and social wellbeing, thereby ensuring the continuity of the Ministry of Youth and Sports' direction with other government policies based on the values of Malaysia Madani.

General Target

- Compiles general and cross-sectoral government policy documents such as the National Nutrition Policy of Malaysia, the National Strategic Plan for Combating the Double Burden of Malnutrition Among Children 2023-2030, the National Healthy Malaysia Agenda 2021–2025, and the National Science, Technology and Innovation Policy (DSTIN) Action Plan.
- These documents involve the fields of public health, technology and innovation which have a widespread impact on all groups of society including the youth.
- Hence, MYD2035 adapts the principles of these policies in the Mental Health and Wellbeing as well as Digital Literacy Cores to strengthen resilience, health awareness and technological competency among the younger generation.

Not Related

- Encompasses documents that have an indirect impact on youth development but serve as a catalyst for the distribution of economic opportunities and social wellbeing such as the National Economic Wellbeing Distribution Policy (DAKEN) Action Plan.
- These documents emphasize the need to build a fair and inclusive economic structure, where the youth become the main beneficiaries in community development and employment opportunities.
- The alignment of this category shows that MYD2035 does not merely develop the youth in an individual context, but also considers the dimensions of the country's economic and social structures that directly affect their wellbeing.

ALIGNMENT OF GOVERNMENT POLICY DOCUMENTS

Legend: ● Youth Target ● General Target ● Not Related

NO.	DOCUMENT	CORE 1	CORE 2	CORE 3	CORE 4	CORE 5	CORE 6	CORE 7
1.	Malaysian Youth Policy (MYP) 2015-2035	●	●	●	●	●	●	●
2.	National Social Policy	●	●	●	●	●	●	●
3.	National Unity Action Plan 2021-2030	●	●	●	●	●	●	●
4.	Youth Socioeconomic Empowerment Plan 2030	●	●	●	●	●	●	●
5.	Twelfth Malaysia Plan 2021-2025	●	●	●	●	●	●	●
6.	Thirteenth Malaysia Plan (RMK13)	●	●	●	●	●	●	●
7.	Madani Youth Development Model 2030	●	●	●	●	●	●	●
8.	National Transformation 2050 (TN50)	●	●	●	●	●	●	●
9.	Developing a Madani Nation	●	●	●	●	●	●	●
10.	Malaysia Education Blueprint (PPPM) 2013 - 2025 & (PPPM) 2026 - 2035	●	●	●	●	●	●	●
11.	Malaysia Digital Economy Blueprint (MyDIGITAL)	●	●	●	●	●	●	●
12.	National Children's Policy Action Plan	●	●	●	●	●	●	●
13.	Social Entrepreneurship Blueprint 2030	●	●	●	●	●	●	●
14.	Mid-Term Review of the 12th Malaysia Plan	●	●	●	●	●	●	●



The background is a dark blue field filled with abstract digital motifs. A large, semi-transparent wireframe globe is centered, composed of a network of lines and dots. Swirling, ethereal ribbons of light blue and pink lines flow across the upper half of the image. In the lower-left corner, a circuit board pattern of thin blue lines and small squares is visible. In the lower-right corner, a stylized, glowing blue wireframe robotic hand is shown in a pointing gesture.

POLICY/ LEGISLATION/ GUIDELINE ANALYSIS

ACTS/ POLICIES RELATED TO YOUTH DEVELOPMENT IN MALAYSIA

1. Youth Category

The Youth Category encompasses policies, action plans and acts that directly target the development of individuals aged between 15 to 30 years, in line with the official definition of Malaysian youth. Documents in this category demonstrate a focus on empowering the potential, wellbeing and competitiveness of youth through a comprehensive approach involving aspects of education, health, science and innovation as well as the social economy. Among the main documents are the Malaysian Youth Policy 2015–2035, the Youth Transformation and Empowerment Master Plan (PINTAR30), the Youth Socioeconomic Empowerment Plan 2030, and the Madani Youth Development Model 2030. All these documents serve as a national directional framework that ensures youth remain the catalyst for the nation's progress. Supporting documents such as the MTVET Strategic Plan (KPT) and the National Science, Technology and Innovation Policy (DSTIN) Action Plan 2021–2030 focus on the development of youth technical skills and innovation. In addition, the health wellbeing dimension of youth is also strengthened through documents such as the Healthy Malaysia National Agenda Action Plan and the National Strategic Plan to Combat the Double Burden of Malnutrition Among Children 2023–2030, reflecting a holistic approach to the development of young human capital.

2. Partial Youth Category

The Partial Youth Category covers policies and action plans that encompass all age groups but also involve the youth age group as part of their implementation targets. Documents in this category reflect cross-sectoral policies that have direct and indirect impacts on the wellbeing, security, economy, social and value development of youth. Examples include the National Social Policy (DSN), the National Consumer Policy (KPDN), the National Security Policy (MKN), the National Child Policy (KPWK), the National Agrofood Policy (KPKM) and the National Energy Policy (KE). In addition, several strategic plans such as the Mental Health Strategic Plan 2020–2025, the Islamic Social Action Plan (JAKIM) and the Sustainable Development Goals Roadmap (SDG Roadmap) also integrate the youth as beneficiaries or key implementers. This group of policies shows that youth development not only occurs in youth-specific domains, but also in the context of a broader social ecosystem such as public safety, nutrition, reproductive health, technological innovation and lifelong learning. This approach highlights the inclusive nature of the country's public policies that place youth within the entire societal development structure.

3. Non-Youth Category

The Non-Youth Category refers to policies and acts that do not focus directly on the youth age group, but impact other age groups such as children under 14 years old, adults (31 to 59 years old), and senior citizens (60 years old and above). Examples of documents in this category include the National Senior Citizens Health Policy (KKM) and the National Technology and Innovation Sandbox (NTIS) under MOSTI. Although not specifically targeting youth, both of these policies remain relevant in the context of youth development through intergenerational aspects, social wellbeing, and technological innovation that affect the overall societal structure. The existence of this category asserts that youth development in Malaysia cannot be viewed in isolation, but instead must be understood within a broader policy ecosystem that also supports the continuity of human development from the childhood stage to senior citizens.

Youth

Individuals aged 15-30 years

NO.	DOCUMENT	YOUTH
1.	PINTAR30 (Youth Transformation and Empowerment Master Plan 2030) (KPKM)	
2.	Youth Socioeconomic Empowerment Plan 2030 (KBS)	
3.	Cultural Policy (DAKEN) (MOTAC)	
4.	National Science, Technology and Innovation Policy (DSTIN) Action Plan 2021-2030 (MOSTI)	
5.	MTVET Strategic Plan (KPT)	
6.	Youth Societies and Youth Development Act 2007 (Act 668) (KBS)	
7.	Malaysian Youth Policy 2015-2035 (KBS)	
8.	Madani Youth Development Model 2030 (KBS)	
9.	Sustainable Development Goal (SDG) Indicators	
10.	Strategic Plan to Reduce Sugar Among Malaysians 2024–2030	
11.	National Strategic Plan to Combat the Double Burden of Malnutrition Among Children 2023-2030 (KKM)	
12.	Healthy Malaysia National Agenda Action Plan 2021-2025 (KKM)	
13.	MOE Digital Education Policy 2023-2030	

Partial Youth

Covers all age groups including the youth age group

NO.	DOCUMENT	YOUTH	NO.	DOCUMENT	YOUTH
1.	Second-hand Dealers Act 1942 (Act 189) (KDN)		4.	National Agrofood Policy (DAN) (KPKM)	
2.	Country Programme Action Plan (KE)		5.	Digital Content Ecosystem Policy (MDEC)	
3.	Country Programme Document, 2022-2025 between the Government of Malaysia and UNICEF (KE)		6.	National Child Policy (KPWKM)	

NO.	DOCUMENT	YOUTH
7.	National Security Policy 2021-2025 (MKN)	
8.	National Arts Target Group Policy (DAKEN) (MOTAC)	
9.	National Nutrition Policy of Malaysia (KKM)	
10.	National Energy Policy (KE)	
11.	National Consumer Policy (KPDN)	
12.	National Social Policy (DSN) (KPWKM)	
13.	Mental Health Strategic Plan 2020-2025 (KKM)	
14.	Islamic Social Action Plan (JAKIM)	
15.	Malaysia Road Safety Plan 2022-2030 (JPJ)	
16.	Sustainable Development Goals Roadmap (SDG Roadmap) (KE)	
17.	Strategic Plan for Combating the Double Burden of Malnutrition 2023-2030 (KKM)	
18.	Healthy Malaysia National Agenda Action Plan 2021-2025 (KKM)	
19.	Human Rights Action Plan (NHRAP) (KPWKM)	
20.	Reproductive Health and Social Education Action Plan (PEKERTI) (KPWKM)	

NO.	DOCUMENT	YOUTH
21.	Mental Health Strategic Plan 2020-2025 (KKM)	
22.	Lifelong Learning (KPT)	
23.	National Science, Technology and Innovation Policy (DSTIN) Action Plan 2021-2030 (MOSTI)	
24.	Culture Policy (DAKEN) (MOTAC)	
25.	Development of GRP Toolkit (MPC)	
26.	National Strategic Plan in Handling the Causes of Child Marriage (KPWKM)	
27.	Space Industry Strategic Plan (MYSA)	
28.	Science, Technology and Innovation Policy (DSTIN) (MOSTI)	
29.	Initiative to Improve the Country's Performance in the Global Innovation Index (GII) (MOSTI)	
30.	Malaysia Plan on Countering Violence Extremism (KDN)	
31.	National Action Plan on Preventing and Countering Violent Extremism (NAPPCVE) 2023-2030 (KDN)	
32.	Strategic Plan to Reduce Sugar Among Malaysians 2024-2030	

Non-Youth

Covers the age groups of children (under 14 years old) and post-youth (adulthood (31 to 59 years old) & Senior Citizens (60 years old and above))

BIL	DOKUMEN	YOUTH
1.	National Senior Citizens Health Policy (KKM)	
2.	National Technology and Innovation Sandbox (NTIS) (MOSTI)	

The background is a dark blue field filled with abstract digital motifs. A central globe is depicted as a wireframe sphere with a network of lines and dots, colored in shades of blue and red. Above the globe, flowing, wavy lines of red and blue wireframe mesh sweep across the frame. Below the globe, a complex network of blue lines and squares resembles a circuit board or data flow diagram. In the bottom right corner, a stylized, wireframe hand is shown reaching out, emitting a small cluster of bright blue light particles.

MYD ACTION PLAN 2035



The background is a dark blue gradient. It features a central globe composed of a wireframe mesh of triangles, with small blue and red dots at the vertices. Swirling around the globe are large, translucent, wavy shapes made of fine lines, colored in shades of blue and red. At the bottom, there is a circuit-like pattern of blue lines and squares, and a stylized, glowing blue wireframe hand reaching upwards from the bottom right.

CORE 1

TECHNOLOGY MASTERY AND DIGITAL LITERACY

- **Empowering Digital Competency**
- **Expanding Internet Network Access**

Core 1

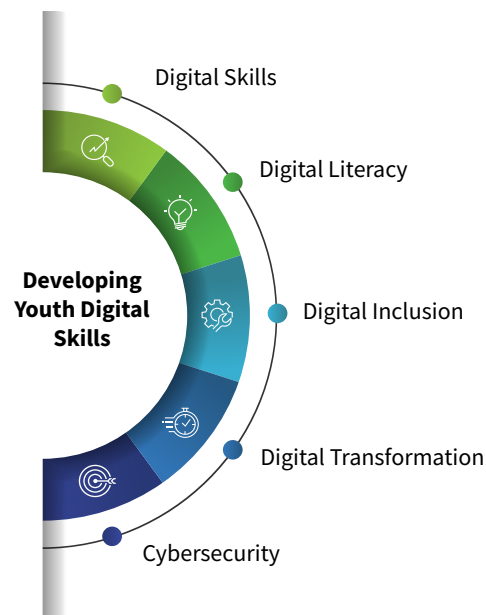
TECHNOLOGY MASTERY AND DIGITAL LITERACY

Introduction

Mastery of digital technology is an important element in youth development to ensure their competitiveness and capabilities in the global digital economy. However, there are several challenges in strengthening the digital capabilities of youth, including the access gap, lack of technological awareness, and non-comprehensive infrastructure. Therefore, the understanding of the concept definition, operational definition, as well as issues and challenges need to be detailed to produce more effective strategies

Conceptual Definition

1. **Digital Literacy** – Refers to the ability of an individual to use digital technology efficiently and ethically in daily life, including an understanding of cybersecurity, information searching, and digital communication. (Gilster, P. (1997); Ng, W. (2012); UNESCO (2018).
2. **Digital Inclusion** – The ability to provide access to digital technology for all levels of society, including rural youth and the underprivileged (Warschauer, M. (2003); Van Dijk. (2020); ITU (2022).
3. **Digital Transformation** – Changes in the way youth work, learn, and communicate with the use of digital technology such as artificial intelligence (AI), the Internet of Things (IoT), and 5G networks. (Vial, G. (2019); Westerman, G., McAfee, A. (2014); Brennen, J. S., & Kreiss, D. (2016).
4. **Cybersecurity** – The protection of digital data and information from cyber threats such as online fraud, identity theft, and information fraud. (Von Solms, R., & Van Niekerk, J. (2013); Singer, P. W., & Friedman, A. (2014).



5. **Digital Skills** – The ability of youth to use digital technology in the context of employment, learning, and daily life efficiently and innovatively. (Ferrari, A. (2012); Van Laar, E., Van Deursean, A. J. A. M., Van Dijk, J. A. G. M., & De Haan, J. (2017); OECD (2019).

Operational Definition

- 1.) **Digital Literacy** – Encompasses digital technology training and awareness programmes that provide youth with an understanding of cybersecurity, responsibilities in the digital world, and the ability to use technology for self-development.
- 2.) **Digital Inclusion** – Strategies to ensure every youth has access to high-quality internet services, including in rural and remote areas.
- 3.) **Digital Transformation** – Steps to increase the mastery of digital technology in the education, employment, and entrepreneurship sectors.
- 4.) **Cybersecurity** – Digital security training that emphasises the protection of personal data, understanding of online threats, and ways to handle the spread of false information.
- 5.) **Digital Skills** – The mastery of digital technology by youth through training and exposure to the fields of AI, IoT, data analysis, and the digital economy.

ISSUES AND CHALLENGES

1. Digital Divide between Urban and Rural Areas

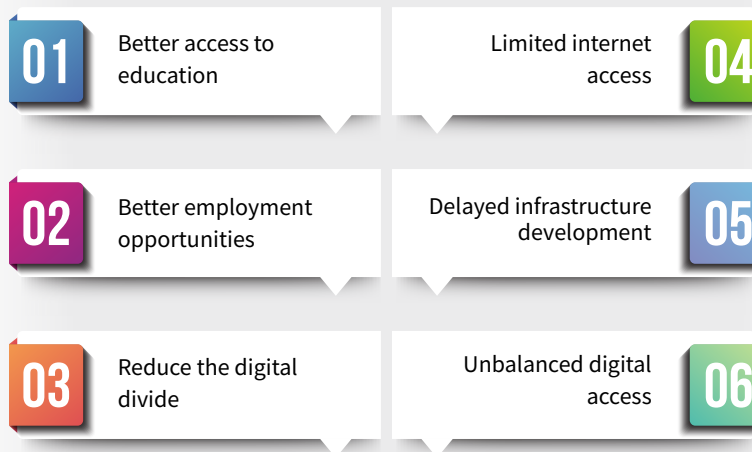
Challenges:

- Rural youth face difficulties in gaining access to high-speed internet and stable technological infrastructure.
- The gap in digital infrastructure development causes an imbalance in access to digital education and employment.

Proposed Solutions:

- Increase investment in broadband infrastructure in rural areas.
- Provide subsidies or incentives for rural youth to own quality digital devices.

Digital infrastructure challenges in rural areas



2. Digital Awareness and Literacy Challenges:



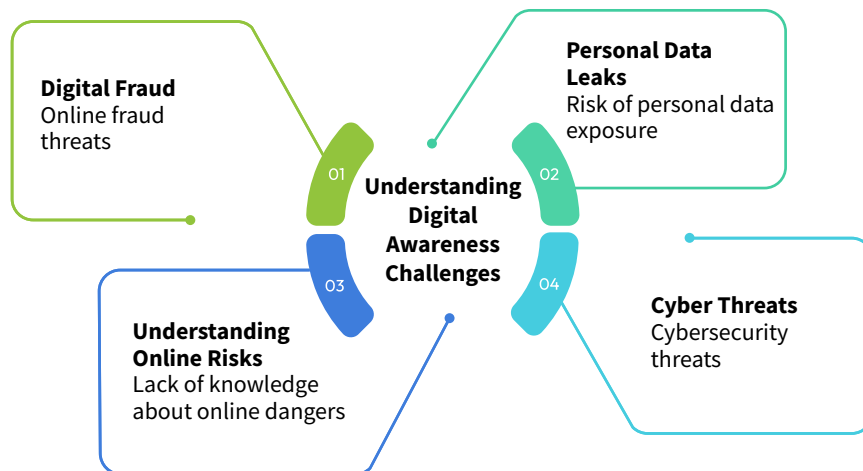
Challenges:

- Many youths still lack an understanding of the importance of digital literacy and cybersecurity.
- Lack of exposure to online risks such as digital fraud, personal data leaks, and cyber threats.



Proposed Solutions:

- Conduct digital literacy campaigns in schools and universities.
- Provide digital security learning modules in the educational curriculum.



3. Digital Skills among Youth



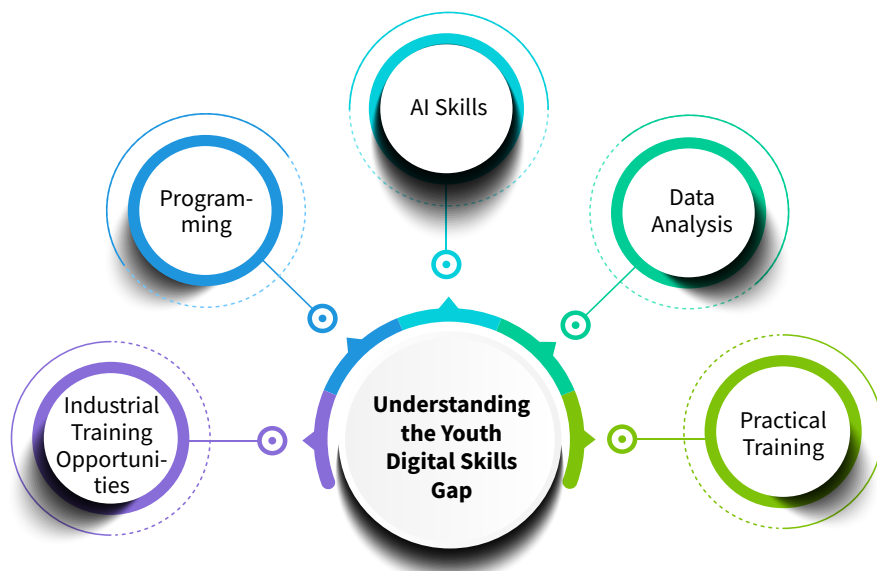
Challenges:

- Youth are not exposed to the digital skills required by the industry such as AI, data analysis, and programming.
- Lack of practical training and industrial training opportunities in the field of digital technology.



