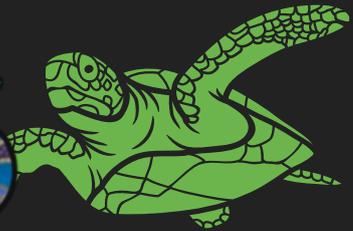




TISF 26



TERENGGANU INTERNATIONAL SCIENCE FAIR

Exploring Science Beyond Horizons for a Sustainable Blue & Green Future
2026, April 16-20 **Universiti Malaysia Terengganu**

IN COLLABORATION WITH,



INTERNATIONAL PARTICIPANTS' GUIDE BOOK



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BACKGROUND

The Terengganu International Science Fair (TISF) is an international STEM and innovation platform designed to cultivate scientific curiosity, creativity, and problem-solving skills among students, educators, and young innovators. TISF is founded on the principle that science and innovation must contribute meaningfully to society while supporting environmental sustainability and community well-being.

Situated in Terengganu, a state closely connected to marine ecosystems and natural resources, TISF draws inspiration from Universiti Malaysia Terengganu's motto, "Meneroka Seluas Lautan," which reflects exploration, discovery, and responsible innovation. The fair highlights the role of STEM in addressing global challenges through locally grounded, sustainable, and ethical solutions, particularly in areas related to the environment, oceanography, and the blue economy.

TISF serves as a multidisciplinary platform bringing together students, teachers, researchers, universities, industry partners, and community innovators to showcase research, inventions, and creative solutions. Participants are encouraged to engage with themes aligned to the United Nations Sustainable Development Goals (SDGs), including environmental sustainability, digital innovation, community-based solutions, and future-ready technologies.

Beyond exhibitions and competitions, TISF promotes knowledge exchange, collaboration, and professional learning, offering opportunities for participants to interact with experts, share best practices, and build meaningful networks. Through this approach, TISF aims to nurture a generation of innovators who are scientifically competent, socially responsible, and globally aware.

Organised by the Malaysia Young Scientists Organisation (MYSO) in collaboration with strategic academic partners, TISF reflects Malaysia's commitment to advancing STEM education and innovation as key drivers of sustainable development. TISF provides a gateway for young minds to explore science beyond boundaries, transform ideas into impactful solutions, and contribute to a sustainable future at both local and global levels.

Theme :

Exploring Science Beyond Horizons for a Sustainable Blue & Green Future



OBJECTIVES

Objectives of Terengganu International Science Fair (TISF)

- 1. To provide an international platform for students, educators, and innovators to showcase scientific research, inventions, and creative STEM-based solutions.**
- 2. To foster interest and excellence in STEM education through inquiry-based learning, innovation, and hands-on experiences.**
- 3. To encourage the development of innovations that address environmental sustainability, oceanography, community needs, and future global challenges.**
- 4. To promote scientific thinking, creativity, communication skills, and problem-solving competencies among participants.**
- 5. To strengthen collaboration and knowledge exchange between schools, universities, industry, and international partners.**
- 6. To support innovations aligned with the United Nations Sustainable Development Goals (SDGs) and national education aspirations.**

EXPECTED IMPACT

- Enhanced Student Competencies – Participants will develop stronger scientific literacy, innovation skills, critical thinking, and confidence in presenting ideas at an international level.**
- Teacher and Educator Development – Educators gain exposure to innovative teaching practices, STEM trends, and interdisciplinary approaches that enrich classroom instruction.**
- Innovation for Sustainability – The fair will generate practical, community-relevant solutions addressing environmental protection, ocean sustainability, and societal challenges.**
- Global Networking and Collaboration – TISF will create lasting partnerships among local and international institutions, researchers, and industry stakeholders.**
- Strengthened STEM Ecosystem – The programme will contribute to the growth of Malaysia's STEM and innovation ecosystem, particularly in marine, environmental, and community-based innovation.**
- Positive Societal Impact – Selected innovations may be further developed for real-world application, benefiting communities and supporting sustainable development goals**



COMPETITION

Face to Face Competition

COMPETITION POSTER PRESENTATION

DETAILS

- The poster presentation follows a presentation and exhibition concept.
- Participants' posters will be displayed, and they will present their work to judges or the public in an exhibition-style format.
- Prototypes are allowed for exhibition or demonstration purposes.

