



SPORTS & RECREATIONAL BUREAU

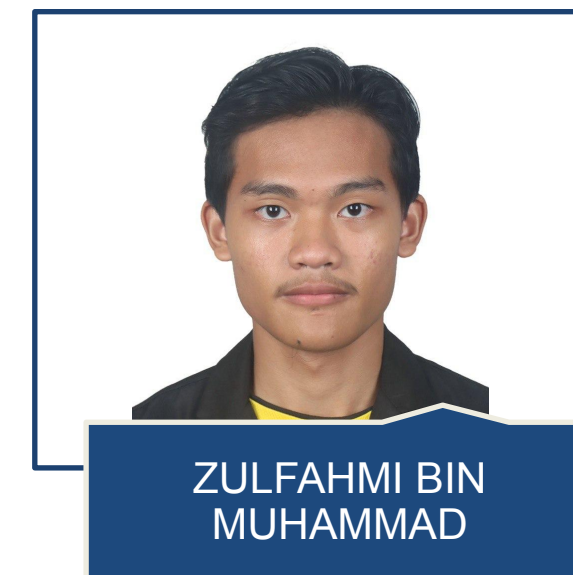
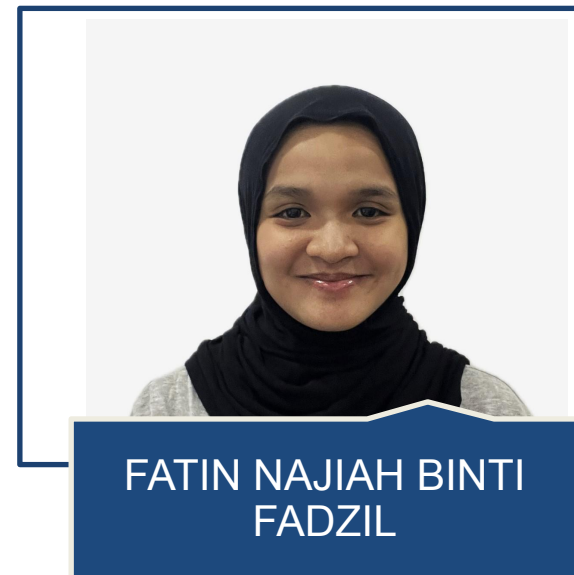
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COMMITTEE MEMBERS



RESPONSIBILITY & TASKS



1. Promoting Sports and Physical Activities

Encouraging Malaysian's community for participation in sports and recreational activities through various programs and events in Japan

2. Organizing Events and Tournaments

Planning and coordinating sports events, tournaments, and recreational activities for the Malaysian community in Japan

3. Enhancing Engagement and Networking

Foster relationships between Malaysian students through sports and recreation

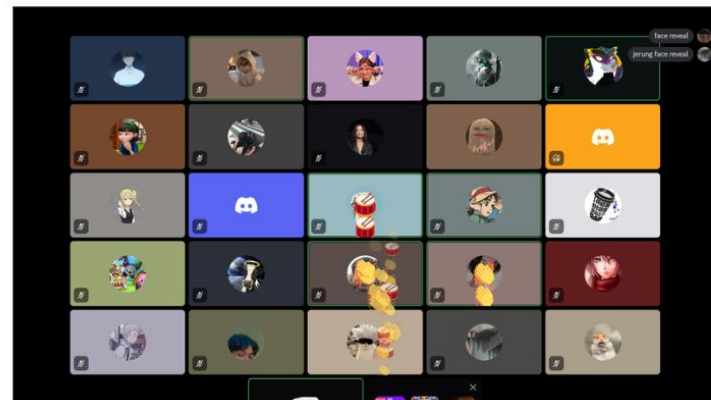
ACHIEVEMENTS



E-Sports Tournament

(9, 10 & 12 July 2025)

- Games: Mobile Legends, Valorant, Stumble Guys
- Participants: 83 participants
(10 ML teams, 4 Valorant teams, 10 solo Stumble Guys).
- Audience: Reached 100+ (discord channel)



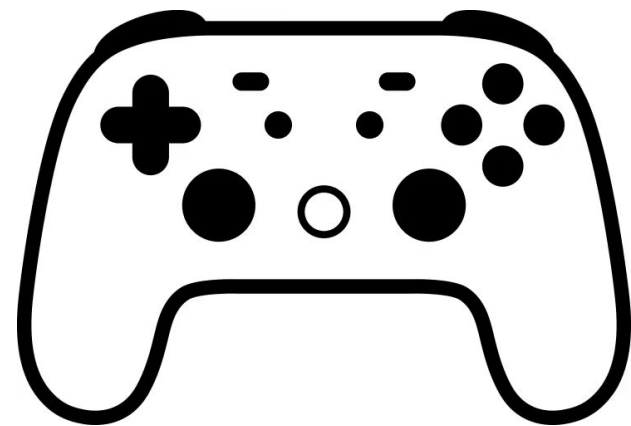
Hari Sukan Malaysia

(10 January 2026)

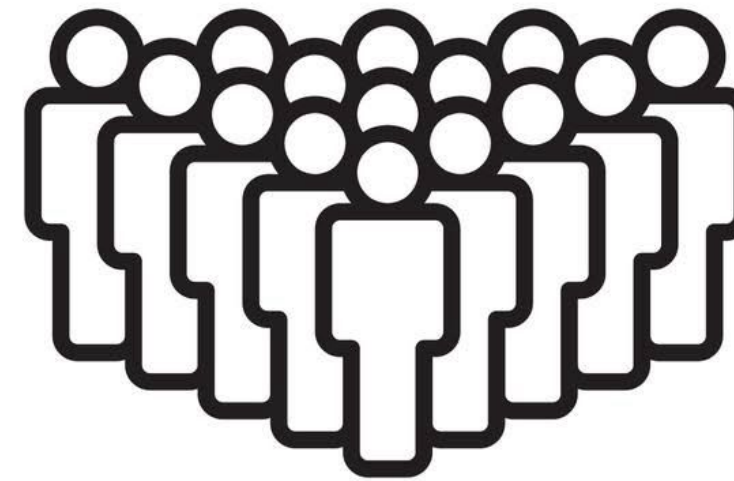
- Games: Badminton, Futsal, Volleyball
- Participants: 130+ participants
(player + spectators)



KNOWLEDGE GAINED



**First E-Sports
Tournament**



**Expecting high
participation**

CHALLENGES



Dealing with high requests

- Too many participants compared to the limited event time

Venue booking and time constraint

- Some venues were already fully booked during peak times, causing schedule clashes with student activities.

FUTURE IMPROVEMENTS



Organize recreational events too, not only sports-focused events

- Promote inclusiveness and builds a friendlier community atmosphere

More frequent meeting

- Help the bureau stay aligned and avoid last-minute rush

Limit participation to one game per person

- Give others chance to participate

**Thank
you!**