Proposed Solutions:

- Establish collaborations with the technology industry to provide training and digital skills empowerment programmes.
- Increase youth participation in technology-related courses such as programming, IoT, and blockchain.



4. Cybersecurity Risk

Challenges:

- Youth are less aware of cybersecurity issues such as the spread of fake news, digital fraud, and data theft.
- Cyber attacks are increasing with various threats such as malware, phishing, and hacking.

Proposed Solutions:

- Providing digital security training modules and an introduction to data protection concepts.
- Increasing public awareness campaigns on cyber threats and ways to protect oneself from digital attacks.



Low interest in digital technology

Advantages	Disadvantages
Potential for innovation	Perception about complexity
Career opportunities	Limited exposure
Better problem-solving skills	Fear of failure
Increased digital literacy	Lack of role models
Greater contribution to society	Potential for digital divide

5. Youth Interest in Digital Technology

Challenges:

- Some youth still consider digital technology as a complex field that is difficult to explore.
- Youth interest in the technology field is still low due to a lack of early exposure at the school level.

Proposed Solutions:

- Encouraging youth participation in digital innovation competitions and hackathons.
- Introducing mentoring programmes with technology industry experts to attract youth interest in the digital field.

6. Infrastructure and Internet Access Cost

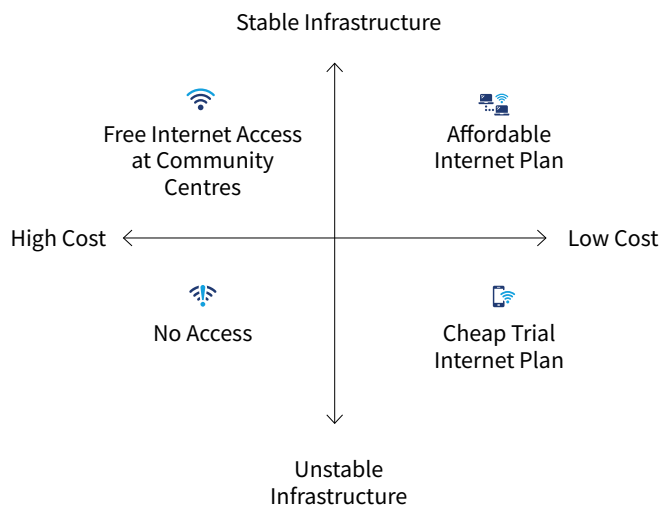
Challenges:

- High Internet subscription costs make it difficult for youth, especially the B40 group, to gain comprehensive access to technology.
- Unstable broadband infrastructure hinders the effectiveness of digital initiatives.

Proposed Solutions:

- Providing more free access to the internet in strategic areas such as schools, universities, and youth centres.
- Encouraging collaboration with telecommunication companies to offer affordable internet plans to the youth.

Analysing Internet Access Challenges



Conclusion

The mastery of digital technology among the youth is a key factor in building a competitive and innovative generation. However, challenges such as the digital divide, lack of awareness regarding cybersecurity, and weaknesses in the mastery of technological skills need to be addressed through comprehensive policies. By strengthening digital literacy, expanding technological infrastructure, and providing more training and exposure, Malaysia can produce youth who are ready to face the digital era effectively and inclusively.

Strategy 1 Empowering Digital Competency

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 1: Digital Technology Literacy and Awareness						
Strengthening Digital Literacy among the youth	• Providing digital safety awareness (Cybersecurity, social media) • Empowering the use of digital technology • Strengthening digital usage ethics • Expanding digital innovation • Promoting social media usage ethics	Target Group: 8 Youth Target Groups Age Group: Early Youth Middle Youth Late Youth	Number of participants	Short: Minimum 25,000 participants Medium: 80,000 participants Long: 150,000 participants	Lead Agency: KD Implementing Agencies: KPM, KPT, KK, KBS , KPWKM, KKDW, MINDEF, MyDigital ID, MOSTI, MBM, KLN	• Increasing knowledge of cybersecurity and digital literacy. • Mastering the skills to evaluate media content, avoiding the spread of fake news, and being sensitive to cyber threats by practising healthy and safe digital media usage, and safeguarding identity security and the confidentiality of personal information - Increasing the youth's understanding and mastery of data literacy to support the digital economy • Increasing critical thinking in evaluating media content and avoiding the spread of fake news • Producing youth who are highly skilled in AI, who become references in their fields, and are capable of creating career opportunities. • Increasing work efficiency and access to accurate information, while providing exposure to the latest AI to open up career opportunities • Increasing youth awareness of digital safety, information management and online communication ethics. • Reducing the “fast money” and materialistic culture - Reducing the number of cyber fraud (scam) victims

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome	
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035			
Initiative 2: Mastery of Digital Skills and Professional Recognition							
Enhancement of Digital Skills	• Providing basic and advanced digital skills training workshops • Conducting specialisation courses on the latest technologies (AI, Big Data, Cloud Computing) • Implementing introductory training on digital business applications	Target Group: Working youth	Age Group: Early Youth Middle Youth Late Youth	Number of participants	Short: 5,000 participants	Lead Agency: JPM (MTVET)	Increasing the highly skilled digital workforce and enhancing youth employability
					Medium: 10,000 participants	Implementing Agencies: KESUMA, KKDW, KBS, KPM, KPKM, KDN, KPKT, KPT, KKR, MOTAC, KPWKM, MBM	
					Long: 15,000 participants		
Recognition of Digital Skills by Professional Bodies	• Recognising youth digital skills with professional certificates from relevant bodies (Malaysian Board of Technologies, Microsoft, Google, Cisco) • Establishing collaboration with the industry for official certification • Providing incentive schemes for youth to obtain digital professional certificates	Target Group: Working Youth HEI Youth Mass Youth Minority Youth and Marginalised Groups	Age Group: Early Youth Middle Youth Late Youth	Number of participants	Short: 1,000 peserta	Lead Agency: KESUMA	Ensuring more youth receive global recognition in the technology field and enhancing Malaysia’s competitiveness
					Medium: 1,500 peserta	Implementing Agencies: KESUMA, MOSTI (MBOT), KKR (BOARD OF ENGINEERS, CIDB, BOARD OF ARCHITECTS, BOARD OF QUANTITY	
					Long: 2,000 peserta		

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe		Agency	Expected Outcome
				Short: 2026-2027	Medium: 2028-2030		
				Long: 2031-2035			
Strengthening Formal Education in the Use of Technology and Digital	- Increasing youth involvement in basic technology usage courses - Increasing the number of early youth with digital literacy - Increasing the competency level of students	Target Group: School-going Youth Tertiary Education Youth	Number of participants	Short: 5,000 participants	Lead Agency: KPM	Implementing Agencies: KPT, KD	Strengthening the implementation of digital technology applications among youth in the formal education system in Malaysia
		Age Group: Early Youth Middle Youth		Medium: 10,000 participants			
		Long: 15,000 participants					
Initiative 3: Nationhood and Digital Awareness							
Empowering Nationhood Training Digitally	- Organising technology-related nationhood seminars/forums - Providing awareness courses on the importance of technology in developing the nation - Providing digital modules related to patriotism	Target Group: School-going Youth Working Youth Mass Youth Minority Youth and Marginalised Groups	Number of participants	Short: 10,000 participants	Lead Agency: KBS	Implementing Agencies: MINDEF, MBM	Empowering youth awareness on the role of technology in national development and cybersecurity
		Age Group: Early Youth Middle Youth Late Youth		Medium: 80,000 participants			
		Long: 130,000 participants					
Initiative 4: Career Development and Inclusivity of Vulnerable Groups							
Strengthening Youth Leadership Training and Careers for Persons with Disabilities	Providing special leadership and career development programs for youth with disabilities.	Target Group: 8 Youth Target Groups	Number of participants	Short: 1,000 participants	Lead Agency: KPWKM	Implementing Agencies: KBS, MBM, KESUMA	Empowering youth with disabilities to become more competitive in leadership and careers.
		Age Group: Early Youth Middle Youth Late Youth		Medium: 3,000 participants			
		Long: 5,000 participants					

Strategy 2 Expanding Internet Network Access

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 1: Infrastructure Development and Digital Access						
Expansion of 5G Internet Network	- Adding new 5G towers and upgrading existing towers to 5G. - Expanding 5G coverage nationwide - Providing affordable 5G internet access	Target Group: 8 Youth Target Groups Age Group: Early Youth Middle Youth Late Youth	Percentage of 5G coverage in populated areas (Coverage on Populated Area, CoPA)	Short: 5G coverage in populated areas: 83% - 90% CoPA	Lead Agency: KK Implementing Agency: MCMC, Service Providers	Expanding coverage and enhancing 5G access nationwide in line with the aspirations of RMK13
				Medium: 5G coverage in populated areas: 90% - 98% CoPA Long: Expected technology transition to 6G starting in 2030 with commercial readiness after 2035		
Improvement of the Youth Dashboard and Enhancement of Youth Information Access	- Improving the dashboard for monitoring and collaboration - Integrating the youth data system for matching job opportunities and skills training - Supplying youth activities/data continuously	Target Group: 8 Youth Target Groups Age Group: Early Youth Middle Youth Late Youth	Number of users	Short: 50,000 users Medium: 60,000 users Long: 80,000 users	Lead Agency: KBS Implementing Agency: KBS, Premier of Sarawak’s Department, Youth DB Focal Point	- Improving the youth information management system and increasing their involvement in the nation’s digital development - Ensuring youth have access to the latest information related to personal and career development

The background is a dark blue field filled with abstract digital motifs. A central globe is depicted using a wireframe mesh of blue and red lines, with small dots at the vertices. Swirling, ethereal ribbons of red and blue lines flow across the upper half of the image. The lower half is dominated by a complex network of blue lines and squares, resembling a circuit board or data pathways. In the bottom right corner, a stylized, glowing blue wireframe hand is shown in a pointing gesture.

CORE 2

EMPOWERMENT OF POLITICAL LITERACY, NATIONHOOD AND GOVERNANCE

- **Strengthening Nationhood Elements**
- **Empowering Government Policies related to Youth Needs**

Core 2

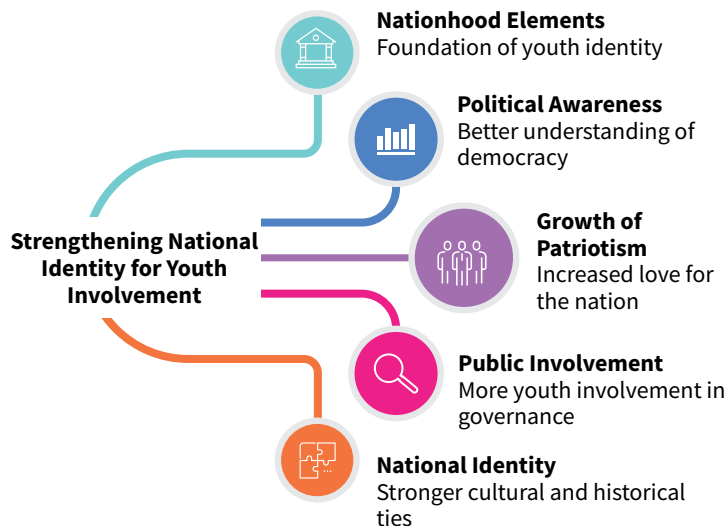
EMPOWERMENT OF POLITICAL LITERACY, NATIONHOOD AND GOVERNANCE

Introduction

Nationhood elements are the foundation in the formation of the Malaysian youth identity. The appreciation of nationhood values and high political awareness are important in ensuring the stability of the nation. However, challenges in increasing the understanding and involvement of youth in nationhood aspects still exist. Therefore, the understanding of conceptual definitions, operational definitions, as well as issues and challenges need to be detailed to form more effective policies and strategies.

Conceptual Definitions

1. **Nationhood** – Refers to elements related to national identity such as the political system, constitution, patriotism, and administrative institutions that form the foundation of the nation. (Anderson, B. (1993); Smith, A. D. (1991).
2. **Patriotism** – The spirit of love and loyalty to the nation shown through actions, sacrifices, and respect for national symbols and institutions. (Nathanson, S. (1993); Bar-Tal, D. (1993).
3. **Political Awareness** – The ability of an individual to understand the political system, rights as a citizen, and responsibilities in the democratic process such as elections and policymaking. (Verba, S., Schlozman, K. L., & Brady, H. E. (1995); Dalton, R. J. (2017).
4. **National Identity** – The identity formed within an individual as a Malaysian based on cultural values, history and principles underlying societal life. (Tajfel, H. (1981); Billig, M. (1995).



5. **Political Socialisation** – The process by which individuals, especially youth, receive and understand political values and norms that shape their understanding and participation in the national political system. (Niemi, R. G. & Hepburn, M. A. (1995); Dennis, J., Easton, D., & Easton, S. (1969).

Operational Definitions

1. **Nationhood** – Refers to efforts to strengthen youth awareness of the political system, the constitution, and their role in developing the country.
2. **Patriotism** – Programmes that encourage appreciation of national symbols, participation in nationhood activities, and the spirit of love for the country.
3. **Political Awareness** – The enhancement of youth understanding of their democratic rights through forums, workshops, and leadership training.

4. **National Identity** – Initiatives that instil national values in the youth through education, social activities, and leadership experiences.
5. **Political Socialisation** – Exposure to the political system and national policies through interactive activities, youth discussions, and involvement in policymaking.

ISSUES & CHALLENGES

1. Political Awareness among the Youth

Challenges:

- The youth lack understanding of their rights and responsibilities as citizens in the democratic process.
- Political fatigue among the youth causes them to be apolitical and unwilling to be involved in political discussions.

Proposed Solutions:

- Increase political education programmes in schools and universities.
- Introduce youth forums and discussions on current issues and government policies.

Lack of Understanding
Unclear rights and responsibilities

Political Fatigue
Being apolitical and passive



2. Sense of Belonging to the Country and Community

Challenges:

- There is a social gap among the youth according to ethnicity, culture, and interest inclinations.
- Lack of youth participation in nationhood programmes that encourage national unity.

Proposed Solutions:

- Introduce the '1 Community 1 Student' programme that connects the youth with multi-ethnic communities.
- Encourage more interactive programmes such as interracial community projects.

3. Appreciation of the Rukun Negara and the Constitution

Challenges:

- The younger generation lacks understanding of the importance of the Rukun Negara and the Constitution of Malaysia.
- There is confusion regarding the rights and responsibilities of citizens in the context of nationhood.

Proposed Solutions:

- Provide more interactive and engaging nationhood education modules.
- Conduct awareness campaigns through social media and out-of-classroom activities.

4. Interest in Political

Challenges:

- Urban and rural youth show different interests towards politics.
- Participation in associations and political leadership programmes is still low.

Proposed Solutions:

- Organise studies and surveys to understand the patterns of youth political interest.
- Introduce workshops and programmes related to political socialisation at the school level.

5. Inaccessibility of Youth Voices in Policymaking

Challenges:

- The youth do not know the platforms available for them to voice their opinions.
- Lack of government initiatives in empowering youth voices in national policies.

Proposed Solutions:

- Establish Youth Council Members to enable the youth to provide suggestions on national policies.
- Create a social media data collection system to understand youth sentiments towards nationhood issues.

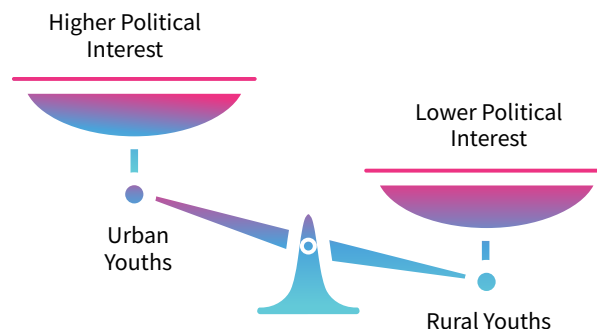
6. Decline of Patriotism Spirit among the Youth

Challenges:

- The patriotic spirit among the youth is declining due to the influence of globalisation and social media.
- Lack of programmes that encourage awareness about the importance of defending the national identity.

Proposed Solutions:

- Empower nationhood programmes such as PLKN and Nationhood Training in universities.
- Encourage the use of patriotic songs and activities that foster the spirit of nationalism.



7. Youth Involvement in Social Problems



Challenges:

- An increase in the rate of youth participation in social ills such as bullying, LGBT, drugs, and corruption.
- Lack of identity development initiatives that can reduce involvement in negative activities.



Proposed Solutions:

- Organising community awareness programmes and university student involvement in volunteer activities.
- Increasing the efforts of authorities in disseminating information to youths regarding the negative impacts of social ills.

8. The Government does not address local issues



Challenges:

- Not knowing what the government is implementing to address local issues.



Proposed Solutions:

- Preparing and distributing suggestion boxes (physical/online) in every locality within the divisions of Sarawak
- Increasing the frequency of leaders engaging with the people on a regular basis.

Conclusion

The development of nationhood elements among youths is a priority in ensuring the continuity of leadership and the stability of the country. By addressing issues such as low political awareness, loss of a sense of belonging, and the decline of the patriotic spirit, we can shape youths who are more responsible and competitive. It is hoped that this policy will become a comprehensive guideline in developing Malaysian youths who are more proactive in the aspects of nationhood and future leadership.