MATERIALS FOR EVALUATION

- Abstract (Send in PDF)
- Poster (Size A0)
- Can be in Bahasa Melayu / english

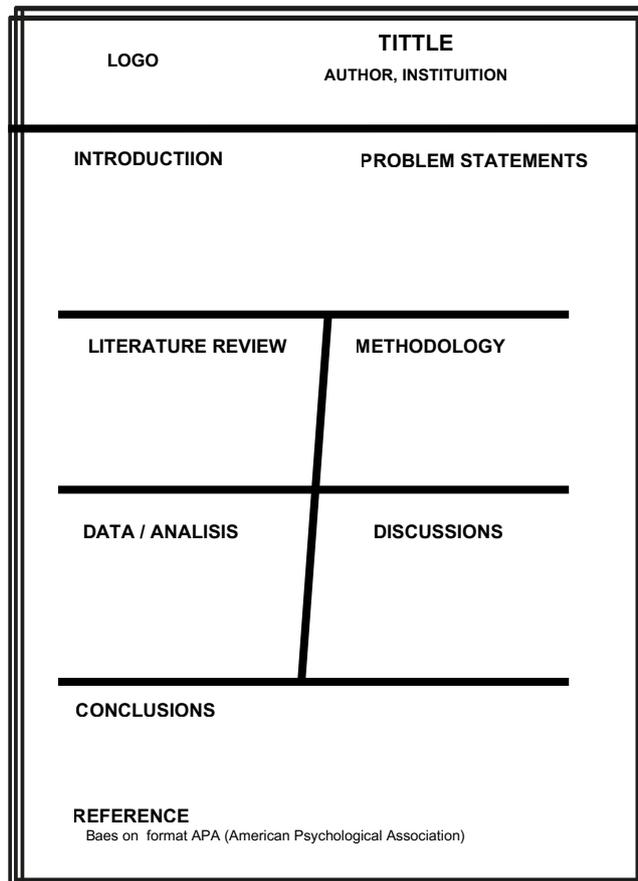
FORMAT ABSTRACT

- Format of Abstract Research background, problem statements and research objective Materials and methods used Discussion Conclusion and suggestions Abstract in between 150-250 words
- Provisions of Abstract Abstract made in English Font: Arial (12), Line Space: 1, Margin: 4,3,3,3 (left, right, top, bottom) Justify A4 paper size Abstract in PDF or Ms Format. Word

FORMAT POSTER

- Abstract
- Problem Statement
- Introduction
- Objectives
- Procedures
- Methodology research
- Analysis Data / Result
- Conclusion
- Reference

EXAMPLE





Online Competition

GUIDELINES

Innovation & Infographic Video Challenge Frequently Asked Questions (Q&A Guide)

1. What is this competition category about?

This category is a video-based innovation and infographic challenge.

Participants are required to create ONE infographic-style video to explain an idea, topic, or innovation in a clear, creative, and impactful way.

- ✗ No poster
- ✗ No physical display
- ✓ Innovation Video
- ✓ Infographic Video

2. What kind of video should we produce?

You should produce a video that:

- Uses infographic elements (icons, charts, animations, diagrams, data visuals)
- Clearly explains information or innovation
- Is easy to understand for a general audience
- Connects ideas to real-world or global issues

Think of your video as a visual storytelling tool.

3. What topics can we choose?

You may choose ONE of the following approaches:

Option A: Infographic Learning Video

You can explain:

- A school subject or topic (Science, Technology, Mathematics, Geography, Environment, etc.)
- A concept that connects to:
 - Climate change
 - Sustainability
 - Health & wellbeing
 - Digital transformation
 - Education challenges
 - Community or environmental issues

Option B: Innovation-Based Infographic Video

You can present:

- An innovation project or idea
- A solution to a real-world problem
- A concept that shows scientific thinking and creativity



Online Competition

4. How long should the video be?

Maximum duration: 8 minutes

Your video must:

- Not exceed 8 minutes
- Be clear, structured, and focused
- Avoid unnecessary repetition

5. What must appear at the beginning of the video?

The first 10–15 seconds must include:

- Group photo (all team members)
- Video or project title
- School / Institution name
- Country

This section is mandatory.

