



TALKING POINTS

YB HANNAH YEOH
MINISTER OF YOUTH AND SPORTS

AUSTRALIA NETWORK LEADERS' SUMMIT 2025

18th JANUARY | MONDAY | 12PM

SUITE 10.01, LEVEL 10, THE GARDENS SOUTH TOWER

LIST OF VIPS

- Prof. Dr. Angelina Yee, Vice President (Bilateral Relations), Malaysia Australia Alumni Council and Director (Research Management), Asia Pacific University.
- Yip Kit Weng, President for Certified Practising Accountant, CPA Malaysia
- Fellow Speakers and Panelists

Good Afternoon,

1. Thank you to the Malaysian Students' Council of Australia (MASCA) National for inviting me to share some insight into the topic **Empowering Tomorrow's Leaders in a Digital World**.

ENHANCING THE REGULATORY FRAMEWORK

2. 2024 was a crucial year for Malaysia's digital governance. There were steps taken to enhance the regulatory and policymaking environment. These were focused in areas such as online safety, cybersecurity and data protection.

CYBER SECURITY ACT 2024

3. In August 2024, the **Cyber Security Act 2024** came into force with the aim of **strengthening Malaysia's cyber defences**. The bill has the objective of enhancing the nation's cyber security through **compliance to specific measures, standards and processes** in managing cyber security threats.

4. The implementation of the bill helps the government ensure the viability and efficiency of the Critical National Information Infrastructure (CNII) in handling cyber security incidents. The CNII sector encompasses **government, banking and finance, transportation, defence and national security**. Also involves **information, communication and digital sectors**, which are typically targeted in cyber-attacks to cripple the government.

5. The act strengthens Malaysia's cybersecurity stance by clearly **outlining responsibilities for managing risks and reporting incidents**, particularly for organisations overseeing critical information infrastructures. It also **provides the legal framework and necessary guidelines to help organisations** safeguard their systems, mitigate risks, and respond swiftly to cyber threats.

DATA SHARING BILL 2024

6. In December 2024, the **Data Sharing Bill 2024** was passed to facilitate data sharing between Federal

Government agencies. The Bill aims to make data sharing between public sector agencies more secure and streamlined.

7. The Bill creates a process through which requests for data are considered, overcoming a previous limitation in regard to data sharing between agencies. The passing of the law is essential towards creating an ecosystem for innovation to thrive, allowing digital services and solutions to be put into effect quickly and efficiently.

ONLINE SAFETY BILL 2024

8. In December 2024, the **Online Safety Bill 2024** was passed with the **objective of improving online safety in Malaysia**. Online harm includes cyberbullying, misinformation, exploitation, radicalization and threats to national security. It also covers online scams and “doxing” which endanger users through the targeting of vulnerable groups.

9. Children are particularly vulnerable to cyberbullying, harassment and exploitation on social media. In 2019, a 16-year-old girl committed suicide after posting an poll on her Instagram asking if she should die. 69% voted yes. This reflects the severe mental health risks that children and adolescents face in digital spaces.
10. Key Features of the Bill are - (i) Comprehensive Safeguards, (ii) Enforcing positive safety measures for application and content services (iii) Minimizing exposure to harmful content, particularly for children, (iv) Facilitating healthy and safe freedom of expression without compromising privacy.
11. The Bill works in tandem with a licensing framework that requires social media and internet messaging providers to adhere to Malaysian law. For example, compelling social media platforms to restrict social media use for those below 13 years old, or to provide standard operating procedures to obtain information and conduct investigations on online security issues.

12. When there is technological advancement in communication, users need to be cognisant of online harm. Hence, the **Multimedia and Communications Act 1998 (Act 588)** is being amended to **battle online harm and crime**.
13. The primary purpose of the amendment was to **protect against harmful online behaviour**, addressing network security risks and expanding the powers of enforcement conferred on the MCMC.
14. The amendment of the act is aimed at encouraging the development of the communications and multimedia industry in the country and to increase the confidence of foreign investors in the country's digital ecosystem while also increasing protection for consumers.

FINDINGS DIGITAL SOLUTIONS TO BATTLE SUBSTANCE ABUSE

15. Four individuals died during a recent concert. The Ministry is looking to see how digital solutions as a

way forward for harm reduction for youth and at facilities.

16. One way is by establishing a **Drug Checking Surveillance Program among Youths** through a national repository for drug-related data collected through drug-checking services and other sources to identify trends and inform policy decisions. Also to enable data sharing protocols between stakeholders like public health agencies, NGOs, and research institutions
17. To establish a framework for overdose data collection as well as a standardized protocol for identifying, recording, and reporting overdose cases

EMPOWERING YOUTH

18. **Rakan Muda** is the flagship programme run by the Ministry of Youth and Sports to encourage youth to participate in productive activities. Since it was launched mid 2023, Rakan Muda has attracted the participation of approximately **3.5 million** youth.

19. Among the 10 lifestyles under Rakan Muda is **Rakan Digital**. In 2024, **406** programmes were run under Rakan Digital involving **318,000** youth. The courses covered **Coding, Introduction to Artificial Intelligence and New Gen Editing Skills for Social Media**.
20. Via Rakan Muda, we have also been running online language classes to empower our youth under the **Skills for Life** initiative. Thus far, we have conducted language classes for English and French for 400 youth.
21. The Ministry has also introduced the **Dashboard Belia** which functions as the main platform and “one stop gateway” to collect information on programmes, activities and projects across youth-related implementing agencies.

IMPROVING TRANSPARENCY THROUGH DIGITALIZATION

22. In 2023, the Ministry published an inventory of all its facilities, listing over **1,000 facilities** to enable the public to have easy accessibility to sports facilities within their vicinity for use.
23. Subsequently an online booking system was implemented which they can use which allows for payment. This is aimed at making it easier for the public, including youth, to access government facilities.
24. All funding approved for sports and youth programmes as well as details of the programmes implemented are published on the Ministry's website. This includes funds from the Minister's allocation as well as the Deputy Minister's.

ENCOURAGING THE DEVELOPMENT OF E-SPORTS

25. The Ministry of Youth and Sports is committed to the development of E-Sports. Budget 2025 saw an allocation of **RM20 million** for the development of E-sports, which also takes into consideration the establishment of a dedicated E-Sports stadium.
26. In 2023, the Ministry gazetted **E-Sports** as a registered sport by amending the Sports Development Act 1997. The amendment saw the list of registered sports increased to **103** from **51**.
27. With this amendment, E-Sports can take advantage of the initiatives introduced by the Ministry. These include the **Sports Matching Grant (GPS)** which has an allocation of **RM30 million** that is aimed at encouraging the organising of high-performance sporting events.

28. E-Sports athletes can also take advantage of the **RM1,000 tax exemption** for sports first introduced in 2024 and applicable for 2025 as well. This RM1,000 tax exemption covers not just the purchase of sports equipment but covers sports training as well.

Thank you.