Strategy 1 Strengthening Nationhood Elements

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 1: Strengthening Political and Democratic Literacy						
Youth Voice Empowerment	Providing a space for youth to express ideas and views using official platforms	Target Group: 8 Youth Target Groups	Number of participants and total views	Short: 2,000 participants/ 100,000 views	Lead Agency: KBS	Increasing youth involvement in the decision-making process
		Age Group: Early Youth Middle Youth Late Youth		Medium: 5,000 participants/ 300,000 views	Implementing Agency: JPM (AKM), MBM, KPM, KPT	
				Long: 10,000 participants/ 1 million views		
Initiative 2: Appreciation of Nationhood, Culture and Patriotism						
Appreciation of the Rukun Negara and Cultural Literacy	Increasing the appreciation of the Rukun Negara and the learning of national history	Target Group: School-going Youth HEI Youth	Number of participants	Short: 25,000 participants	Lead Agency: KPN	Increasing the spirit of patriotism among the youth
		Age Group: Early Youth Middle Youth Late Youth		Medium: 80,000 participants	Implementing Agency: MINDEF, KPT, KK, KPN (JPNIN), KPM, KBS	
				Long: 130,000 participants		

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe		Agency	Expected Outcome
				Short: 2026-2027	Medium: 2028-2030		
Strengthening Nationhood Literacy	Providing nationhood courses and training	Target Group: School-going Youth HEI Youth Mass Youth	Number of participants	Short: 25,000 participants	Lead Agency: JPM (AKM) Implementing Agency: KBS, KPT, MINDEF, SPR, KPM, KKDW	- Strengthening identity and nationhood among the youth - Increasing the number of constitutionally literate youth	
		Age Group: Early Youth Middle Youth Late Youth		Medium: 80,000 participants			
	Implementing democracy education and training and political awareness workshops	Target Group: 8 Youth Target Groups		Long: 130,000 participants			
		Age Group: Early Youth Middle Youth Late Youth					
Strengthening the Spirit of Community and Nationhood	Fostering a sense of love and affection for Malaysia	Target Group: 8 Youth Target Groups	Number of programmes	Short: 100 programmes	Lead Agency: KBS Implementing Agency: KBS , KPM, KPT, MINDEF, MBM (Youth Association), State Government	Strengthening the spirit of patriotism through community activities	
		Age Group: Early Youth Middle Youth Late Youth		Medium: 200 programmes			
				Long: 300 programmes			
Strengthening Character and Patriotism	Implementing character and patriotism programmes	Target Group: 8 Youth Target Groups	Number of programmes	Short: 100 programmes	Lead Agency: KBS Implementing Agency: KPN, KPT, MBM, KPKT (PBT), MINDEF	Strengthening the character and patriotism of youth national identity	
		Age Group: Early Youth Middle Youth Late Youth		Medium: 300 programmes			
				Long: 500 programmes			

Strategy 2 Empowering Government Policies related to Youth Needs

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 1: Empowering Future Youth						
Youth Involvement in Local Authority (PBT) Councils	Appointing youth as members of PBT Councils	Target Group: Higher Education Youth, Career Youth, Youth Associations, Mass Youth, International Malaysian Youth	Number of PBTs	Short: 20 PBT	Lead Agency: KPKT (PBT)	Increasing youth involvement in the local authority empowerment agenda
		Age Group: Middle Youth Late Youth		Medium: 90 PBT Long-term: 156 PBT		
Corruption Prevention and Integrity	Organising corruption prevention and integrity educational programmes among youth	Target Group: 8 Youth Target Groups	Number of participants	Short: 40 programmes	Lead Agency: SPRM	Increasing awareness and reducing corruption and integrity issues among the youth
		Age Group: Early Youth Middle Youth Late Youth		Medium: 60 programmes Long-term: 100 programmes		



CORE 3

IDENTITY, TALENT AND LEADERSHIP BUILDING

- **Empowering Leadership Development**
- **Increasing Youth Identity and Character Building Programmes**
- **Empowering Youth Organisations and Internationalisation**

Core 3

IDENTITY, TALENT AND LEADERSHIP BUILDING

Introduction

Identity, talent and leadership building is an important aspect in ensuring the continuity of a competitive, high-integrity and visionary generation. However, there are various issues and challenges that prevent the youth from achieving their leadership potential. Therefore, an explanation of the conceptual definitions, operational definitions, as well as the issues and challenges faced must be detailed to create an effective strategy.

Conceptual Definitions

1. **Youth Leadership** – Refers to the process of forming and empowering young individuals in their ability to influence, guide, and manage organisations or groups towards positive goals. (Komives, S. R., Lucas, N., & McMahon, T. R. (2009); Yukl, G. (2006).
2. **Youth Identity** – Is the personal development, values, beliefs and identity among young people that shape their personalities and life directions. (Erikson, E. H. (1968); Arnet, J. J. (2000).
3. **Volunteerism** – Voluntary activities carried out by individuals or groups without expecting financial rewards, aimed at contributing to community development and social leadership. (Wilson, J. (2000).
4. **Character Development** – The process of shaping leadership traits, attitudes, discipline and values in the youth to ensure they become responsible leaders. (Lickona, T. (1992).
5. **Mentorship and Leadership Training** – Training and guidance programmes that enable the youth to acquire leadership skills through direct experience and hands-on learning. (Ragins, B. R., Kram, K. E. & Roosevelt. E. (2007).

Strengthening Youth Leadership and Identity

Youth Leadership

The process of developing the youth as effective leaders

Youth Identity

The formation of personal values and identity among the youth

Volunteerism

Participation in voluntary activities for community development

Character Development

Building leadership traits and values

Mentorship and Training

Programmes to improve leadership skills

Policy Context

Participation in policy-driven programmes

Operational Definitions

1. **Youth Leadership** – Refers to the active participation of the youth in leadership programmes at the school, higher education institution (IPT), and community levels, as well as in the national and international arenas.
2. **Youth Identity** – Focuses on efforts to shape the identity and awareness of the youth regarding their roles in society through programmes such as patriotism camps, character education, and involvement in policy-making platforms.
3. **Volunteerism as the Foundation of Leadership** – Volunteerism activities are used as a mechanism to train the youth in aspects of leadership, organisational skills, and social responsibility.
4. **Hands - On Leadership Training** – Modules and programmes conducted in the form of simulations, mentorship, and practical training to improve youth leadership capabilities.
5. **Leadership Modules in Education** – Courses or activities included in the school and higher education institution/ skills training institution (IPT/ILK) curricula to shape leadership skills at an early stage.



ISSUES AND CHALLENGES

1. Leadership Opportunities for Early Youth



Challenge:

- Opportunities to participate in exchange programs and leadership training are often prioritised for experienced youth over early youth.
- Participation in international-level leadership programs is still limited to only a handful of individuals.



Proposed Solutions:

- Establishing more transparent and inclusive selection criteria.
- Providing more entry-level programs for early youth.

2. Exposure to Leadership Education



Challenge:

- The existing education system lacks emphasis on youth character and leadership development.
- Leadership modules in schools and universities are not yet mandatory.



Proposed Solutions:

- Integration of leadership modules in primary, secondary and tertiary education curricula.

3. Support Programs for Persons with Disabilities (PWD) Leadership

Challenge:

- PWD youth receive fewer opportunities for involvement in leadership and career programs.
- Employers lack awareness and training in managing PWD employees.

Proposed Solutions:

- Providing special training programs.
- Increasing access to employment opportunities.

4. Spirit of Volunteerism

Challenge:

- Youth are more attracted to contributing for material rewards rather than voluntarily.
- Volunteerism is often viewed as an activity that does not provide an impact on career development.

Proposed Solutions:

- Making volunteerism activities as part of education and leadership training requirements.

5. Hands-On Leadership Skills

Challenge:

- Many leadership programs focus more on theory rather than practical exposure.
- Lack of quality mentors and facilitators in guiding the youth.

Proposed Solutions:

- Increasing the amount of simulation training, mentorship and hands-on leadership development programs.

6. Space for Youth Voice in Policy Making

Challenge:

- Platforms for youth participation in policy discussions are still limited.
- Not all youth have access to convey their views in matters related to national leadership.

Proposed Solutions:

- Expanding the space for youth in national forums.
- Ensuring youth involvement in policy making.



7. Confidence Among Youth to Become Leaders



Challenge:

- Many youth do not have the self-confidence to take on leadership roles.
- Fear of failure and lack of exposure to leadership guidance.



Proposed Solutions:

- Providing more leadership training programs with the support of mentors and facilitators.

8. The Impact of Social Media on Youth Identity and Leadership



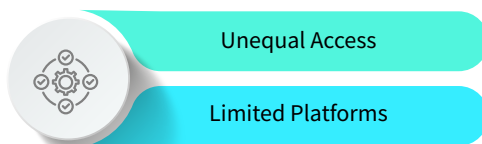
Challenge:

- Many youth are more attracted to social media influencers who promote a materialistic lifestyle.
- Lack of exposure to positive leadership examples.



Proposed Solutions:

- Involving positive influencers in youth leadership programmes and building awareness on the importance of identity.



Conclusion

Youth leadership development and identity formation require concerted efforts from various parties. By overcoming key issues such as the lack of opportunities, lack of leadership education, as well as weaknesses in volunteerism and youth voices in national policies, Malaysia can produce a youth generation that is more proactive, competitive, and visionary in future leadership. It is hoped that this policy can serve as a main guide in shaping a more comprehensive and inclusive youth development policy.

Strategy 1 Empowering Leadership Development

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome	
				Short:			
				2026-2027			
				Medium:			
2028-2030							
				Long:			
2031-2035							
Initiative 1: Identity and Leadership							
Implementation of the Identity and Leadership Development Programme	Organising Identity and Leadership Camps	Target Group: 8 Youth Target Groups	Number of participants	Short: 25,000 participants	Lead Agency: KBS	Strengthening identity and leadership	
				Medium: 80,000 participants			Implementing Agencies: KPN, KPT, MBM, KPKT (PBT), MINDEF
				Long: 130,000 participants			
Initiative 2: Community and Grassroots Leadership							
Empowerment of Rural Youth Leadership	• Providing intensive training in leadership, community, project management, and grassroots mentoring in interior areas • Organising leadership and project management training for rural and suburban youth • Implementing local community mentoring approach programmes	Target Group: School-going Youth HEI Youth Minority Youth and Marginalised Groups	Number of participants	Short: 1,000 participants	Lead Agency: KKDW	• Providing opportunities for youth in interior areas to gain access to intensive training, leadership knowledge, community and project management • Empowering grassroots leaders and increasing the knowledge of local youth, especially rural and suburban youth	
				Medium: 3,000 participants			Implementing Agencies: MYSED, KBS, MBM, KPKT (PBT)
				Long: 5,000 participants			

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe		Agency	Expected Outcome
				Short: 2026-2027	Medium: 2028-2030		
Long: 2031-2035							
Initiative 2: Community and Grassroots Leadership							
Youth Leadership Development	- Implementing organisational management and leadership programmes - Organising youth association programmes - Providing training leadership simulation through youth leadership coaching and mentoring	Target Group: 8 Youth Target Groups	Age Group: Late Youth	Number of participants	Short: 50,000 participants	Lead Agency: KBS	Enhancing leadership values among youth and encouraging youth association participation
					Medium: 250,000 participants		
					Long: 500,000 participants	Implementing Agencies: KKDW, KPN, MBM, MINDEF, KPT, KPM (BSKK)	

Strategy 2 Increasing Youth Identity and Character Building Programmes

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 1: Youth Recognition and Icons						
Search for Young Leaders	Implementing competitions at the state and national levels with participants carrying out actual community projects	Target Group: Higher Education Youth School-going Youth Age Group: Early Youth Middle Youth Late Youth	Number of participants	Short-term: 1,000 participants Medium-term: 3,000 participants Long-term: 5,000 participants	Lead Agency: MBM Implementing Agency: MBM Affiliates	Increasing the number of future young leadership talents capable of facing real-world challenges
Showcasing Youth Icons	Producing youth icons through awards based on contributions to the youth empowerment and potential showcasing agenda	Target Group: 8 Youth Target Groups Age Group: Early Youth Middle Youth Late Youth	Number of participants	Short-term: 500 participants Medium-term: 1,000 participants Long-term: 3,000 participants	Lead Agency: KBS Implementing Agency: KBS, KPT	Increasing the number of youth icons to assist in the youth development agenda
Professional Recognition of Youth Workers	Developing professional youth workers and encouraging participation in the SKM-Youth Worker Professionalism	Target Group: 8 Youth Target Groups Age Group: Early Youth Middle Youth Late Youth	Number of participants	Short-term: 500 participants Medium-term: 1,000 participants Long-term: 3,000 participants	Lead Agency: KBS Implementing Agency: KBS, KESUMA	Increasing youth involvement as professional youth workers

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 2: Athlete Well-being and Career						
Strengthening Youth Athlete Well-being	Increasing counselling programmes, improvement of insurance protection and sports training	Target Group: 8 Youth Target Groups	Number of participants	Short-term: 1,000 participants	Lead Agency: KBS	Strengthening the elements of well-being and future security of youth athletes
		Age Group: Early Youth Middle Youth Late Youth		Medium-term: 3,000 participants	Implementing Agency: KBS (MSN, ISN), KKM	
				Long-term: 5,000 participants		
Athlete Career Empowerment	Providing skills training and employment opportunities to athletes	Target Group: 8 Youth Target Groups	Number of participants	Short-term: 1,000 participants	Lead Agency: KBS	Empowering competitiveness and post-athlete careers
		Age Group: Early Youth Middle Youth Late Youth		Medium-term: 3,000 participants	Implementing Agency: KBS (ISN)	
				Long-term: 5,000 participants		
Initiative 3: Youth Personality and Resilience Empowerment						
Strengthening of Attitude and Personality	Providing programmes related to the strengthening of youth attitude and personality	Target Group: 8 Youth Target Groups	Number of participants	Short-term: 25,000 participants	Lead Agency: KBS	Strengthening youth personality through a positive youth development framework
		Age Group: Early Youth Middle Youth Late Youth		Medium-term: 80,000 participants	Implementing Agency: KPN (YSS), KPT, MBM, KPKT (PBT), MINDEF	
				Long-term: 130,000 participants		
Strengthening of Youth Independent Living and Resilience	Increasing religious programmes in youth life self-reliance and resilience	Target Group: 8 Youth Target Groups	Number of participants	Short-term: 300 programmes	Lead Agency: KPT	Strengthening youth resilience to be more competitive
		Age Group: Early Youth Middle Youth Late Youth		Medium-term: 500 programmes	Implementing Agency: State governments, Community educational institutions, JPM (JAKIM, AKM), KBS, MINDEF	
				Long-term: 800 programmes		

Strategy 3

Empowering Youth Organisations and Internationalisation

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe		Agency	Expected Outcome
				Short: 2026-2027	Medium: 2028-2030		
				Long: 2031-2035			
Initiative 1: Global Youth Leadership							
Empowerment of International Youth Diplomacy and Advocacy	Youth involvement in forums/seminars/conferences at the international level	Target Group: 8 Youth Target Groups	Number of participants	Short-term: 3,000 participants	Lead Agency: KBS	Enhancing youth identity and leadership as well as increasing participation at the international level	
		Age Group: 18-30 Years		Medium-term: 5,000 participants	Implementing Agencies: MPP IPT, KPM, KPT, KBS, JPNS, NGO, KLN, MBM		
				Long-term: 7,000 participants			
Implementation of Professional Skills Courses	Increasing professional certifications that are in line with current needs (Digital, Artificial Intelligence, Technology)	Target Group: 8 Youth Target Groups	Number of participants	Short-term: 1,000 participants	Lead Agency: KBS	Enhancing the professional potential and competency of youth through recognition from professional certification bodies	
		Age Group: 21-30 Years		Medium-term: 3,000 participants	Implementing Agencies: KESUMA, KDN (ROS), KBS (ROY), MBM		
				Long-term: 5,000 participants			
Initiative 2: HEI and State Youth Leadership							
Organising Leadership Empowerment Courses at the district and state levels (MBD and MBN)	Increasing basic training programmes in leadership, communication, organisational and project management at the district and state levels	Target Group: 8 Youth Target Groups	Number of participants	Short-term: 1,000 participants	Lead Agency: KBS	Empowering basic leadership, strengthening communication skills, organisational management and project management among youth at the district and state levels	
		Age Group: 15-28 Years		Medium-term: 3,000 participants	Implementing Agencies: MBM, MYSED, NGO, ROY, MBM		
				Long-term: 5,000 participants			

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Organising Youth Leadership Forums and Engagements	Creating more youth involvement platforms to voice views and aspirations in policymaking	Target Group: 8 Youth Target Groups Age Group: Early Youth Middle Youth Late Youth	Number of platforms/ programmes	Short: 1,000 platforms/ programmes	Lead Agency: KBS	Strengthening youth capacity in decision-making at the national, state and local levels
				Medium: 3,000 platforms/ programmes	Implementing Agencies: KBS, State Government, MBM, KPKT, KPT	
				Long: 5,000 platforms/ programmes		
Organising Youth Talk: Inspiration for Success	Providing Podcasts, live talk shows with youth icons	Target Group: 8 Youth Target Groups Age Group: Early Youth Middle Youth Late Youth	Number of participants	Short: 100 participants	Lead Agency: KBS	Increasing the number of youths to share success and inspire youths
				Medium: 500 participants	Implementing Agencies: MBM, Youth Organisations	
				Long: 1,000 participants		
Initiative 3: Addressing the Generation Gap						
Increasing Youth Involvement in Association Activities	Promoting youth participation in associations as a cross-generational connection platform	Target Group: 8 Youth Target Groups Age Group: Early Youth Middle Youth Late Youth	Number of participants	Short: 10,000 participants	Lead Agency: KBS	Increasing youth participation in associations to reduce the generation gap
				Medium: 25,000 participants	Implementing Agencies: State Government, MBM, KPKT, KPT	
				Long: 50,000 participants		



The background is a dark blue field filled with abstract digital elements. A globe, composed of a network of blue and red lines and dots, is positioned in the center. Swirling, ethereal lines in shades of blue and red flow across the top half of the image. At the bottom, a complex circuit board pattern is visible, with small blue squares representing components. In the bottom right corner, there is a stylized, wireframe-like hand or arm reaching out, composed of blue lines and dots.

CORE 4

GENERATING YOUTH ECONOMY AND EMPLOYMENT

- **Generating the Youth Economy**
- **Strengthening Youth Wellbeing and Inclusivity**
- **Mainstreaming Sustainable Green Economy Development**

Core

4

GENERATING YOUTH ECONOMY AND EMPLOYMENT

Introduction

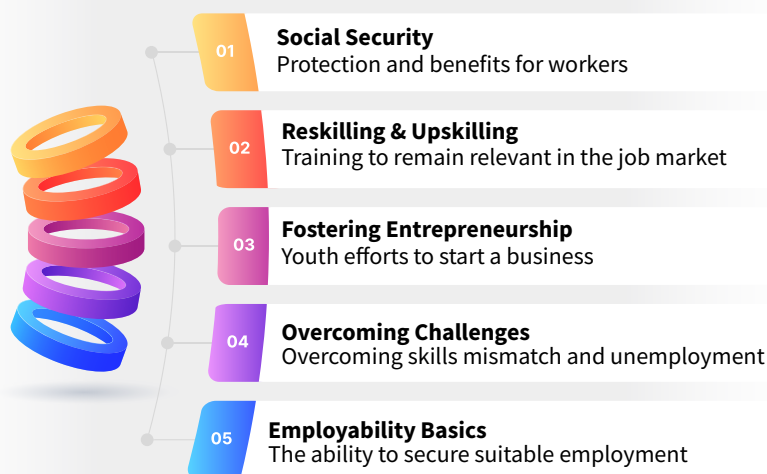
Youth job employability is a critical aspect in ensuring the economic and social stability of the country. In the digital era and rapid industrial changes, the youth must be equipped with relevant skills to compete in the job market. However, challenges such as skills mismatch, youth unemployment, and job instability still exist. Therefore, understanding the conceptual definitions, operational definitions as well as these issues and challenges can help shape more effective policies.