6. What language should we use?

You may use:

- English or Bahasa Melayu
- ✓ Subtitles are strongly encouraged, especially for international audiences.

7. What content is expected inside the video?

Your video should clearly answer these questions:

- What is the topic or problem?
- Why is it important?
- How does your idea or innovation work?
- What impact can it bring to society, the environment, or the future?

The explanation must be:

- Accurate
- Relevant
- Easy to understand

8. Do we need to include references or sources?

Yes.

If you use data, facts, or statistics:

- Acknowledge sources in captions, visuals, or end credits
- Sources do not need to be academic, but must be reliable

Online Competition

9. What kind of visuals should we use?

You are encouraged to use:

- Infographics
- Icons and symbols
- Charts and graphs
- Animations
- Motion graphics
- Screen recordings (if relevant)

Creativity is welcome, but clarity is more important than effects.

10. Is there any content that is not allowed?

Yes. The following content is strictly prohibited:

- Political propaganda or sensitive political issues
- Violence or hate speech
- Obscene or inappropriate content
- Discriminatory or misleading information

Any violation may result in disqualification.

11. How do we submit our video?

Follow these steps:

1. Upload your video to YouTube
2. Set the video as Public
3. Copy the YouTube link
4. Submit the link via the official submission platform

⚠ The video must remain public until the award ceremony ends.

12. What materials will judges evaluate?

Judges will evaluate:

- The infographic video only (maximum 8 minutes)
- ✗ No poster
- ✗ No additional documents required



13. How will the video be judged?

Judging is based on:

1. Accuracy and understanding of content
2. Relevance to global or real-world issues
3. Innovation and originality
4. Clarity of explanation
5. Quality of infographic visuals
6. Creativity and engagement
7. Overall impact and message delivery

14. What is the key advice for participants?

This competition is not about flashy visuals alone.

It is about:

- Explaining ideas clearly
- Communicating knowledge creatively
- Showing how innovation can make a real difference

Think like an innovator, educator, and storyteller.

Online Competition

PARTICIPANTS

1. Malaysian and international participants can join this competition.
2. Each group/entry must consist of at least one participant and not more than five participants per entry/team. There should be at least one mentor teacher or supervisor for each team or entry. (Maximum 5 students + 1 supervisor)
3. Below are the details according to the education levels.

#1

KINDERGARTEN

- 5-6 Years old

PRIMARY

- Year 1 to Year 6
- K1 - K6

#2

SECONDARY

- Form 1 to Form 5
- K7 - K11
- SVM Certificate Level
Age: 16-17 years

#3

COLLEGE/ UNIVERSITY

- College University :
- Matriculation
- A Level
- KV Diploma Students
- IPG Students
- Foundation
- First Degree

#4

TEACHER / LECTURER / EDUCATOR

- KPM / MRSM / ANY SCHOOLS Teacher
- IPG /College Lecturer
- University Lecturer
- any lecturer position in the tertiary education sector

#5

EDUCATION OFFICER / ADMINISTRATION TEAM

- Education Officer/Management Team : KPM / Bahagian / JPN / PP / IPG
- Open to any administrative and management positions within educational institutions

#6

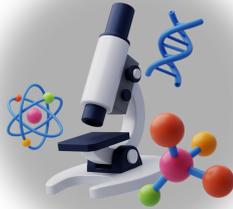
RESEARCHER / FELLOW

Masters or PhD holders who have not yet established a significant level of independence, and researchers with an equivalent level of experience and competence.

DOMAINS



SOCIAL SCIENCE



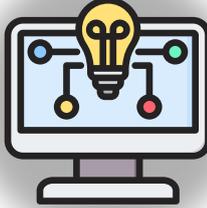
LIFE SCIENCE



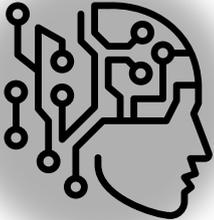
ENVIRONMENTAL SCIENCE



**PHYSICS /
MATHEMATICS
ENGINEERING**



COMPUTER SCIENCE



ARTIFICIAL INTELLIGENCE



APPLIED SCIENCE



**BEST PRACTICES
& INNOVATION IN
LEARNING / TEACHING
/ ADMINISTRATION**

DOMAIN DETAILS



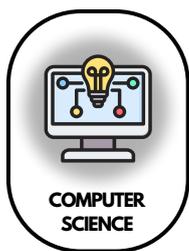
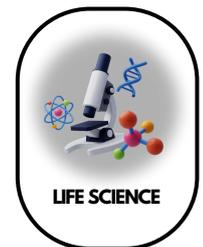
ANTHROPOLOGY, ECONOMICS, POLITICAL SCIENCE AND SOCIOLOGY