Conceptual Definitions

1. **Job Employability** – The ability of an individual to secure employment that suits their qualifications and skills in the labour market. (Yorke, M., & Knight, P. (2007).
2. **Skills Mismatch** – The difference between the skills possessed by the workforce and the skills required by the industry. (OECD (2019).
3. **Youth Entrepreneurship** – Efforts made by the youth in developing new businesses or companies to generate their own income. (Schumpeter, J. A., & Swedberg, R. (2021); Gomes, S., Ferreira, J., Lopes, J. M., & Farinha, L. (2022).
4. **Reskilling and Upskilling** – Reskilling and upskilling training programs to ensure the youth remain relevant in the job market. (Di Battista, A., et al. (2023).

5. **Worker Social Security** – Protection provided to workers including employment insurance benefits, health benefits, and workplace safety. (ILO (2017).

Increasing Youth Job Employability



Operational Definitions

1. **Job Employability** – Refers to efforts to increase the abilities and qualifications of the youth to secure stable employment through training and education.
2. **Skills Mismatch** – Measures taken to ensure the education and training system is aligned with industry needs.
3. **Youth Entrepreneurship** – Initiatives that provide support in the form of training, start-up capital, and guidance to the youth who wish to start a business.
4. **Reskilling and Upskilling** – Skill enhancement programs specially designed to meet the needs of new jobs in rapidly growing industries.
5. **Worker Social Security** – Government policies and incentives that ensure working youth have access to adequate social protection.

ISSUES & CHALLENGES

1. Mismatch of Skills and Industry Needs

Challenges:

- The education system is still not aligned with the demands of modern industry.
- Many graduates face difficulties in securing employment due to a lack of practical experience.

Proposed Solutions:

- Enhancing collaboration between universities, polytechnics, and industrial companies to develop industry-oriented curricula.
- Encouraging industrial training and job training programmes for graduates before entering the job market.

2. High Youth Unemployment Rate

Challenges:

- The increase in the number of graduates is disproportionate to the available job opportunities.
- Employers are more inclined to hire experienced workers compared to a new workforce.

Proposed Solutions:

- Providing more training programmes and wage subsidies to employers to encourage the hiring of new workers.
- Increasing funds to the industry to hire trainees and new workers.

3. Job Instability in the Labour Market

Challenges:

- The rise of the gig economy causes many youths to lack permanent employment and adequate social benefits.
- Employers offer fewer permanent jobs as they want to reduce operating costs.

Proposed Solutions:

- Introducing protection policies for gig economy workers including insurance and EPF contributions.
- Encouraging long-term employment contracts to ensure income stability for youths.

4. Awareness of Financial Management

Challenges:

- Many youths do not have good financial planning, causing them to be trapped in financial problems.
- Lack of financial education in the formal education system.

Proposed Solutions:

- Mandating financial literacy modules in secondary and tertiary education.
- Providing more financial awareness campaigns through social media platforms.

5. Unsustainable Youth Entrepreneurship

Challenges:

- Many youths are interested in entrepreneurship but lack knowledge about business management.
- Difficult to obtain start-up capital and access to business support networks.

Proposed Solutions:

- Create more entrepreneurship guidance programs in collaboration with companies and industry mentors.
- Provide special micro-loan schemes for the youth who wish to start a business.

6. Limited Access to Training and Upskilling Opportunities

Challenges:

- Not all youths have access to high-quality training programs.
- The training provided is often irrelevant to current industry needs.

Proposed Solutions:

- Provide more free or subsidised online courses for digital and technical skills.
- Encourage more collaboration between the government and technology companies to provide free training.

7. Social Security for Youth Workers

Challenges:

- Many youth workers do not have adequate social protection such as EPF, SOCSO, and medical insurance.
- Lack of employer awareness regarding the importance of providing social benefits to young workers.

Proposed Solutions:

- Provide tax incentives to employers who offer social protection to youth workers.
- Ensure all companies provide social protection schemes to contract and part-time workers.

8. Trend of youth not interested in furthering studies / dropouts (NEET)

Challenges:

- Shortage of skilled youth workforce in Malaysia
- Unemployment
- Social problems

Proposed Solutions:

- Identify the skills potential of dropout youths at the community/school level (Outreach programme)
- Encourage youths to further their studies in skills fields (E.g.: ILKBS/ILP)
- Provide more short-term courses to youths who lack interest in studying
- Change the youth stigma that the skills/TVET field is not a last resort (downgrade)
- Recognise professional youth workers as mentors outside the classroom.

9. Continuity after graduating from Universities/Skills Institutions

Challenges:

- Unemployed after graduation

Proposed Solutions:

- Need external agencies/entrepreneurship alumni who can mentor students

- Team Malaysia Programme (Existing programme)
- The role of youth workers is played for mentoring

10. Influx of illegal immigrants (PATI) offered jobs by employers (Gap between the demand and supply of youth workforce)

Challenges:

- Lack of jobs for youths
- Low wages and salaries.

Proposed Solutions:

- Law enforcement on employers and illegal immigrants
- Monitoring of employers.

11. Graduates who demand that the salary offered is commensurate with their educational qualifications

Challenges:

- Unemployment

Proposed Solutions:

- Improve experience and soft skills as an added value to the knowledge and skills possessed

Conclusion

In conclusion, youth employability needs to be improved through efforts to align the education system with industry needs, strengthen youth entrepreneurship, and ensure job stability and security. More progressive policies in social protection and upskilling can help youths adapt to changes in the job market and guarantee the country's economic stability. With a comprehensive approach, the Malaysian youth generation can be better prepared to face future challenges.

Strategy 1 Generating the Youth Economy

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe		Agency	Expected Outcome
				Short: 2026-2027	Medium: 2028-2030		
				Long: 2031-2035			
Initiative 1: Youth Worker Protection							
Expansion of the Scope of Youth Employment Protection	Providing employment insurance and social security benefits	Target Group: Working Youths	Number of participants	Short: 10,000 participants	Lead Agency: KESUMA	Enhancing the protection of youth workers in the employment sector	
		Age Group: Early Youth Middle Youth Late Youth		Medium: 25,000 participants	Implementing Agency: KESUMA		
				Long: 50,000 participants			
Initiative 2: Strengthening the Competency of Young Entrepreneurs							
Development of Young Entrepreneurs	• Providing business mentoring and guidance • Facilitating access to business capital financing assistance	Target Group: 8 Youth Target Groups	Number of participants	Short: 2,000 participants	Lead Agency: KUSKOP	Enhancing competitiveness and sustainability as well as marketability in entrepreneurship activities	
		Age Group: Early Youth Middle Youth Late Youth		Medium: 6,000 participants	Implementing Agency: KPT, KKDW, KPM, KPKM, KPWKM		
				Long: 12,000 participants			
Development of Young Entrepreneurs	Providing structured entrepreneurship training encompassing basic knowledge, skills and business competencies through training, guidance and mentoring sessions by experts from various industries	Target Group: 8 Youth Target Groups	Number of participants	Short: 50 programmes	Lead Agency: KUSKOP (INSKEN)	Enhancing the capacity of youth entrepreneurs in business management and	
		Age Group: Early Youth Middle Youth Late Youth		Medium: 70 programmes	Implementing Agency: KBS, MOSTI, KKDW, KK, KPM, KPKM, KPT, KD, KBSS, MYSED, AKPK, TERAJU		
				Long: 100 programmes			

Strategi 2 Strengthening Youth Wellbeing and Inclusivity

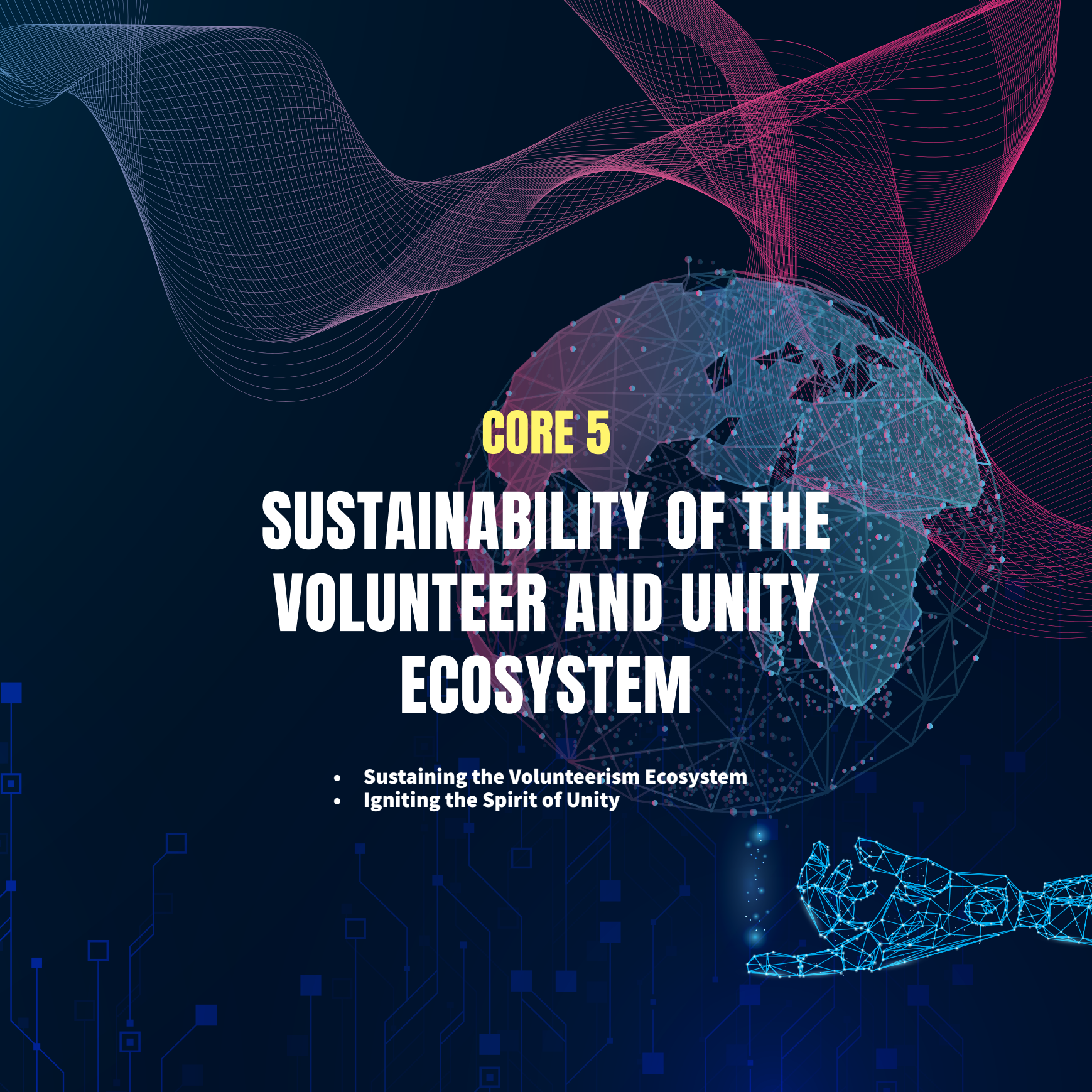
Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 1: Social Mobility and Career of Vulnerable Youth						
Expansion of Job Placement Opportunities	Expanding opportunities to secure employment through the organisation of career carnivals/ company collaborations	Target Group: 8 Youth Target Groups Age Group: Early Youth Middle Youth Late Youth	Number of youth applications/ placements in employment	Short: 100,000 placements	Lead Agency: KESUMA	- Expanding employment fields in strategic economic sectors and new sectors - Increasing youth involvement in high-skilled employment
				Medium: 110,000 placements Long: 120,000 placements	Implementing Agency: KKDW, KPKM, KKR, KDN, MITI, MOSTI, KPWKM, MOTAC, KPDN, KPK, MOT, KPT	
Organising Modules related to Financial Education	Increasing the implementation of youth-focused modules which encompass: - Expenditure - Savings - Investment Risk - Management - Insurance - Finance	Target Group: School-going Youth Higher Education Youth Working Youth Mass Youth Age Group: Middle Youth Late Youth	Number of participants	Short: 100,000 participants	Lead Agency: FEN (AKPK)	Improving financial management and risk management skills
				Medium: 200,000 participants Panjang: 300,000 participants	Implementing Agency: AKPK, KPM, KPT, KBS	

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 2: Matching Skills and Industry Needs						
Offering the Malaysian Skills Certificate for Future Jobs to Youth	Providing skills training for future jobs	Target Group: Working Youth Higher Education Youth Mass Youth School-going Youth	Number of participants	Short-term: 5,000 participants	Lead Agency: KESUMA	Increasing the skilled youth workforce for future jobs
		Age Group: Early Youth Middle Youth		Medium-term: 15,000 participants	Implementing Agencies: MITI, KBS, KKDW, KPM, KPKM, KDN, MINDEF, KPK, KPT, KKR, MOTAC	
				Long-term: 30,000 participants		
Strengthening of Industry-Oriented Education	Strengthening TVET and practical-based education	Target Group: 8 Youth Target Groups	Number of students	Short-term: 8,000 students	Lead Agency: JPM (MTVET)	Increasing the number of skilled workforce
		Age Group: Early Youth Middle Youth Late Youth		Medium-term: 10,000 students	Implementing Agencies: KESUMA, KKDW, KBS, KPM, KPKM, KDN, MINDEF, KPK, KPT, KKR, MOTAC, KPWK, MITI, PETRA (TNB, ST), MOSTI	
				Long-term: 12,000 students		
	- Improving industrial training governance - Matching between courses and industry needs	Target Group: 8 Youth Target Groups	Number of participants	Short-term: 5,000 participants	Lead Agency: KPT (Industrial Training Policy under KPT)	Increasing youth employability
		Age Group: Early Youth Middle Youth		Medium-term: 15,000 participants	Implementing Agencies: KESUMA, KKDW, KBS, KPM, KPKM, KDN, MINDEF, KPK, KPT, KKR, MOTAC	
				Long-term: 30,000 participants		

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 3: Empowering Career Education and Skills for the Formal Job Market						
Empowering Employment Literacy	Implementing career education programmes	Target Group: 8 Youth Target Groups	Number of participants	Short: 5,000 participants	Lead Agency: KESUMA	Diversifying youth talent and capability development to meet the demands of existing and new industries
		Age Group: Early Youth Middle Youth Late Youth		Medium: 8,000 participants	Implementing Agency: MITI, MOSTI, KPT, MOTAC, KPM, MYSED, KPKM, MBM	
				Long: 10,000 participants		
Youth Participation in Industrial Training	- Increasing youth opportunities to participate in industrial training - Encouraging collaboration with industries/ employers	Target Group: 8 Youth Target Groups	Number of participants	Short: 5,000 participants	Lead Agency: KESUMA	Increasing employment opportunities and enhancing job exposure
		Age Group: Early Youth Middle Youth Late Youth		Medium: 15,000 participants	Implementing Agency: KBS, KPT	
				Long: 30,000 participants		
Dissemination of Career-Related Information	Dissemination of career information to target groups	Target Group: School-going youth Tertiary education youth Mass youth	Number of participants	Short: 10,000 participants	Lead Agency: KESUMA	Increasing the number of youths receiving career information
				Medium: 20,000 participants	Implementing Agency: KK	
		Age Group: Early Youth Middle Youth Late Youth		Long: 25,000 participants		

Strategy 3 Mainstreaming Sustainable Green Economy Development

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe		Expected Outcome
				Short: 2026-2027	Medium: 2028-2030	
				Long: 2031-2035	Agency	
Initiative 1: Empowering the Green Economy Sustainability Agenda						
Empowerment of Environmentally Conscious Youth	• Providing basic exposure to the issue of the importance of environmental care. • Fostering green lifestyle practices. - Encouraging youth participation as Friends of the Environment	Target Group: 8 Youth Target Groups	Number of Participants	Short: 1,000 participants	Lead Agency: NRES	• Providing basic exposure to sustainable practices and the importance of environmental care. • Fostering green lifestyle practices.
				Medium: 2,000 participants		
				Long: 3,000 participants		
Enhancement of Prospect/Client Integration	Providing comprehensive support to increase employment opportunities and economic wellbeing	Target Group: At-Risk Youth	Number of programs	Short: 50 programs	Lead Agency: KDN	Increasing the employability and wellbeing of prospects/clients
				Medium: 75 programs		
				Long: 100 programs		
Enhancement of Environmental Awareness through Green Lifestyle Practices	• Expanding awareness programs and practices of environmental care and green technology (recycling, domestic waste management, hazardous waste management) • Mainstreaming the youth voice in sustainability policy discussions at the national and international levels towards sustainable economic development	Target Group: 8 Youth Target Groups	Number of programs	Short: 100 programs	Lead Agency: NRES	Increasing the level of awareness regarding environmental care and planetary health among the youth
				Medium: 200 programs		
				Long: 300 programs		



CORE 5

SUSTAINABILITY OF THE VOLUNTEER AND UNITY ECOSYSTEM

- Sustaining the Volunteerism Ecosystem
- Igniting the Spirit of Unity



SUSTAINABILITY OF THE VOLUNTEER AND UNITY ECOSYSTEM

Introduction

In the effort to build a progressive and competitive nation, youth involvement in volunteerism and social unity are important elements that need to be strengthened. This policy aims to detail the strategic steps in increasing youth awareness and involvement in volunteerism activities as well as strengthening interracial unity. By creating a holistic policy, the government can ensure inclusive and sustainable social development.

Conceptual Definition

1. **Social Wellbeing and Unity** refer to the collective effort to ensure the sustainability of harmonious social relations among Malaysian youths through an inclusive approach and high values of volunteerism. This concept involves the formation of a society that is not only inclusive and fair, but also resilient in facing social challenges. (Diener, E. (2000); Keyes, C. L. M. (1998).
2. **Social Wellbeing** describes a societal condition where every individual has fair access to opportunities, support, and resources that can improve the quality of life and foster a spirit of mutual help. (Diener, E. (2000); Keyes, C. L. M. (1998).
3. **Unity** refers to the balance of interaction within the community, achieved through cooperation, active involvement in volunteerism activities, and high societal awareness, regardless of individual background or ability. (Chan, J., To, H. P., & Chan, E. (2006); Council of Europe (2005).

Operational Definition

1. **Strengthening of Volunteerism Programs**
 - Indicator: The number of volunteerism programs in educational institutions and NGOs.
 - Target: To increase youth involvement through an increase in the number of programs conducted consistently nationwide.
2. **Volunteerism Training & Skills**
 - Indicator: The number of training modules and the number of youths trained in the aspects of leadership and volunteer management.
 - Target: To provide formal training oriented towards actual practice to improve the quality of involvement in the community.
3. **Support for Disabled Youths in Volunteerism**
 - Indicator: Access to special training and the participation of disabled youths in volunteerism programs.
 - Target: To guarantee equal opportunities for youths from disabled groups in all social initiatives.

4. Cross-Locality and International Volunteerism Involvement

- Indicator: The number of programs involving various districts and international activities.
- Target: To reduce the social gap between urban and rural communities through participation in programs that encompass both local and global levels.

5. Encouragement and Appreciation of Volunteers

- Indicator: The number of awards or forms of recognition given to youths who are active in volunteerism.
- Target: To increase youth motivation by creating a transparent and continuous appreciation system.

6. Promoting Volunteerism in the Community

- Indicator: The number of awareness campaigns and community activities organised.
- Target: To instil the value of empathy and a caring attitude among the youths through activities that touch on social issues.

7. Increasing Interest in Volunteerism Among Students

- Indicator: The integration of volunteerism elements into the educational curriculum and the number of students involved in community activities.
- Target: To foster social awareness and unity from the early stages of education by providing active participation platforms.

ISSUES & CHALLENGES

1. Limited Volunteerism Programs in Rural Areas

Challenge:

Rural youths face constraints in participating in community activities due to the lack of volunteerism programs and organised community centres. The lack of promotion and information platforms also limits their involvement.

Proposed Solutions:

To establish more volunteerism centres in rural areas, improve information access through digital platforms, and introduce special funds to support community programs.

2. Limited Volunteerism Training and Skills

Challenge:

Many youths lack exposure to practical modules and formal training systems to manage and implement volunteer programs. As a result, their involvement is limited to basic activities without the building of leadership skills.

Proposed Solutions:

To provide interactive volunteerism training modules, increase educational institution–NGO–private sector collaborations, and encourage youth participation in international-level volunteer exchange programs.

3. Infrastructure and Allocation Constraints



Challenge:

The lack of facilities, access, and funds causes the implementation of volunteerism programs to rely on external sources. This situation is more prominent in rural areas.



Proposed Solutions:

To channel special allocations, optimise existing facilities as community centres, and offer tax incentives to private parties that support youth programs.

4. Fading Volunteer Spirit



Challenge:

Some youths are more attracted to recognition on social media compared to the actual benefits of volunteering. The lack of incentives and formal appreciation also weakens the interest to participate.



Proposed Solutions:

To offer incentives such as academic credits, scholarships, or job opportunities, as well as introduce a youth volunteer icon recognition program.

5. Social Gap and Imbalance of Opportunities



Challenge:

The involvement of minority youths, disabled youths, rural communities, and vulnerable groups is still low. There is a stigma against second opportunities for juveniles, young ex-convicts, and youths undergoing drug rehabilitation.



Proposed Solutions:

Strengthen inclusive programmes such as the Yellow Ribbon, expunge past records after a certain period for rehabilitated youths, and expand interstate exchange programmes to foster cross-cultural interactions.

6. Strained Social Relations



Challenge:

Lack of social communication, individualistic attitudes, and language prejudices affect the spirit of togetherness. This weakens the foundation of social unity among the youth.



Proposed Solutions:

Develop the “1 Youth, 1 Community” programme which mandates at least one community activity throughout the education period, as well as organising cross-ethnic, language, and cultural activities.

Conclusion

This policy not only aims to empower volunteerism among the youth, but also to strengthen the spirit of unity in Malaysia. With comprehensive implementation and support from all parties, we can shape a generation of youth who are more caring, active, and united for the progress of the nation.

Strategy 1 Sustaining the Volunteerism Ecosystem

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 1: Volunteer Capacity and Training						
Strengthening of Volunteers Training and Volunteerism Campaigns	Increase collaboration between universities and volunteerism institutions	Target Group: School-going Youth Higher Education Youth Youth Associations	Number of districts	Short: 50,000 participants	Lead Agency: KPT	Increase youth involvement in volunteerism activities
		Age Group: Middle Youth		Implementing Agency: KPN (YSS), APM, KBS, KDN, MINDEF (ATM)		
	Organise awareness campaigns and volunteer training	Target Group: School-going Youth Higher Education Youth Mass Youth Working Youth Youth Associations			Medium: 100,000 participants	Lead Agency: KBS
		Age Group: Early Youth Middle Youth		Long: 200,000 participants	Implementing Agency: KPWKM (ISM), MINDEF, KBS	

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 2: Coordination of Local-International Volunteer Networks						
Early Exposure to Volunteerism at the Institute of Teacher Education (IPG)	Organise talks and volunteerism activities in educational institutions	Target Group: Higher Education Youth Working Youth Age Group: Middle Youth		Short: 5,000 participants	Lead Agency: KPM Implementing Agency: KPM (IPGM)	Encourage the involvement of IPG students in volunteerism activities
				Medium: 7,000 participants		
				Long: 10,000 participants		
Coordination of Volunteer Involvement	Ensuring every area gets equal opportunities to participate in volunteer activities at the local and international levels	Target Group: 8 Youth Target Groups Age Group: Early Youth Middle Youth Late Youth	Number of districts	Short: 50 districts	Lead Agency: KPM Implementing Agency: KPN (YSS), KPKT, KKDW, MBM, MINDEF, JPM, KDN	Increasing youth participation in volunteer activities
				Medium: 75 districts		
				Long: 113 districts		
Empowerment of Facilities related to Youth Volunteer Work	Making facilities related to volunteer work in every district as youth-friendly One-Stop Hubs	Target Group: 8 Youth Target Groups Age Group: Early Youth Middle Youth Late Youth		Short: 10,000 users	Lead Agency: KBS Implementing Agency: KBS, KPKT, PBT	Increasing the number of One-Stop Hub users and youth volunteers
				Medium: 40,000 users		
				Long: 100,000 users		

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 3: Youth Involvement in Community and Social Development						
Organising the Grassroots Youth Tour	Implementing social responsibility strengthening sessions between the government, youth and the community	Target Group: 8 Youth Target Groups	Number of	Short: 5,000 participants	Lead Agency: KBS	Elevating youth aspirations at the grassroots level as partners in national development
	Organising programmes related to building youth aspirations at the grassroots level	Age Group: Early Youth Middle Youth Late Youth		Medium: 25,000 participants	Implementing Agency: MBM, KPT, SABERKAS, JPM (AKM), KKDW, KPWKM, KPKT	
				Long: 50,000 participants		
Initiative 4: Inclusive Volunteerism (PwD)						
Organisation of PwD Handling Training	Providing special training to youth in handling PwDs	Target Group: Minority Youth and Marginalised Groups	Number of trainings	Short: 5 trainings	Lead Agency: KPWKM Implementing Agency: KPWKM (JKM), KBS, MBM	Increasing youth volunteers in handling PwDs
		Age Group: Early Youth Middle Youth Late Youth		Medium: 10 trainings		
				Long: 15 trainings		
Initiative 5: Volunteer Encouragement and Recognition						
Encouragement and Recognition of Volunteerism	Improving the youth volunteerism recognition categories	Target Group: 8 Youth Target Groups	Number of awards	Short: 5 awards/ year	Lead Agency: KBS	Increasing the spirit of youth volunteerism and giving recognition to their efforts
		Age Group: Early Youth Middle Youth Late Youth		Medium: 10 awards/ year	Implementing Agency: JPM (APM), KDN, JPN, KPT, KPM, MBM	
				Long: 15 awards/ year		

Strategy 2

Igniting the Spirit of Unity

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 1: National Language and Social Unity						
Strengthening the Love for Bahasa Melayu as the National Language	Increasing the level of proficiency in Bahasa Melayu	Target Group: 8 Youth Target Groups Age Group: Early Youth Middle Youth Late Youth	Number of programmes	Short: 50 programmes	Lead Agency: KPM Implementing Agency: KK, KPN, KPM - DBP/BSTP/ MBKM/ PKB	Strengthening the mastery and pride of the national language
				Medium: 75 programmes		
				Long: 100 programmes		



CORE 6

EMPOWERMENT OF PROFESSIONAL EDUCATION AND TRAINING

- Increasing Continuous Training and Learning
- Empowering TVET Programmes
- Providing Quality Education



EMPOWERMENT OF PROFESSIONAL EDUCATION AND TRAINING

Introduction

Based on the Core 6 document, this action plan focuses on efforts to increase continuous training and learning for the youth through the development of education access, empowerment of TVET, enhancement of graduate employability, digital awareness, and volunteerism. The following is a detailed analysis regarding the issues and challenges, conceptual definitions, and operational definitions related to the implementation of this plan.

Conceptual Definition

1. **Continuous Training and Learning** refers to the continuous educational process outside the formal learning system that enables individuals to improve their skills, knowledge, and competitiveness in the job market. (Jarvis, P. (2004)
2. **Digital Education** refers to the use of digital technology in the education system to improve access, flexibility, and the quality of learning for all levels of society. (Redecker, C., & Punie, Y. (2017).
3. **Technical and Vocational Education and Training (TVET)** refers to technical skills-based education and training that enables students to acquire specific skills for industrial needs. (Subrahmanyam, G. (2020).
4. **Graduate Employability** refers to the ability of graduates to secure employment that is suitable with their academic qualifications and skills in the job market. (Harvey, L. (2001).
5. **Digital Awareness** refers to the ability of the youth to understand and practise ethics in the use of digital technology, including social media, digital finance, and personal data protection. (Ribble, M., & Park, M. (2019).
6. **Volunteerism** refers to the active participation of the youth in voluntary activities aimed at contributing to social development, strengthening soft skills, and shaping leadership attitudes. (Wilson, J. (2000); Musick, M. A., & Wilson, J. (2007); Devereux, P. (2015).

01

Continuous Training and Learning

Continuous education to enhance skills and competitiveness.



02

TVET

Education and training based on technical skills for industrial needs.



03

Digital Awareness

Understanding and practising ethics in the use of digital technology.



04

Volunteerism

Active participation in voluntary activities for social development.



05

Digital Education

The use of technology to improve access and quality of education.



06

Graduate Employability

The ability of graduates to secure employment that suits their skills.



Operational Definition

- 1. Continuous Training and Learning** - The formulation of digital and flexible educational programmes to ensure lifelong learning occurs without limitations of location and academic level.
- 2. TVET** - The expansion of skills training institutions to improve youth employability, especially in the technical and digital entrepreneurship fields.
- 3. Graduate Employability** - Collaboration between the industry and educational institutions to ensure graduates receive training and work exposure before entering the labour market.

- 4. Digital Awareness** - The provision of digital awareness campaigns that emphasise the importance of cybersecurity, social media ethics, and digital financial management in the lives of the youth.
- 5. Volunteerism** - Programmes that encourage youth participation in volunteer activities to shape personality, increase social empathy, and empower their leadership capabilities.



ISSUES & CHALLENGES

1. Digital Education

Challenges:

- Many students from low-income families cannot afford to own devices and stable Internet access.
- Broadband infrastructure in rural areas is still limited.
- Low reading skills among the youth (illiteracy)

Proposed Solutions:

- Providing device subsidies and Internet assistance to underprivileged students.
- Expanding government investment in upgrading Internet facilities in rural areas.
- Development of digital applications for learning to read

2. TVET and Skills-Based Education

Challenges:

- TVET is still considered a second choice compared to academic education.
- Lack of skills training institutions in remote areas.
- Lack of access to mentors and capital to start digital businesses.
- Difficulty in securing employment due to not meeting industrial needs (industrial mismatch)

Proposed Solutions:

- Awareness campaigns to change negative perceptions towards TVET.
- Establishment of more TVET training centres in rural areas.
- Providing more digital entrepreneurship guidance programmes.

- Benchmarking against equivalent foreign education
- Industry involvement in the development of educational modules
- Professional certificates in specific fields implemented during the learning period

3. Graduate Employability

Challenges:

- A huge gap between university syllabuses and industrial needs.
- Lack of collaboration between educational institutions and the industrial sector.

Proposed Solutions:

- Expanding industrial training programmes and job matching between higher educational institutions (IPT) and employers.
- Increasing the recognition of professional certificates to ensure graduate standards meet industrial demands.

4. Home Schooling & Alternative Education

Challenges:

- Some students face difficulties adapting to the conventional education system, causing the risk of dropping out to increase.
- The lack of flexible educational options causes opportunities for student potential development to be limited.
- Societal stigma towards homeschooling and alternative education still exists.

 Proposed Solutions:

- Creating flexible educational programmes that combine home-based learning, digital learning, and special modules according to the student's level.
- Providing official guidelines and government support to ensure the quality of alternative education is on par with conventional schools.
- Implementing awareness campaigns to educate parents and society about the importance of alternative education.

5. Digital Awareness and Financial Literacy **Challenges:**

- Many youths still lack awareness about data security and cybercrime risks.
- The “fast money” culture influenced by social media causes many youths to get trapped in financial scam schemes.

 Proposed Solutions:

- Introducing financial literacy modules at the school and university levels.
- Increasing digital awareness campaigns regarding social media ethics and financial management

Conclusion

The implementation of Core 6 in the Youth Development Action Plan 2035 is an important step in ensuring Malaysian youths are more competitive in the digital era. However, challenges in digital education access, imbalances in the TVET system, and a lack of digital awareness require more proactive solutions.

Key steps that need attention include:

- Expanding access to devices and the Internet for low-income students to reduce the digital education gap.
- Increasing TVET training institutions and changing societal perception towards the importance of technical skills.
- Enhancing cooperation between educational institutions and the industrial sector to ensure higher graduate employability.
- Introducing digital finance and cybersecurity modules in formal education to increase youth awareness of digital risks.

Strategy 1 Increasing Continuous Training and Learning

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome	
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035			
Initiative 1: Improving the Quality of Education and Training							
Strengthening Cooperation between Educational Institutions	Increasing collaboration with enterprises for research and innovation purposes	Target Group: Mass Youth At-Risk Youth	Number of participants	Short: 10,000 participants	Lead Agency: MTVET, JPM	Producing human capital in line with industry demands	
		Minority Youth and Marginalised Groups Youth Groups		Medium: 20,000 participants		Implementing Agencies: MITI, KESUMA, KPT, KPM, MOTAC, KKR, KBS, KKDW, KPKM, PETRA (TNB, ST), MOSTI	Creating a sustainable academia-industry collaboration ecosystem
		Working Youth Higher Education Youth		Long: 50,000 participants			
		Age Group: Middle Youth Late Youth					
Strengthening Youth Skills Education	Increasing youth involvement in TVET education and training programmes	Target Group: Mass Youth, At-Risk Youth, Minority and Marginalised Youth Youth Groups	Number of participants	Short: 100,000 participants	Lead Agency: MTVET, JPM	Enhancing TVET skills among youth	
		Age Group: Middle Youth Late Youth		Medium: 300,000 participants			Implementing Agencies: KKDW, KPT , MBM, MITI, KESUMA, KPT, KPM, MOTAC, KKR, KBS, KKDW, KPKM, PETRA (TNB, ST), MOSTI
		Age Group: Middle Youth Late Youth		Long: 500,000 participants			

Strategy 2 Empowering TVET Programmes

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 1: Strengthening of TVET Programmes						
Strengthening of TVET	Strengthening specific TVET programmes among youth	Target Group: School-going Youth At-Risk Youth Minority and Marginalised Youth	Number of programmes/ courses	Short: 100 programmes	Lead Agency: MTVET, JPM	Increasing youth employability in technical fields
		Age Group: Early Youth Middle Youth Late Youth		Medium: 200 programmes Long: 1,000 programmes	Implementing Agency: KPM (BPLTV), KESUMA, KKDW, KPKT, KBS (ILKBS), MITI, KESUMA, KPT, KPM, MOTAC, KKR, KBS, KKDW, KPKM, PETRA,(TNB, ST)	

Strategy 3 Providing Quality Education

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 1: Diversifying Education Access and Career Pathways						
Provision of Quality Alternative Education Access	Providing flexible education opportunities for students and priority to vulnerable students	Target Group: School-going Youth, Minority Youth and Marginalised Groups	Number of students	Short: 500 students	Lead Agency: KPM - (BPSH/ BPPDP/BP S)	Increasing access to alternative education
	Providing quality alternative education	Age Group: Early Youth		Medium: 1,000 students Long: 5,000 students	Implementing Agency: KPWKM, KKDW, State Government	
Implementation of School-Level Guidance and Counselling Unit Career Collaboration with Stakeholders	Implementing career cluster collaboration	Target Group: School-going Youth	Number of students	Short: 500,000 students	Lead Agency: KPM - BPSi	Increasing the number of student participation from high-impact programmes
		Age Group: Early Youth		Medium: 700,000 students Long: 1 million students	Implementing Agency: KBS	



CORE 7

PHYSICAL AND MENTAL HEALTHCARE

- **Enhancing Physical and Mental Health and Well-being Awareness Programmes**
 - **Strengthening Active Lifestyle Programmes**
- 



PHYSICAL AND MENTAL HEALTHCARE

Mental health is a state of mental wellbeing that is very important for personal and societal wellbeing. The youth, as the hope and future leaders of the country, must possess a good level of mental health so that they are able to manage stress in life, realise their own potential, as well as learn and work productively in contributing to the development and progress of the country. However, until now, many youths still face challenges such as social stigma, lack of knowledge and awareness, as well as difficulty in gaining access to mental health support services.

Conceptual Definition

- 1. Mental Health** is a state of mental wellbeing that enables a person to cope with the stresses of life, realise their own potential, learn and work productively, and contribute to their community. (WHO, 2022)
- 2. Mental Wellbeing** encompasses emotional stability, psychological balance, as well as the individual's ability to overcome life's challenges effectively. (Ryff, C. D., 1989).
- 3. Mental Health Stigma** is the negative perception or discrimination against individuals experiencing mental health problems, which often becomes a major barrier to obtaining the necessary help and support. (Corrigan, P. W., & Watson, A. C. (2002).

Operational Definition

Youth mental health in the context of this policy refers to the level of wellbeing of individuals aged 15 to 30 years, specifically their ability to cope with life's stresses, establish healthy social relationships, and adapt to various situations. Mental health support services involve access to counselling, psychotherapy, crisis helplines, and awareness campaigns to improve mental health literacy. In addition, early intervention is defined as the effort to provide psychosocial support to youths showing early signs of mental stress to prevent their condition from worsening.