ANY SCIENCE SUBJECTS THAT INVOLVE APPLYING SCIENTIFIC PRINCIPLES TO PRACTICAL SETTINGS OR HUMAN CONDITIONS; ACTION RESEARCH, EVALUATION RESEARCH AND INDUSTRIAL RESEARCH.

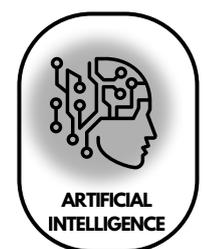


BIODIVERSITY & CONSERVATION, BIOLOGICAL INVASION, ECOSYSTEM ECOLOGY, ENVIRONMENTAL POLLUTION, FOOD WEBS, GLOBAL CHANGE, HISTORY & ARCHAEOLOGY, PARASITE & DISEASE ECOLOGY, WATERSHED & LAND USE

CELL BIOLOGY, MICROBIOLOGY, BIOINFORMATICS, DEVELOPMENTAL BIOLOGY, EVOLUTIONARY BIOLOGY, ECOLOGY, MOLECULAR BIOLOGY, BIOCHEMISTRY, BOTANY, STRUCTURAL BIOLOGY, BIOPHYSICS, GENETICS, BIOLOGY, CONSERVATION BIOLOGY, GENOMICS, IMMUNOLOGY, BIOMATERIALS, ENTOMOLOGY, NEUROSCIENCE, CANCER, BEHAVIOR, BEHAVIORAL ECONOMICS

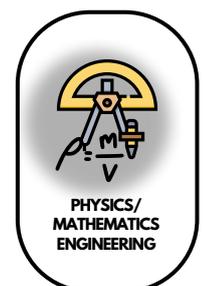


ARTIFICIAL INTELLIGENCE, HUMAN COMPUTER INTERACTION, CYBERSECURITY, QUANTUM COMPUTING, ROBOTICS, COMPUTER VISION, ACCESSIBLE COMPUTING, COMPUTATIONAL BIOLOGY, DATA MINING, SOFTWARE ENGINEERING, BIOMEDICAL INFORMATICS, CLOUD COMPUTING, DISTRIBUTED COMPUTING, PROGRAMMING LANGUAGE, COMPUTER ARCHITECTURE, COMPUTER ENGINEERING, DATA SCIENCE, INFORMATION SYSTEM, COMPUTER GRAPHICS



ANY SHARING OF BEST PRACTICES IN MANAGEMENT, EDUCATION, AND TEACHING

ANY PHYSICS & ENGINEERING RELATED SUCH AS THERMODYNAMICS, HEAT TRANSFER, FLUID MECHANICS, STATICS, DYNAMIC, MECHANICS OF MATERIALS, ENGINEERING PHYSICS OR ANY MATHEMATICS FIELD



POSTER PRESENTATION GUIDELINES

1



PROBLEM STATEMENT AND INNOVATION

- Does the project present a unique or innovative solution?
- How creatively does it address the problem?
- How relevant is the project to the competition theme or target issue?
- How well has the team identified and articulated the problem?

2



SCIENTIFIC/TECHNICAL RIGOR

- Is there evidence of research and understanding of relevant theories or technical knowledge?
- Have they provided data or evidence to back up their claims?

3



CLARITY AND COMMUNICATION

- Is the solution clearly explained, with a logical and coherent structure?
- How clearly is the idea presented? Are the key points well-explained and engaging?

4



TECHNICAL FEASIBILITY

- Does the innovation consider sustainability, including environmental and social impact?
- Are ethical considerations addressed in the solution?
- Has the team identified a target market, with potential for scaling or wider application?