ISSUES & CHALLENGES

1. Mental Health Stigma

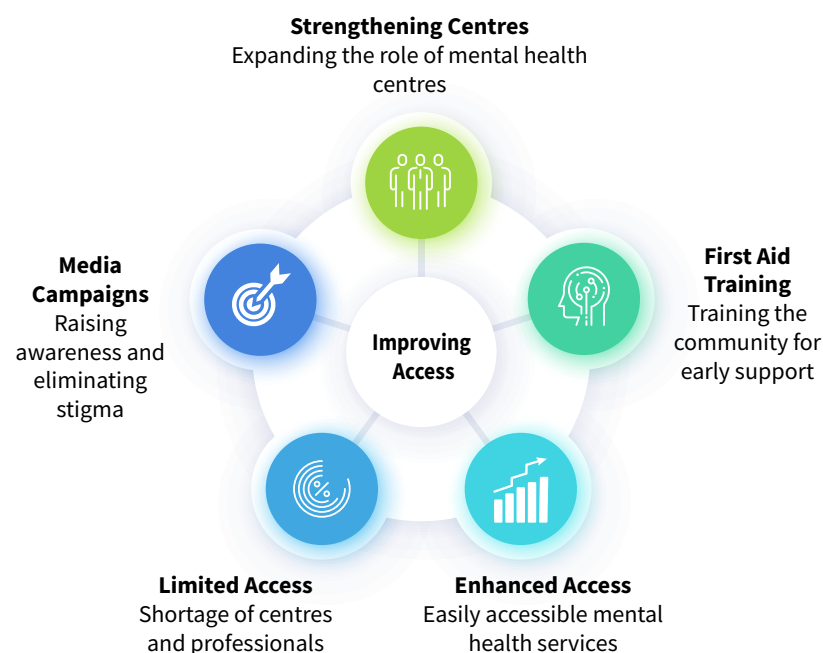
Challenges:

- Society's negative perception hinders individuals from seeking mental health services. Family and community support is also often limited.

Proposed Solutions:

- Implementing the Psychological First Aid training programme to train youths to identify early signs of mental health problems.
- Mobilising continuous mental health awareness campaigns to build awareness and eliminate stigma.

Overcoming Mental Health Stigma Through Awareness and Access



2. Limited Access to Mental Health Services

Challenges:

- Shortage of service centres in rural areas and professional workforce in the field of psychology.

Proposed Solutions:

- Implementing the Psychological First Aid training programme to enable the community to identify and provide early support to affected individuals.
- Mobilising widespread and continuous mental health awareness campaigns to raise awareness and eliminate stigma among the community.

3. Mental Health Education in Educational Institutions

Challenges:

- Mental health modules are insufficiently incorporated into the curriculum, causing students to be unaware of the importance of mental health.

Proposed Solutions:

- Providing more systematic mental health support in educational institutions and workplaces through counselling and psychological support programmes.
- Implementing work stress management training programmes for students, educators, and workers to enhance mental resilience.
- Integrating mental health elements into the educational syllabus as an initial step to build a generation that is more literate and concerned about mental health.

Increasing Sexual and Reproductive Health Awareness



Parental Education

Parental education for the effective guidance of children.



Adolescent Education

Adolescent education programmes for safe health choices.



Child Protection

Child protection programmes from sexual exploitation.

Improving Mental Health Through Education

Low Mental Health Awareness

Curriculum does not emphasise mental health

Mental Health Education

High Mental Health Awareness

Emotionally literate and empathetic generation

01

Providing counselling and support programmes

02

Enhancing mental resilience through training

03

Integrating mental health into the syllabus

4. Awareness Regarding Sexual and Reproductive Health

Challenges:

- Lack of education causes an increase in teenage pregnancy cases and sexually transmitted diseases.

Proposed Solutions:

- Implementing adolescent sexual health campaign programmes to increase understanding and the ability to make safe choices.
- Conducting awareness programmes on child sexual grooming to protect the youth from the risk of exploitation.
- Conducting specific sexual education programmes for parents to guide them in educating their children in an appropriate and effective manner.

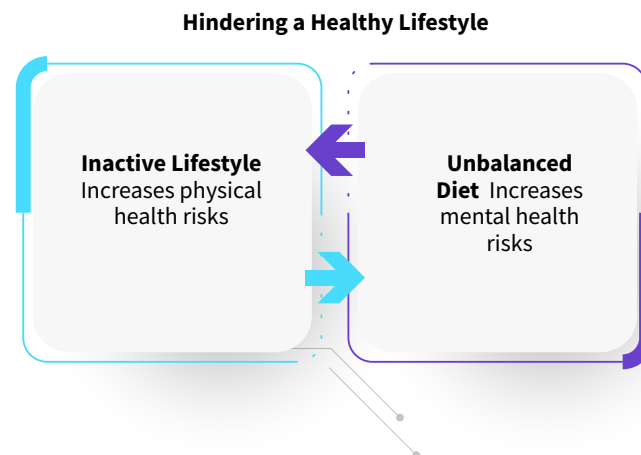
5. Healthy Lifestyle Well-being

Challenges:

- An inactive lifestyle and an unbalanced diet increase the risk of physical and mental health problems.

Proposed Solutions:

- Strengthening active lifestyle practices and a balanced diet among the community through support programmes and health activities.
- Implementing the Wonder Woman Wellness programme to focus on the well-being of working women in physical, mental and emotional aspects.
- Conducting nutrition and healthy eating programmes to increase awareness about a balanced diet and a healthy lifestyle.



Conclusion

This policy recognises the importance of mental health and well-being as the foundation for the development of healthy and productive youth. Through a holistic strategy that encompasses education, health services, and changing social stigma, Malaysian youth can develop in a more supportive and inclusive environment. Cooperation between the government, private sector, educational institutions, and the community is highly necessary to ensure this agenda is realised for the well-being of future generations.

Strategi 1

Enhancing Physical Health and Mental Well-being Awareness Programmes

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 1: Strengthening Awareness and Access to Mental Health Assistance						
Implementation of Psychological First Aid Training	Providing basic psychological first aid training courses	Target Group: School-going Youth Higher Education Youth	Number of participants trained	Short: 5,000 participants	Lead Agency: KKM	Increasing early awareness in addressing mental health issues
		Age Group: Early Youth Middle Youth		Medium: 15,000 participants	Implementing Agency: KBS, KPM, KESUMA, KKDW, KPKT, KBS, MITI, KESUMA, KPT, KPM, MOTAC, KKR, KKDW, KPKM	
				Long: 30,000 participants		
Increase in the Use of Mental Health Services	Promoting the services of mental health service centres such as the MOH HEAL Line, Mental Health Services, MENTARI etc.	Target Group: At-Risk Youth, Minority Youth and Marginalised Groups	Number of service centres opened	Short: 25,000 participants	Lead Agency: KKM	Increasing the number of youth receiving early mental health intervention
		Age Group: Early Youth Middle Youth		Medium: 80,000 participants	Implementing Agency: All Ministries	
				Long: 150,000 participants		
Strengthening the Effectiveness of Counselling Services	Enhancing the quality of guidance and counselling programmes across agencies	Target Group: School-going Youth Higher Education Youth	Number of programmes	Short: 50 programmes	Lead Agency: KPM, KPT	Improving the quality and effectiveness of guidance and counselling programmes
		Age Group: Early youth Middle youth		Medium: 100 programmes	Implementing Agency: KBS	
				Long: 150 programmes		

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 2: Reproductive Health Awareness Advocacy						
Empowerment of Reproductive and Social Health Education	Implement reproductive and sexual health education programmes for the youth	Target Group: 8 target groups	Number of programmes	Short: 50 programmes	Lead Agency: KKM	Increase youth awareness of sexual and reproductive health risks
		Age Group: Early Youth Middle Youth Late Youth		Medium: 100 programmes	Implementing Agency: KPM (BPK), KBS (IYRES), KPT, KPWKM, MBM	
	Conduct reproductive and social health advocacy sessions for youth with families	Target Group: Working Youth Mass Youth	Number of participants	Long: 200 programmes	Lead Agency: KKM	Train youth with families to deliver reproductive education to their children
		Age Group: Middle Youth Late Youth		Medium: 5,000 participants	Implementing Agency: JPM (JAKIM), KPWKM, MBM	
Initiative 3: Mental Health Support in Institutions						
Expansion of Cooperation for the Strengthening of Mental Health Syllabus	Implementing mental wellbeing modules in schools and universities	Target Group: School-going Youth Higher Education Youth	Number of institutions	Short: 100 schools/ HEIs	Lead Agency: KKM	Producing a youth generation that is more aware of mental wellbeing
		Age Group: Early Youth Middle Youth Late Youth		Medium: 300 schools/ HEIs	Implementing Agency: MOHE, MOE, MOH, KBS	
Strengthening of Resilience and Coping Skills	Incorporating elements of resilience and coping skills	Target Group: 8 Youth Target Groups	Number of participants	Long: 500 schools/ HEIs	Lead Agency: KBS	Enhancing youth resilience and coping skills through the Rakan Muda programme
		Age Group: Early Youth Middle Youth Late Youth		Medium: 3 million participants	Implementing Agency: All Ministries	
				Long: 5 million participants		

Strategy 2

Enhancing the Active Lifestyle Programme

Programme	Activity	Target Group/ Age Group	Indicator	Timeframe	Agency	Expected Outcome
				Short: 2026-2027 Medium: 2028-2030 Long: 2031-2035		
Initiative 1: Strengthening Active Lifestyle Practices and Balanced Nutrition						
Increase in the Number of Active, Fit and Healthy Youth	Organising fitness activities and active lifestyle campaigns	Target Group: School-going Youth Higher Education Youth	Number of participants	Short-term: 1 million participants	Lead Agency: KBS Implementing Agency: KPT, KPM, KKM	Increasing the number of youth who are active, fit and healthy physically, mentally and emotionally
		Age Group: Early Youth Middle Youth Late Youth		Medium-term: 3 million participants		Creating community networks and support for youth activities
				Long-term: 5 million participants		
Strengthening Awareness of Nutrition and Healthy Eating	Strengthening a conducive environment for healthy eating in schools/ IHLs	Target Group: School-going Youth Higher Education Youth	Number of schools/ IHLs	Short-term: 50 schools/ IHLs	Lead Agency: KKM Implementing Agency: KPM, KPT, KBS	Strengthening healthy eating awareness among the youth
		Age Group: Early Youth Middle Youth		Medium-term: 150 schools/ IHLs		
				Long-term: 300 schools/ IHLs		

The background is a dark blue gradient. It features a central globe composed of a wireframe mesh of triangles, with small red and blue dots at the vertices. Swirling around the globe are large, translucent, wavy ribbons of light blue and red lines. At the bottom, there is a network of thin blue lines and small squares, resembling a circuit board. In the bottom right corner, a stylized hand made of a blue wireframe mesh is reaching out, with a small cluster of bright blue light particles near its palm.

EVALUATION AND MONITORING

EVALUATION AND MONITORING OF THE MYD ACTION PLAN 2035

The Monitoring and Evaluation Ecosystem of the MYD Action Plan 2035 serves as a strategic governance mechanism to ensure every youth initiative is implemented with high impact and is outcome-oriented.



(1) Youth Development Steering Committee (JPPB)

The Youth Development Steering Committee (JPPB) functions as the main mechanism in planning, coordinating, and monitoring national youth development policies and programmes under the Ministry of Youth and Sports (KBS). It ensures effective collaboration between agencies to strengthen the youth agenda, supporting the efforts of the Cabinet Committee on Youth Development (JKPB).

(2) Cabinet Committee on Youth Development (JKPB) Meeting

The Cabinet Committee on Youth Development Meeting acts as a platform to draft, coordinate, and monitor youth development policies and initiatives, ensuring programme implementation is in line with national goals, as well as evaluating the impact and effectiveness of initiatives implemented in the MYD Action Plan 2035.

(3) Mid-Term Review of the MYD Action Plan 2035

- The mid-term review of the MYD Action Plan 2035 is implemented as a strategic organisational guide to achieve the set objectives systematically and effectively.
- To ensure its effectiveness, the evaluation and monitoring mechanism is conducted periodically

through activity reports, coordination meetings, as well as quantitative and qualitative data analysis.

- This process aims to evaluate the achievement of objectives, identify arising challenges, and assess the impact of activities on stakeholders.
- The evaluation results are used to improve implementation strategies, enhance activities, and ensure the action plan remains relevant and provides optimum impact in the future.

(4) Youth Dashboard

All information on initiatives, projects, programmes and activities decided in the MYD Action Plan 2035 will be recorded in the Youth Dashboard System. This system is applied as follows:

- The management of programme and activity implementation uses modules within the Youth Dashboard System such as participant registration, evaluation and overall programme management.
- Enables the tracking of outcome achievements in a granular manner
- Reports achievements in the Cabinet Committee on Youth Development Meeting chaired by the Honourable Deputy Prime Minister periodically.
- This system monitors all data and information of programme initiatives systematically and structurally.

The background is a dark blue gradient. It features a central globe composed of a wireframe mesh of triangles, with small dots at the vertices. The globe is surrounded by flowing, wavy lines of light blue and red. At the bottom, there are circuit-like patterns with small squares and lines. A stylized, wireframe hand is visible in the bottom right corner, pointing towards the globe.

WAY FORWARD

WAY FORWARD: STRENGTHENING THE SYNERGY OF BENEFICIARY GROUP STAKEHOLDERS

Integrated Approach and Stakeholder Empowerment

- The success of the MYD Action Plan 2035 requires strong coordination among all main stakeholders. The Ministry of Youth and Sports (KBS) plays the role of the main coordinator, while other agencies such as KPT, KSM, KPWKM, MOSTI and state governments need to be the drivers of implementation according to their respective fields of expertise.
- The Federal and State Governments must focus on the provision of comprehensive policies and incentives for youth human capital development.
- The private sector is encouraged to become a strategic partner in the provision of industrial training, employment schemes, and entrepreneurial guidance.
- NGOs and youth organisations need to be mobilised as a bridge to the grassroots community through advocacy, volunteerism and social leadership programmes.

Strengthening of the Implementation Ecosystem

- The implementation of the plan needs to be accompanied by the development of a data-based monitoring system that measures the impact on each youth group. A National Youth Dashboard should be established to track the progress of indicators such as employment, digital literacy, volunteerism, and mental well-being.

Capacity Building and Sustainability

To ensure this plan remains relevant until 2035, focus must be given to:

- Leadership training and “youth mainstreaming” in every implementing agency;
- The formation of the Youth Innovation Fund to support high-impact social projects;

Through a collaborative, inclusive and data-driven approach, the Way Forward for MYD 2035 will ensure every stakeholder moves simultaneously towards a common goal, which is to produce Malaysian youth who are resilient, progressive and prosperous in facing global challenges by 2035.

”



- A mid-term review to assess policy effectiveness and strategy adjustments.

Centralisation on Eight Youth Groups as Beneficiaries

This plan shall ensure the outcomes are felt by the eight main youth groups as outlined in the MYD Action Plan 2035, covering various educational, social, economic and geographical backgrounds.

A targeted approach needs to be implemented as follows:

- **School-going Youth and Higher Education Youth**
Focus on the inculcation of identity, patriotism, student leadership, and talent development through structured activities that encourage innovation and the spirit of nationhood.
- **Working Youth and Youth Associations**
Emphasis on the improvement of professional skills, industrial leadership development, social entrepreneurship as well as the strengthening of youth organisation and community networks.

- **Mass Youth and International Malaysian Youth**

Emphasised on involvement in public policy, civic responsibility, global networks, and the recognition of the youth's role as national ambassadors at the international level.

- **Minority Youth & Marginalised Groups**

Focused on access to equal educational, health, and economic opportunities through an inclusive approach as well as local community development programmes.

- **At-Risk Youth**

Given attention through rehabilitation programmes, social interventions, retraining and guidance so that they can return to contribute positively to society.





IMPLICATIONS

The background is a dark blue gradient. It features a central wireframe globe composed of interconnected lines and dots, with a red and blue color scheme. Above the globe, there are large, flowing, wavy lines of red and blue, resembling data streams or energy waves. Below the globe, there are various geometric shapes and lines, including squares and rectangles, some of which are connected by lines, suggesting a circuit or network. In the bottom right corner, there is a stylized, wireframe hand or arm, also composed of lines and dots, with a glowing blue light emanating from its palm.

IMPLICATIONS

The Malaysia Youth Development Action Plan 2035 is drafted to strengthen the potential of Malaysian youth as drivers of national development through digital empowerment, increased competitiveness and active participation in the national agenda. However, the success of this plan depends on the level of institutional readiness, governance effectiveness and the commitment of implementers at the federal and state levels. The implications of the implementation of this plan can be elaborated into two main dimensions as follows:



Positive Implications: Progressive Impacts

Consolidation of a More Directed Youth Development Ecosystem

- The implementation of this plan will create a more structured and evidence-based youth development system (evidence-based planning).
- The classification of eight target groups enables more targeted programme planning and avoids the overlapping of initiatives between agencies.

Inclusive and Balanced Youth Empowerment

- This plan ensures the comprehensive participation of youth across socioeconomic and geographical backgrounds including rural youth, women, PwD and B40.
- It has the potential to narrow the opportunity gap between youth groups as well as foster a sense of social justice and national inclusivity.

Increase in Economic Competitiveness and TVET Capabilities

- The emphasis on technical, entrepreneurial and digital skills will increase youth employability in new sectors of the economy.
- This simultaneously supports the national target to produce a highly skilled workforce in line with the Fourth Industrial Revolution, the Malaysia Madani agenda and the National TVET Policy.

Strengthening of Social Capital and Youth Leadership

- The implementation of leadership programmes, social innovation and youth involvement in public policy will produce a generation of future leaders with integrity and a global outlook.
- This approach encourages youth to become agents of unity, peace and social progress.

Improvement of Inter-Agency Governance Efficiency

- The implementation of this plan will drive better coordination between the Ministry of Youth and Sports (KBS), state governments, technical agencies and the private sector.
- New governance structures such as the State Youth Development Council can strengthen accountability and outcome monitoring at the implementer level.

Strengthening of National Identity and Youth Core Values

- Value appreciation, ethics and patriotism programmes among youth have the potential to build a strong sense of civic and national responsibility.
- This helps to produce a generation of youth who are not only highly skilled but also ethical and centred on national values.

Negative Implications: Precautionary Measures (Risks and Mitigation Actions)

Imbalance in Implementation Between States and Sectors

- The risk of an implementation gap existing between developed and less developed states if the institutional capacity in each state is unbalanced.
- Mitigation measure: Providing standardised implementation guidelines and phased technical assistance to low-capacity states.

Overlapping of Agency Roles and Coordinator Constraints

- Various ministries and agencies have overlapping or at-risk youth mandates that can affect the effectiveness of the plan.
- Mitigation measure: Strengthening the role of KBS as the main coordinator and establishing the Youth Policy Coordination Council (YPCC) for cross-agency coordination.

Inconsistency of Funding and Programme Sustainability

- The failure to maintain long-term fund flows can affect the continuity of youth development programmes.
- Mitigation measure: Strategising Public-Private Partnerships (PPP) and introducing the Youth Innovation Fund to cover long-term activities.

Digital Access Gap and Inequality of Opportunities

- Rural and B40 youth may continue to be left behind in digital mastery if ICT infrastructure is not improved.
- Mitigation measure: The expansion of broadband coverage, device subsidies and community digital learning centres must be made mandatory components of the plan.

Risk of Programme Saturation (Program Fatigue)

- The implementation of various programmes without impact assessments can cause youth to lose interest and affect long-term involvement.
- Mitigation measure: Implementing a periodic impact assessment system (Monitoring & Evaluation) to assess effectiveness as well as readjust strategies based on data.

Ideological Challenges and Social Polarisation

- The increased use of social media and political ideological differences among youth can affect national cohesion.
- Mitigation measure: Integrating digital literacy and critical thinking modules in youth programmes to build resilience against extreme influences and false information.

Overall, the implementation of the Malaysian Youth Development Action Plan 2035 brings great potential in shaping a progressive, competitive and inclusive youth generation.

However, the success of this plan requires integrated commitment, continuous monitoring and clear risk mitigation mechanisms so that every initiative can provide an optimum impact on national development and the wellbeing of Malaysian youth by 2035.





CONCLUSION

The background is a dark blue gradient. It features a central globe composed of a wireframe mesh of triangles and dots, with a color gradient from blue to red. Swirling, translucent wireframe ribbons in blue and red flow across the top. At the bottom, there are circuit-like patterns of lines and squares. A wireframe hand is visible in the bottom right corner, reaching towards the center.

CONCLUSION

The Malaysian Youth Development Action Plan 2035 (MYD 2035) reflects the nation's commitment to develop a youth generation that is ready to face the new realities of the modern world driven by technology, social diversity and the digital economy.

This document is not merely a policy plan, but a dynamic roadmap that encompasses comprehensive youth development in terms of skills, values, mental well-being, innovation, leadership and social responsibility.

MYD 2035 was drafted as a result of comprehensive engagements with ministries, agencies, educational institutions, youth

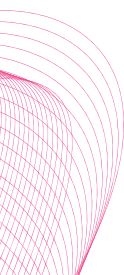
organisations, the private sector and grassroots communities to ensure that the voices of the youth are heard and translated into action.

This plan also introduces data and technology-based strategies to monitor progress and ensure that every initiative provides a real impact on various youth target groups across the country.

With planned implementation, MYD 2035 is hoped to be a catalyst for the birth of a Malaysian youth generation that is intellectual, inventive and resilient, as well as capable of playing an important role in driving the nation's progress towards a more prosperous and sustainable future.

This approach emphasises an integrated youth development ecosystem connecting physical, digital and social aspects to shape an inclusive, creative and resilient young generation

”





GLOSSARY

GLOSSARY

AKM	- Malaysia Nationhood Academy	MITI	- Ministry of Investment, Trade and Industry
AKPK	- Credit Counselling & Debt Management Agency	MFLS	- Malaysian Future Leaders School
AYG	- Adab Youth Garage	MINDEF	- Ministry of Defence Malaysia
BDS	- Policy and Strategic Development Division	MOSTI	- Ministry of Science, Technology and Innovation
CENTEXS	- Centre of Technical Excellence Sarawak	MPBM2030	- Madani Youth Development Model 2030
DBP	- Dewan Bahasa dan Pustaka	MPP	- Student Representative Council
DOSM	- Department of Statistics Malaysia	MQA	- Malaysian Qualifications Agency
INSKEN	- National Entrepreneurship Institute	MYSED	- Ministry of Youth, Sports and Entrepreneur Development Sarawak
IPGM	- Institute of Teacher Education Malaysia	NADI	- Smart National Information Dissemination Centre
IPT	- Higher Education Institutions	NGI	- Non-Governmental Individual
IYRES	- Institute for Youth Research Malaysia	NGO	- Non-Governmental Organisation
JBSN	- National Youth and Sports Department	NRES	- Ministry of Natural Resources and Environmental Sustainability
JAKIM	- Department of Islamic Development Malaysia	OKU	- Persons with Disabilities
JKKK	- Village Development and Security Committee	PACOS	- Partners of Community Organisations in Sabah
JKM	- Social Welfare Department	PBT	- Local Authority
JPK	- Department of Skills Development	PETRA	- Ministry of Energy Transition and Water Transformation
JPM	- Prime Minister's Department	ROS	- Registry of Societies Malaysia
KBS	- Ministry of Youth and Sports Malaysia	ROY	- Registrar of Youth Societies
KEMAS	- Community Development Department	SABERKAS	- Sarawak United National Youth Organisation
KESUMA	- Ministry of Human Resources	SKMM	- Malaysian Communications and Multimedia Commission
KD	- Ministry of Digital	SME Corp.	- Small and Medium Enterprises Corporation Malaysia
KDN	- Ministry of Home Affairs	SMK	- National Secondary School
KK	- Ministry of Communications	SOSDA	- Sarawak OKU Skills Development Association
KKDW	- Ministry of Rural and Regional Development	SPA	- Public Service Commission
KKM	- Ministry of Health Malaysia	SPRM	- Malaysian Anti-Corruption Commission
KLN	- Ministry of Foreign Affairs	TEKUN	- National Entrepreneurial Group Economic Fund
KPKT	- Ministry of Housing and Local Government	TM	- Telekom Malaysia
KPM	- Ministry of Education	TVET	- Technical and Vocational Education and Training
KPT	- Ministry of Higher Education	UiTM	- Universiti Teknologi MARA
KPWKM	- Ministry of Women, Family and Community Development	UKM	- Universiti Kebangsaan Malaysia
KUSKOP	- Ministry of Entrepreneur and Cooperatives Development	UMS	- Universiti Malaysia Sabah
LKM	- Board of Counsellors Malaysia	UNIFOR	- Unit for Other Religions
LPPKN	- National Population and Family Development Board	UNIMAS	- Universiti Malaysia Sarawak
MBM	- Malaysian Youth Council	UPM	- Universiti Putra Malaysia
MCMC	- Malaysian Communications and Multimedia Commission	YIM	- Malaysia Innovation Foundation
MDEC	- Malaysia Digital Economy Corporation		
MIDA	- Malaysian Investment Development Authority		
MENTARI	- Community Mental Health Centre		

The background is a dark blue gradient. It features a central globe composed of a wireframe mesh of triangles, with some areas highlighted in red and others in blue. Swirling, translucent wireframe ribbons in red and blue flow across the top and sides of the globe. At the bottom, there are circuit-like patterns consisting of vertical lines and small squares, some of which are glowing. In the bottom right corner, a stylized, wireframe hand is shown reaching upwards towards the globe.

REFERENCE LIST

REFERENCE LIST

- Anderson, B. (1983). *Imagined Communities: Reflections on the Origin and Spread of Nationalism*. Verso. New York.
- Arnett, J. J. (2015). *Emerging adulthood: The winding road from the late teens through the twenties* (2nd ed.). Oxford University Press.
- Anwar Ibrahim. (2022). *Membangun Negara Madani*. Institut Darul Ehsan. Shah Alam. Malaysia.
- Baltes, P. B., & Baltes, M. M. (Eds.). (1990). *Successful aging: Perspectives from the behavioral sciences*. Cambridge University Press.
- Berk, L. E. (2023). *Development through the lifespan* (7th ed.). Pearson.
- Billig, M. (1995). *Banal Nationalism*. SAGE.
- Brennen, J. S., & Kreiss, D. (2016). Digitalization. In *The International Encyclopedia of Communication Theory and Philosophy*. Wiley.
- Bronfenbrenner, U. (1979). *The ecology of human development: Experiments by nature and design*. Harvard University Press.
- Commonwealth Secretariat. (2021). *Global Youth Development Report 2020*. London. United Kingdom.
- Dalton, R. J. (2017). *The Participation Gap: Social Status and Political Inequality*. Oxford University Press.
- Dennis, J., Easton, D., & Easton, S. (1969). *Children in the political system: Origins of political legitimacy*. McGraw-Hill Book Company, New York (États-Unis), 27, 77.
- Erikson, E. H. (1993). *Childhood and society* (Rev. ed.). W. W. Norton.
- European Union (EU). (2022). *Youth Action Plan In Eu External Action Monitoring Framework*. New York.
- European Union (EU). (2023). *European Youth Forum Strategic Plan 2024-2028*. Berlin, Germany.
- Ferrari, A. (2012). *Digital Competence in Practice: An Analysis of Frameworks*. JRC Technical Reports, European Commission. Gilster, P. (1997). *Digital Literacy*. Wiley. New York
- Havighurst, R. J. (1972). *Developmental tasks and education* (3rd ed.). David McKay.
- Institute for Youth Research Malaysia (IYRES). (2023). *Facts and Figures Malaysian Youth Index*. Ministry of Youth and Sports Malaysia. Putrajaya. Malaysia.
- Institute for Youth Research Malaysia (IYRES). (2021). *Future Young Leadership Scenario 2035*. Ministry of Youth and Sports Malaysia. Putrajaya. Malaysia.
- Institute for Youth Research Malaysia (IYRES). (2022). *Malaysian Family Youth Aspirations*. Ministry of Youth and Sports Malaysia. Putrajaya. Malaysia.
- Institute for Youth Research Malaysia (IYRES). (2021). *Study on Home Ownership Capability Among Malaysian Youth*. Ministry of Youth and Sports Malaysia. Putrajaya. Malaysia.
- ITU (2022). *Measuring Digital Development: Facts and Figures 2022*. Geneva, Switzerland.

Department of Statistics Malaysia. (2020). Sustainable Development Goals (SDG) Indicators. Putrajaya. Malaysia.

Department of Islamic Development Malaysia (JAKIM). (2024). Islamic Social Action Plan 2021-2025. Prime Minister's Department. Putrajaya. Malaysia.

Ministry of Youth and Sports Malaysia. (2007). Youth Societies and Youth Development Act 2007. Putrajaya. Malaysia.

Ministry of Youth and Sports Malaysia. (2015). Malaysian Youth Policy. Putrajaya. Malaysia.

Ministry of Youth and Sports Malaysia. (2023). Madani Youth Development Model 2030. Putrajaya. Malaysia.

Ministry of Youth and Sports Malaysia. (2024). Youth Socioeconomic Empowerment Plan. Putrajaya. Malaysia.

Ministry of Youth and Sports Malaysia. (2017). National Transformation 50 (TN50). Putrajaya. Malaysia.

Ministry of Home Affairs. (1942). Second-hand Dealers Act (Act 189). Malaysia. Ministry of Women, Family and Community Development. (2014). National Social Policy 2030. Putrajaya. Malaysia.

Ministry of Home Affairs. (2024). Malaysia Plan on Countering Violence Extremism 2024-2028. Putrajaya. Malaysia.

Ministry of Economy. Mid-Term Review of the 12th Malaysia Plan. (2023). Putrajaya. Malaysia.

Ministry of Health Malaysia (MOH). (2008). National Health Policy for Older People. Putrajaya, Malaysia.

Ministry of Health Malaysia (MOH). (2021). National Nutrition Policy of Malaysia 2.0. Putrajaya, Malaysia.

Ministry of Health Malaysia (MOH). (2023). Strategic Plan to Combat the Double Burden of Malnutrition 2023-2030. Putrajaya, Malaysia.

Ministry of Health Malaysia (MOH). (2024). Strategic Plan to Reduce Sugar Among Malaysians 2024-2030. Putrajaya, Malaysia.

Ministry of Health Malaysia (MOH). (2021). Healthy Malaysia National Agenda Action Plan 2021-2025. Putrajaya, Malaysia.

Ministry of Health Malaysia (MOH). (2020). National Mental Health Strategic Plan 2020-2025. Putrajaya. Malaysia.

Ministry of Tourism, Arts and Culture. (2023). National Economic Well-being Distribution Policy (DAKEN) Action Plan. Putrajaya, Malaysia.

Ministry of Women, Family and Community Development (KPWKM). (2021). Reproductive Health and Social Education (PEKERTI) Action Plan 2022-2025. Putrajaya. Malaysia.

Ministry of Entrepreneur and Cooperatives Development. (2022). Social Entrepreneurship Blueprint 2030. Putrajaya. Malaysia.

Ministry of Women, Family and Community Development (KPWKM). (2024). National Child Policy. Putrajaya, Malaysia.

Ministry of Women, Family and Community Development (KPWKM). (2024). National Social Policy 2030 (DSN). Putrajaya. Malaysia.

Ministry of Education Malaysia (MOE). (2012). Malaysia Education Blueprint (PPPM) 2013-2025. Putrajaya. Malaysia. Road Transport Department (JPJ). Malaysia Road Safety Plan 2022-2030. Putrajaya. Malaysia.

Ministry of Domestic Trade and Costs of Living (KPDN). (2024). National Consumer Policy 2.0. Putrajaya, Malaysia.

Ministry of Agriculture and Food Security (KPKM). (2024). PINTAR30 (Youth Transformation and Empowerment Master Plan 2030). Putrajaya, Malaysia.

Ministry of Agriculture and Food Security. (2021). National Agrofood Policy (DAN) 2021 - 2025. Putrajaya, Malaysia.
Ministry of Higher Education (MOHE). (2024). MTVET Strategic Plan. Putrajaya, Malaysia.

Ministry of Science, Technology and Innovation. (2021). National Science, Technology and Innovation Policy (DSTIN) Action Plan 2021-2030. Putrajaya, Malaysia.

Ministry of Science, Technology and Innovation. (2025). National Technology and Innovation Sandbox (NTIS). Putrajaya, Malaysia.

Ministry of Science, Technology and Innovation Malaysia (MOSTI). (2017). Science & Technology Foresight Malaysia 2050. Putrajaya, Malaysia.

Ministry of Science, Technology and Innovation Malaysia (MOSTI). (2022). MyForesight 2022. Putrajaya.

Ministry of Science, Technology and Innovation Malaysia (MOSTI). (2017). Science & Technology Foresight Malaysia 2050. Putrajaya, Malaysia.

Ministry of Science, Technology and Innovation. (2025). National Science, Technology and Innovation Policy (DSTIN) 2021 - 2025. Putrajaya, Malaysia.

Ministry of Science, Technology and Innovation. (2024). Initiative to Improve the Country's Performance in the Global Innovation Index (GII). Putrajaya, Malaysia.

Ministry of Science, Technology and Innovation. (2024). Initiative to Improve the Country's Performance in the Global Innovation Index (GII). Putrajaya, Malaysia.

Ministry of Science, Technology and Innovation (MOSTI). (2023). Space Industry Strategic Plan (MYSA) 2030. Putrajaya, Malaysia. Lerner, R. M. (Ed.). (2015). Handbook of child psychology and developmental science (7th ed., Vols. 1-4). Wiley.

National Security Council (MKN). (2021). National Security Policy 2021-2025. Putrajaya, Malaysia. Macedon Ranges Shire Council. (2018). Youth Strategy 2018-2028. Central Victoria, Australia.

Minister of Women, Family and Community Development. (2020). National Strategic Plan in Handling the Causes of Child Marriage. Putrajaya, Malaysia.

MidCoast Council. (2019). Youth Strategic Plan: Our Future Together 2019-2023. MidCoast, Australia.

Nathanson, S. (1993). Patriotism, Morality, and Peace. Rowman & Littlefield.

Ng, W. (2012). Can we teach digital natives digital literacy?. Computers and Education. 59(3), 1065-1078. doi.org/10.1016/j.compedu.2012.04.016.

Niemi, R. G., & Hepburn, M. A. (1995). The rebirth of political socialization. Perspectives on Political Science, 24(1), 7-16.

OECD (2019), Measuring the Digital Transformation: A Roadmap for the Future, OECD Publishing, Paris. doi.org/10.1787/9789264311992-en.

Pathways for Youth: Strategic Plan for Federal Collaboration 2016. United States.

Malaysia Digital Economy Corporation (MDEC). (2019). Digital Content Ecosystem Policy. Putrajaya, Malaysia.

Malaysia Productivity Corporation (MPC). (GRP Toolkit Development (MPC). Ministry of Investment, Trade and Industry. Kuala Lumpur. Malaysia.

Piaget, J. (1952). The origins of intelligence in children. International Universities Press.

Plan International UK. (2025). Youth Economic Empowerment. London.

Santrock, J. W. (2023). Life-span development (19th ed.). McGraw-Hill Education.

Siegler, R., Saffran, J., Eisenberg, N., & Gershoff, E. (2020). How children develop (6th ed.). Worth Publishers.

Singer, P. W., & Friedman, A. (2014). Cybersecurity and Cyberwar: What Everyone Needs to Know. Oxford University Press. Smith, A. D. (1991). National Identity University of Nevada Press. Nevada, USA.

Super, D. E. (1980). A life-span, life-space approach to career development. *Journal of Vocational Behavior*, 16(3), 282–298. Economic Planning Unit. (2021). Twelfth Malaysia Plan 2021-2025. Prime Minister's Department. Putrajaya. Malaysia.

Talent Corporation Malaysia Berhad. (2024). Impact Study of Artificial Intelligence, Digital, and Green Economy on the Malaysian Workforce. Ministry of Human Resources. Putrajaya. Malaysia.

The ASEAN Secretariat. (2017). First ASEAN Youth Development Index. Jakarta. Indonesia.

The International Telecommunication Union (ITU). (2021). Youth Strategy: Roadmap to 2021 and beyond. Geneva, Switzerland.

The National Youth Council of Ireland (NYCI). (2023). Strategic Plan 2023 - 2027. Dublin. Ireland.

The Organisation for Economic Co-operation and Development (OECD). (2021). The Updated OECD Youth Action Plan. Paris, France.

Tajfel, H. (1981). Human groups and social categories (Vol. 255). UK: Cambridge University Press: Cambridge.

OECD (2019), Measuring the Digital Transformation: A Roadmap for the Future, OECD Publishing, Paris. doi.org/10.1787/9789264311992-en.

The World Bank. (2023). Global Economic Prospect. Washington D.C.

UNESCO Institute for Statistics. (2018). A Global Framework of Reference on Digital Literacy Skills for Indicator 4.4.2. Quebec, Canada

United Nations (UN). (2015). Sustainable Development Goal (SDGs). United Nations Development Programme (UNDP). New York.

United Nations Children's Fund (UNICEF). (2023). Country Programme Action Plan 2023 - 2027. Lalitpur, Nepal.

United Nations Children's Fund (UNICEF). (2021). Country Programme Document, 2022-2025 between the Government of Malaysia and UNICEF. New York.

United Nations. (2024). Pact for the Future, Global Digital Compact and Declaration on Future Generations. New York.

Economic Planning Unit. (2025). Thirteenth Malaysia Plan. 2026-2030. Prime Minister's Department. Putrajaya. Malaysia.

Economic Planning Unit. (2021). Malaysia Digital Economy Blueprint. Prime Minister's Department, Putrajaya. Malaysia. Van Dijk, J. A. G. M. (2020). The Digital Divide. Polity Press. doi.org/10.1080/1369118X.2020.1781916.

Van Laar, E., van Deursen, A. J. A. M., van Dijk, J. A. G. M., & De Haan, J. (2017). The relation between 21st-century skills and digital skills: A systematic literature review. *Computers in Human Behavior*, 72, 577–588.

Verba, S., Schlozman, K. L., & Brady, H. E. (1995). *Voice and Equality: Civic Voluntarism in American Politics*. Harvard University Press.

Vial, G. (2019). Understanding digital transformation: A review and a research agenda. *The Journal of Strategic Information Systems*, 28(2), 118–144.