5



PRESENTATION SKILLS

- Are the participants able to confidently and knowledgeably answer judges' questions, demonstrating an in-depth understanding of their project?
- Does the team work well together with clear roles and collaboration, effectively showcasing their collective efforts in developing the project?

50 marks are allocated for the poster development section, with 10 marks assigned to each aspect.

VIDEO MAKING GUIDELINES

Guidelines & Tips for Creating an Effective VIDEO (Aligned with Subject Matter Content)



CONTENT & CLARITY

Clear explanation of the problem, objective & solution.
Information is accurate & concise.

INNOVATION & ORIGINALITY

- Creativity and uniqueness of idea.
- Practicality or potential impact shown.

COMMUNICATION SKILLS

- Confident delivery, clear language, and appropriate pacing.

VISUAL & AUDIO QUALITY

- Visuals (graphics, text, footage) enhance understanding.
- Audio is clear and well edited.

STRUCTURE & PRESENTATION FLOW

- Logical flow: Introduction, body, conclusion.
- Smooth transitions and organisation.

50 MARKS ARE ALLOCATED FOR THE VIDEO SECTION, WITH 10 MARKS ASSIGNED TO EACH ASPECT.

TIMELINE & FLOW

UPDATED : 5 FEBRUARY 2026

IMPORTANT DATE

JANUARY

20

LAUNCHING OF TISF 2026

MARCH

15

Payment / Submission
Dateline for Online Categories

MARCH

15

Payment / Submission
Dateline for Face to Face

MARCH

23

Result Announcement
for Online Categories

MARCH

23

Registration Open for
Online Categories to
attend awarding
ceremony

APRIL

16

Arrival for Face to Face
Participants

APRIL

17

Opening Ceremony
Awarding Ceremony for
Online Participants @ UMT

APRIL

18

Awarding Ceremony for
Face to Face Participants @
UMT

APRIL

19

Excursion -Visit
Terengganu Year 2026

20

Departure



PERMISSION

Requesting permission from the school/parents or guardians to participate in the competition.

STEP
01



RULES & REGULATIONS

Reading and referring to the competition rules and regulations in the guidebook.

STEP
02



PREPARATION PERIOD

Planning and building the project / preparing materials for the competition requirements.

STEP
03



FLOWCHART

Participating in the competition

BORNEO INTERNATIONAL INVENTION CREATIVITY COMPETITION 2025



JOIN WORKSHOP

Participating in programs, workshops, or briefings by referring to the competition's key dates.

STEP
04



SUBMIT MATERIALS

Submitting competition materials according to the specifications set by the organizer and making the required payment for the competition kit.

STEP
05

Please contact us for any updates or inquiries.
(+60174748001 Mr Shaiff / +60163607013 Ms Chai)

PACKAGES (PARTICIPANT)

FOR ONE PERSON



PREMIUM PACKAGE

RM 2100

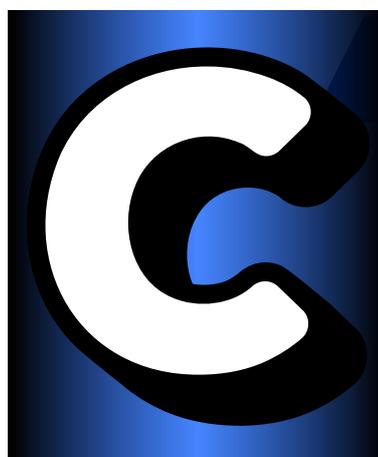
- 4 nights of accommodation @ 3-4 star hotel (*twin room sharing*)
- Hotel transfer (*airport to the hotel and vice versa*)
- 4 breakfasts, 3 lunches, 3 dinner, 1 snack
- T-shirt and Souvenir
- **Full Day Tour + Half Day Tour (Island Tour)**
Island Stay Experience 2 Days 1 Night (**Pulau Perhentian**)
- Medal and Certificate
- Competition
- Awarding Ceremony Entrance Ticket



SUPER PACKAGE

RM 1650

- 4 nights of accommodation @ 3-4 star hotel (*twin room sharing*)
- Hotel transfer (*airport to the hotel and vice versa*)
- 4 breakfasts, 3 lunches, 3 dinner, 1 snack
- T-shirt and Souvenir
- **Full Day Tour + Half Day Tour (Terengganu Heritage & Taste Trail)**
This tour includes **Batik painting, a handmade Songket visit, Keropok Lekor tasting, Pasar Payang shopping, and a Heritage Museum experience.**
- Medal and Certificate - Competition
- Awarding Ceremony Entrance Ticket



FREE & EASY

RM 300

- 2 lunches and 1 snack (*Competition day, Awarding day*)
- T-shirt and Souvenir
- Medal and Certificate
- Competition/Conference
- Awarding Ceremony Entrance Ticket

Packages exclude airfare. Participants and their cohorts may book their own flight with their preferred airline.