Von Solms, R., & van Niekerk, J. (2013). From information security to cyber security. *Computers & Security*, 38, 97–102.

Vygotsky, L. S. (1978). *Mind in society: The development of higher psychological processes*. Harvard University Press

Warschauer, M. (2004). *Technology and Social Inclusion: Rethinking the Digital Divide*. MIT Press.

Westerman, G., Bonnet, D., & McAfee, A. (2014). *Leading Digital: Turning Technology into Business Transformation*. Harvard Business Review Press.

World Health Organisation (WHO). (2004). *The Development Of The National Child Policy Coasted Action Plan*. Alexandria, Egypt.

World Bank Group. (2021). *Aiming High, Navigating The Next Stage Of Malaysia Development*. Kuala Lumpur 50480, Malaysia.

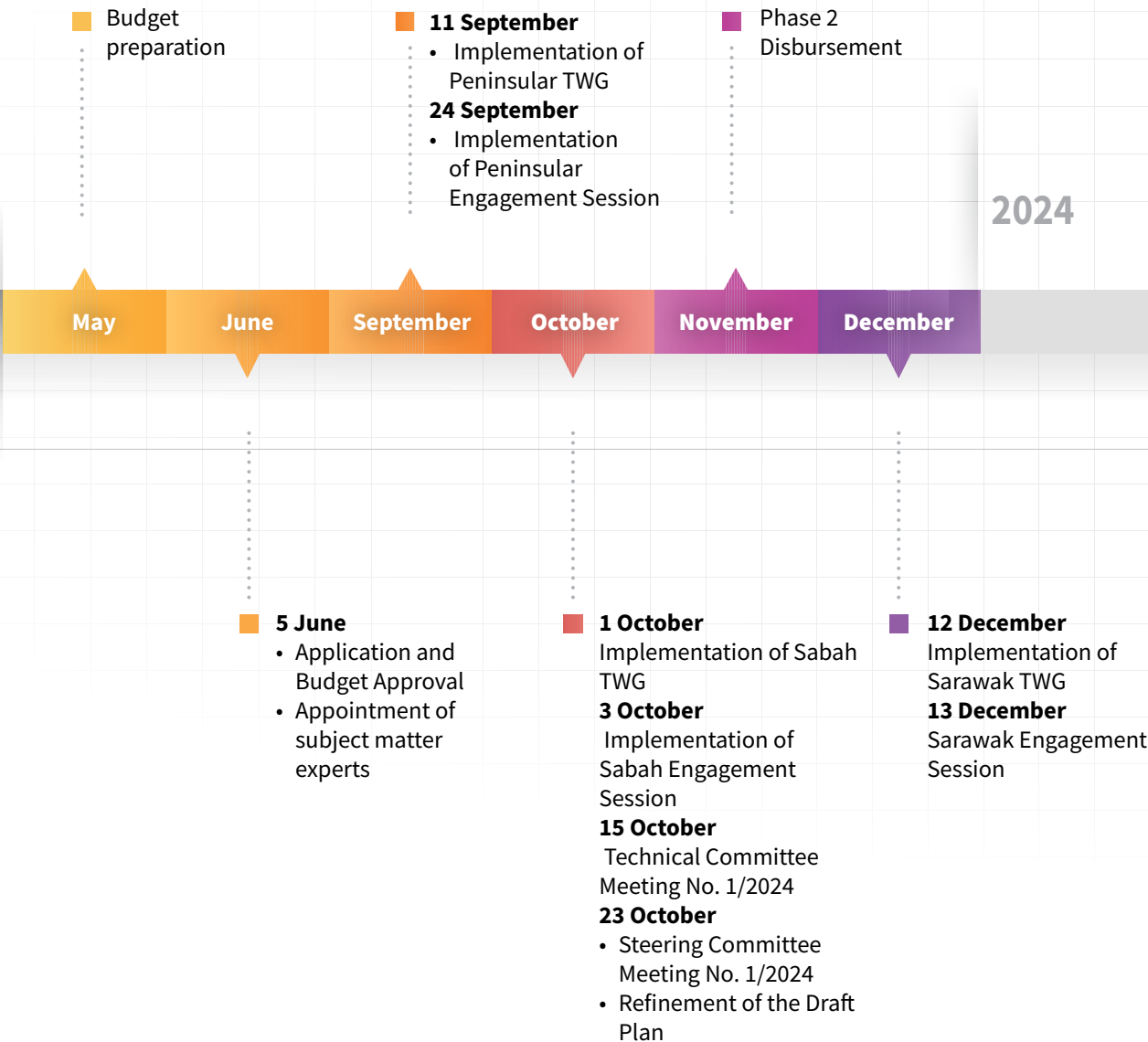
World Economic Forum. (2023). *Future Of Job Report 2023*. Geneva. Switzerland.

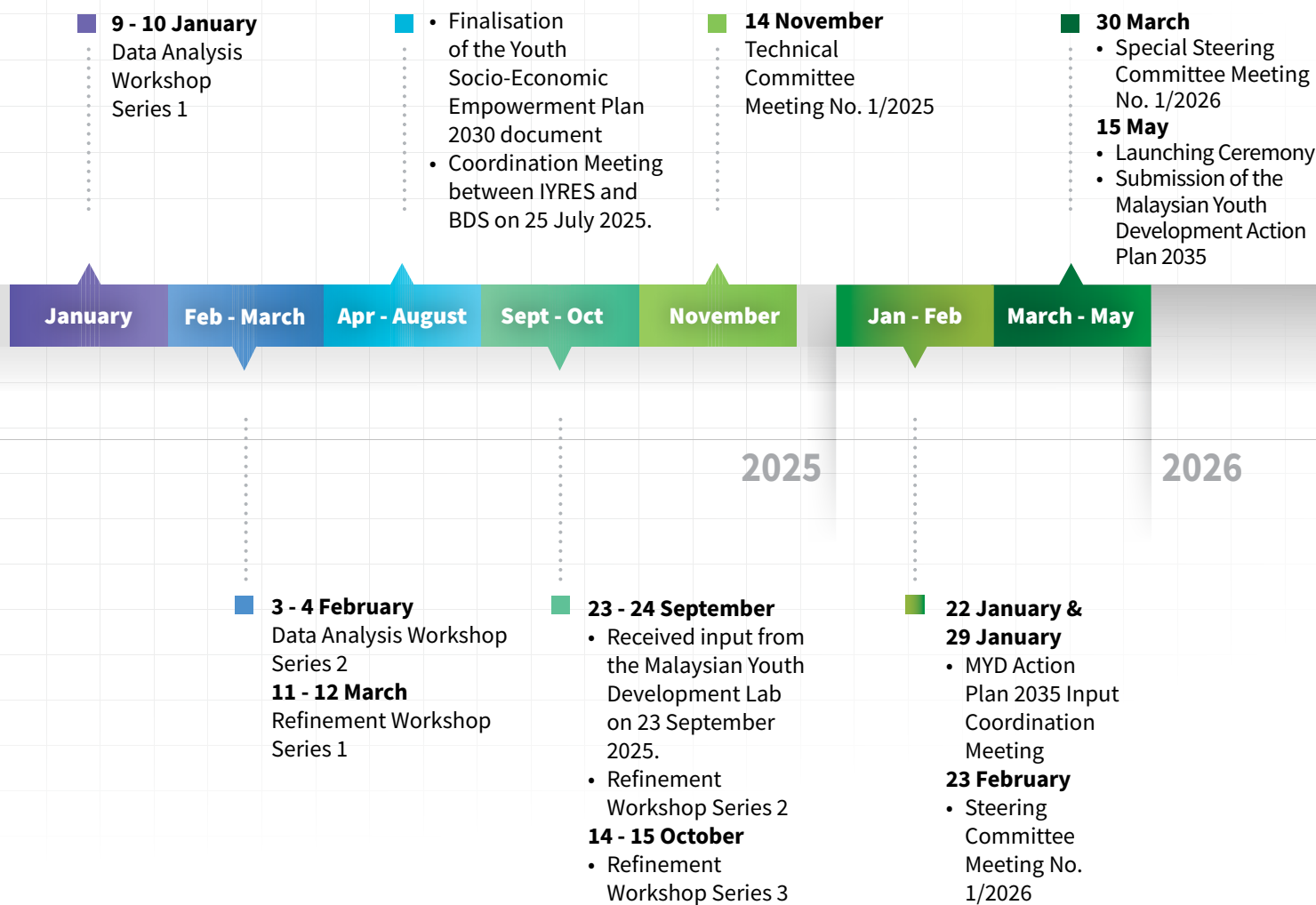
Youth Focus. (2023). *Thriving Together Strategic Plan 2023 - 2026*. Western Australia.

CHRONOLOGY

The background is a dark blue gradient. It features a central globe composed of a wireframe mesh with red and blue dots at the vertices. Swirling around the globe are translucent, wavy ribbons of red and blue lines. At the bottom, there is a circuit-like pattern of blue lines and squares. In the bottom right corner, a stylized, wireframe hand is shown reaching upwards, emitting a small burst of blue light.

WORK TIMELINE





TWG = Input from Eight youth target

Engagement = 10 Implementing Groups (Verification of TWG input)



The background is a dark blue gradient. It features a central globe composed of a wireframe mesh of triangles, with some areas highlighted in red and others in blue. Swirling, translucent wireframe ribbons in blue and red flow across the top half of the image. At the bottom, there are circuit-like patterns consisting of vertical lines and small squares, some of which are glowing. In the bottom right corner, a stylized, wireframe hand is shown reaching upwards, with a small cluster of glowing blue particles near its fingers.

ACKNOWLEDGEMENTS

The Ministry of Youth and Sports Malaysia (KBS) records its highest appreciation and gratitude to all parties involved directly and indirectly in ensuring the successful production of this action plan. It is hoped that this report will serve as a reference and guide to all stakeholders in planning and developing the youth in Malaysia.

IYRES RESEARCH TEAM

Dr. Vellapandian Ponnusamy
Chief Executive Officer, IYRES

Dr. Shariffah Mamat
Senior Research Executive, IYRES

Nur Najmin Naja Zamri
Research Executive, IYRES

Nur Aqilah Syazwani Mohd Nor
Research Executive, IYRES

Dr. Nur Hidayah Zaidun
Research Executive, IYRES

Norlyana Ahmad Hisham
Research Executive, IYRES

Muhammad Azeem Abdul Aziz
Assistant Research Executive, IYRES

Aryma Johari
Assistant Research Executive, IYRES

SUBJECT MATTER EXPERTS

Assoc. Prof. Ts. Dr. Mohd. Sobhi Ishak
Universiti Kebangsaan Malaysia

Assoc. Prof. Dr. Mohd Mursyid Arshad
Universiti Putra Malaysia

Assoc. Prof. Dr. Chong Sheau Tsuey
Universiti Kebangsaan Malaysia

Mr. Mohammad Rizan Hassan
Youth Mentor, Belia Mahir

Mr. Ngai Chee Hau
General Manager
Haup Sing Trading Group of Companies

POLICY AND STRATEGIC PLANNING DIVISION, KBS

REPORTING/ ANALYST/ WRITING TEAM**Shahhanim Yahya**

Senior Research Executive, IYRES

Noratiqah Talib

Research Executive, IYRES

Mastura Mohamad

Senior Research Executive, IYRES

Wan Suriani Wan Jamal

Research Executive, IYRES

Dr. Shariffah Mamat

Senior Research Executive, IYRES

Nur Azin Azlina Razali

Research Executive, IYRES

Nur Najmin Naja Zamri

Research Executive, IYRES

Dr. Nur Hidayah Zaidun

Research Executive, IYRES

Nur Aqilah Syazwani Mohd Nor

Research Executive, IYRES

Norlyana Ahmad Hisham

Research Executive, IYRES

Mohd Rizal Mohd Sham

Senior Research Executive, IYRES

Aryma Johari

Asst. Research Executive, IYRES

Asnida Abd. Hamid

Senior Research Executive, IYRES

Nur Pesona Kamarudin

Asst. Research Executive, IYRES

Norhidayah Omar

Research Executive, IYRES

8 YOUTH TARGET GROUPS



School-going Youth



Tertiary Education Youth



Working Youth



Minority & Marginalised Youth



Youth Group



International Malaysian Youth

PENINSULA	SABAH	SARAWAK
- Kolej Islam Sultan Alam Shah - Kolej Vokasional Sepang	- IKBN Kinarut Sabah - Politeknik Kota Kinabalu	Politeknik Kuching Sarawak
- Universiti Kebangsaan Malaysia (UKM) - Universiti Putra Malaysia (UPM) Student Representative Council - Sunway University - Universiti Teknologi MARA (UiTM) - Universiti Malaysia Sabah (UMS)	Universiti Malaysia Sabah (UMS)	- Kolej Komuniti Mas Gading - Student Representative Council of Universiti Malaysia Sarawak (UNIMAS) - Sidma College Sarawak - Cyberjaya College Kuching - Student Representative Council of UiTM Sarawak Branch - Malaysia Islamic Skills Institute Sarawak
- Merc Premier Auto Care - Rotiwap - Food and Beverage Entrepreneurs	- Emilhan Trading Sdn Bhd - Dedaun Agro - DPBS Holding - Sabah State Cultural Board - Ministry of Rural Development - Jetama Sdn Bhd - Cyber Vision Enterprise - Kesatria Commander of UiTM Sabah Branch	- Office of the Deputy Minister of Youth, Sports and Entrepreneur Development Sarawak - Sportrec (Faculty of Sports Science and Recreation) - Prodigy Music Centre
Malaysian Disabled Youth Council		
- MySkills Foundation - Member of the Malaysian Youth Parliament (APBM) - Perdana Fellows Alumni Association - Adab Youth Garage - National Union of Malaysian Muslim Students - Pathi & Associate - National Muslim Youth Association (PEMBINA) - Selangor Muslim Students Association (PEPIAS) - Malaysian Innovation Foundation - Selangor Education Catalyst Association (MYER)	- Sabah Youth Council - Ummah Education Excellence (PACU) - Telupid District Youth Council & Telupid District Anti-Drug Squad - Pekan Kudat Progressive Youth Club - Sabah Electronic Sports Enthusiasts Association (SESCOM) - Sabah e-sport Community - Kg Merabau Perisai Youth Club Organisation - Kadazan Dusun Cultural Association - Sabah Islamic Youth Movement (ABIM) - Kota Kinabalu Youth Community Association	Exercise Association, Faculty of Sports Science and Recreation, UiTM Sarawak
Westminster Foundation for Democracy		

10 YOUTH DEVELOPMENT IMPLEMENTOR GROUPS

	PENINSULA	SABAH	SARAWAK
 KBS and Federal Agencies	- Kementerian Belia dan Sukan - Kementerian Pembangunan Usahawan dan Koperasi - Kementerian Digital - Kementerian Kesihatan - Kementerian Peralihan Tenaga dan Transformasi Air - Kementerian Ekonomi - Kementerian Komunikasi - Kementerian Pertahanan - Kementerian Kemajuan Desa dan Wilayah - Kementerian Pertanian dan Keterjaminan Makanan - Jabatan Perdana Menteri (ICU) - Jabatan Wilayah Persekutuan - Akademi Pembangunan Belia Malaysia - Pusat Belia Antarabangsa - Majlis Amanah Rakyat - Impact Integrated (IMPACT)	- Sabah State Education Department - Department of Broadcasting - Sabah Human Resource Development Department - Sabah State Youth and Sports Department (Federal) - Ministry of Science, Technology and Innovation, Sabah - Information Department of Malaysia, Sabah - Malaysia Productivity Corporation (MPC) - Department of Industrial Development and Research, Sabah	- Sarawak State Youth and Sports Department - Economic Planning Unit Sarawak - Department of Labour Sarawak - Inland Revenue Board of Malaysia, Sarawak - Perbadanan Usahawan Nasional Berhad (PUNB) - Community Development Department (KEMAS), Sarawak - Sarawak State Education Department - Information Department of Malaysia, Sarawak - HRDCORP - Department of Insolvency Malaysia - Peneraju Bumiputera (TERAJU)
 Educational and Research Institutions	- Universiti Kebangsaan Malaysia - SMK Putrajaya Presint 5 (1)	- Sabah Skills & Technology Centre - North Borneo University College (NBUC) - SMK Bandaraya Kota Kinabalu - Kota Kinabalu Polytechnic - Kota Kinabalu Industrial Training Institute - IKBN Kinarut	- Faculty of Economics and Business, UNIMAS - Faculty of Education, Language and Communication, UNIMAS - Sarawak Skills - Kolej Datu Patinggi Abg Hj Abdullah - Sarawak Research Development Council (Sarawak Science Centre) - UiTM Samarahan Campus
 Government-Linked and Private Companies	- DDW Consultancy Sdn Bhd - People Prowess	- Dedaun Agro - Qhazanah Sabah Berhad - Sabah Credit Corporation	- KOBIS Berhad - WRM Holding Sdn Bhd - Sparks Wood Adventure - Centexs Lundu - PurpleLily - NIL
 Non-Governmental Organisations (NGO)	- ADAB Youth Garage - MySkill Foundation - MyCorps Club - Malaysian Youth Council - Selangor Youth Council - Malaysia Esports Federation - Yayasan Generasi Gemilang - Persons with Disabilities Youth Council	- Kota Kinabalu Youth Community Association - Yayasan Usaha Maju - Sabah Bumiputera Chamber of Commerce (DPBS)	- Youth Movement of the Sarawak Malay National Association - Sarawak Malay National Association - Community Empowerment Catalyst Association - Society of Entrepreneurial Educational Development - CSO Platform for Reform
 State Government		- Sabah Ministry of Youth and Sports - Kota Kinabalu City Hall - Malaysian Investment Development Authority (MIDA) - Community Development Leader Unit - Sabah Sports Council Representative	- Sarawak Ministry of Youth, Sports & Entrepreneur Development (MYSED) - Regional Corridor Development Authority (RECODA) - Sarawak Ministry of Utility and Telecommunication (MUT) - Sarawak Islamic Religious Department - Tabung Baitulmal Sarawak - Ministry of Women, Childhood and Community Wellbeing Development (KPWK) Ministry of Education, Innovation and Development - JAIS Sarawak
 Youth NGOs, Youth Individuals and Media			- Non-Governmental Islamic Organisations (NGI) - TV Sarawak (TVS)



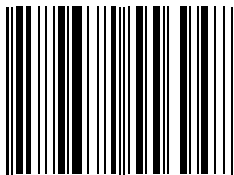
KEMENTERIAN BELIA DAN SUKAN

Kementerian Belia dan Sukan Malaysia
Menara KBS, No. 27 Persiaran Perdana,
Presint 4, Pusat Pentadbiran Kerajaan Persekutuan,
62570 Putrajaya, MALAYSIA

 +603-8871 3221

 www.kbs.gov.my

ISBN 978-967-25569-4-7



9 789672 556947

Pelan Tindakan PBM2035