Please contact us for any updates or inquiries.
(+60174748001 Mr Shaiff / +60163607013 Ms Chai)

PAYMENTS & KIT

INTERNATIONAL

Face to Face Competition

PACKAGES (PARTICIPANT)

FOR ONE PERSON



PREMIUM PACKAGE

USD 620

- 4 nights of accommodation @ 3-4 star hotel (twin room sharing)
- Hotel transfer (airport to the hotel and vice versa)
- 4 breakfasts, 3 lunches, 3 dinner, 1 snack
- T-shirt and Souvenir
- Full Day Tour + Half Day Tour (Island Tour)
- Island Stay Experience 2 Days 1 Night (Pulau Perhentian)
- Medal and Certificate
- Competition
- Awarding Ceremony Entrance Ticket



SUPER PACKAGE

USD 550

- 4 nights of accommodation @ 3-4 star hotel (twin room sharing)
- Hotel transfer (airport to the hotel and vice versa)
- 4 breakfasts, 3 lunches, 3 dinner, 1 snack
- T-shirt and Souvenir
- Full Day Tour + Half Day Tour (Terengganu Heritage & Taste Trail)
This tour includes Batik painting, a handmade Songket visit, Keropok Lekor tasting, Pasar Payang shopping, and a Heritage Museum experience.
- Medal and Certificate - Competition
- Awarding Ceremony Entrance Ticket



FREE & EASY

USD 150

- 2 lunches and 1 snack (Competition day, Awarding day)
- T-shirt and Souvenir
- Medal and Certificate
- Competition/Conference
- Awarding Ceremony Entrance Ticket

Packages exclude airfare. Participants and their cohorts may book their own flight with their preferred airline.

Please contact us for any updates or inquiries.
(+60174748001 Mr Shaiff / +60163607013 Ms Chai)

PAYMENTS & KIT *Online Competition*

For online participation:

- Each entry may consist of 1 to a maximum of 5 members.
- This fee includes e-certificates of participation and achievement, judging evaluation process, and the competition arrangement.

EDUCATOR/PROFESIONAL

MALAYSIAN

RM 200.00 PER TEAM

INTERNATIONAL

USD 100 PER TEAM

COLLEGE / UNIVERSITY

MALAYSIAN

RM 150.00 PER TEAM

INTERNATIONAL

USD 100 PER TEAM

SECONDARY SCHOOL

MALAYSIAN

FREE

INTERNATIONAL

USD 50 PER TEAM

PRIMARY SCHOOL

MALAYSIAN

FREE

INTERNATIONAL

USD 50 PER TEAM

Please contact us for any updates or inquiries.
(+60174748001 Mr Shaiff / +60163607013 Ms Chai)

MEDAL PURCHASE *Online Competition*



MALAYSIAN RM 50 + RM 10 POSTAGE (1 PAX)

INTERNATIONAL USD 20 + USD 150 POSTAGE (1 PAX)

Please contact us for any updates or inquiries.
(+60174748001 Mr Shaiff / +60163607013 Ms Chai)



ACCOUNT DETAILS

Bank : RHB BANK BERHAD



Account Number : 2622-8700-0053-60

Account Name : PERTUBUHAN SAINTIS MUDA MALAYSIA
(MALAYSIA YOUNG SCIENTIST ORGANISATION) (MYSO)

Swift Code : RHBBMYKL

Transfeer News : TISF_NAME OF INSTITUTION_NAME

Bank Address : CAWANGAN TAMAN TAMING JAYA 1,
JALAN TAMING KANAN 2, TAMAN
TAMING JAYA, BALAKONG, 43300,
SELANGOR.

**Please contact us for any updates or inquiries.
(+60174748001 Mr Shaiff / +60163607013 Ms Chai)**

AWARDS

Online Competition



THE TISF GLOBAL AWARDS

*** GRAND AWARDS**

**TISF GLOBAL INNOVATOR'S AWARD
(ELEMENTARY)**

**TISF GLOBAL INNOVATOR'S AWARD
(SECONDARY)**

**TISF GLOBAL INNOVATOR'S AWARD
(COLLEGE/UNIVERSITY)**

**TISF GLOBAL INNOVATOR'S AWARD
(EDUCATOR'S/PROFESSIONAL)**

**TISF TOP 5 GLOBAL ACHIEVERS AWARD
(BY DOMAIN)
ELEMENTARY
SECONDARY
COLLEGE/UNIVERSITY
EDUCATOR'S/PROFESSIONAL**

TISF BEST VIDEO AWARD – TOP 3

TISF MOST PARTICIPATION AWARD – TOP 3

AWARDS

Face to Face Competition

THE TISF GLOBAL AWARDS

*** GRAND AWARDS**

**TISF GLOBAL INNOVATOR'S AWARD
(ELEMENTARY)**

**TISF GLOBAL INNOVATOR'S AWARD
(SECONDARY)**

**TISF GLOBAL INNOVATOR'S AWARD
(COLLEGE/UNIVERSITY)**

**TISF GLOBAL INNOVATOR'S AWARD
(EDUCATOR'S/PROFESSIONAL)**

**TISF TOP 5 GLOBAL ACHIEVERS AWARD
(BY DOMAIN)**

ELEMENTARY

SECONDARY

COLLEGE/UNIVERSITY

EDUCATOR'S/PROFESSIONAL

TISF BEST POSTER AWARD - TOP 3

TISF BEST PRESENTER AWARD - TOP 3

TISF MOST PARTICIPATION AWARD - TOP 3

TISF GLOBAL LEADERSHIP AWARD - TOP 3

TISF GLOBAL EDUCATOR'S AWARD - TOP 3

**TISF UNITED NATION SUSTAINABILITY
DEVELOPMENT GOAL AWARD - TOP 3
(ENVIRONMENTAL/SUSTAINABILITY/ENTRE
PRENEUR)**



HOW TO TRAVEL BY FLIGHT

From **KLIA / KLIA2** to **TERENGGANU**



KUALA LUMPUR
KLIA / KLIA2

Check Your Terminal!

OPTION 1: TERENGGANU

KLIA → Kuala Terengganu (TGG)

📍 Sultan Mahmud Airport (TGG)

🕒 Flight: ~55 min

🚗 To City: 20–30 min



Kuala Terengganu • Batu Buruk • Pasar Payang

→ TRAVEL TIPS



✓ Arrive **2 Hours** Early



✓ Bring IC / Passport & Boarding Pass



✓ Check Baggage Rules



✓ Use Grab / Taxi / Transport

PLAN EARLY, FLY SMART & ENJOY YOUR JOURNEY!

LINK & CONTACT

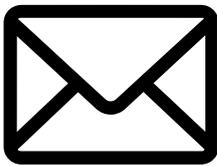
REGISTER QUICKLY; SPOTS ARE ALLOCATED ON A FIRST-COME, FIRST-SERVED BASIS.



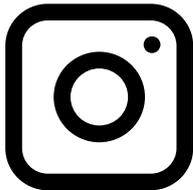
Telegram group for update and communication



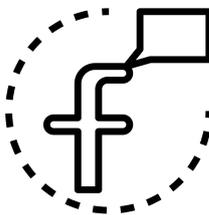
Website : myso.my



email : myso.malaysia@gmail.com



Instagram : [mysomalaysia](https://www.instagram.com/mysomalaysia)



Facebook : Malaysia Young Scientists Organisation



+60165796939 (Sir Razmi)

+60174748001 (Mr Shaiff)

+60163607013 (Miss Chai)



MOST PARTICIPANTS IN AN
INTERNATIONAL 'STEM' COMPETITION 2025

MALAYSIA YOUNG SCIENTISTS ORGANISATION
PERTUBUHAN SAINTIS MUDA MALAYSIA



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[MYSO.MY](https://www.myso.my)