



KEMENTERIAN EKONOMI
JABATAN PERANGKAAN MALAYSIA

AKAUN NEGARA
NATIONAL ACCOUNTS

2024

AKAUN SATELIT SUKAN

SPORT SATELLITE ACCOUNT



JABATAN PERANGKAAN MALAYSIA
DEPARTMENT OF STATISTICS MALAYSIA



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Pemakluman

Jabatan Perangkaan Malaysia (DOSM) sedang melaksanakan **Banci Ekonomi 2026 (BE2026)** dengan tema **"Data Nadi Ekonomi Rakyat"**. Pelaksanaan Banci Ekonomi kali keenam ini berlangsung **dari 5 Januari hingga 31 Oktober 2026**. BE2026 bertujuan untuk mengumpul data yang menyeluruh dan berstruktur daripada semua pertubuhan perniagaan berdaftar dan tidak berdaftar di Malaysia, bagi menilai prestasi, struktur serta ciri-ciri ekonomi negara secara komprehensif dan berasaskan bukti.

Malaysia buat julung kalinya telah menduduki **tangga pertama (1)** di peringkat global dalam laporan dwi-tahunan **Open Data Inventory (ODIN) 2024/25** yang dikeluarkan oleh *Open Data Watch (ODW)*, mengatasi 197 negara lain. Pencapaian ini merupakan lonjakan ketara daripada kedudukan ke-67 dalam penilaian ODIN 2022/23.

OpenDOSM NextGen adalah medium yang menyediakan katalog data dan visualisasi bagi memudahkan pengguna menganalisis pelbagai data dan boleh diakses melalui portal <https://open.dosm.gov.my>.

Announcement

*The Department of Statistics Malaysia (DOSM) is conducting the **Economic Census 2026 (BE2026)**, with themed **"Data Nadi Ekonomi Rakyat"**. The sixth Economic Census, will be carried out from **5th January to 31st October 2026**. BE2026 aims to collect comprehensive and structured data from all registered and unregistered business establishments in Malaysia to assess the nation's economic performance, structure and characteristics in an evidence-based manner.*

***Malaysia** has, for the first time, successfully secured the top position globally in the biennial **Open Data Inventory (ODIN) 2024/25** report released by *Open Data Watch (ODW)*, surpassing 197 other countries. This achievement marks a significant leap from its 67th position in the ODIN 2022/23 assessment.*

***OpenDOSM NextGen** is a medium that provides data catalogue and visualisations to facilitate users' analysis and can be accessed through <https://open.dosm.gov.my>.*

JABATAN PERANGKAAN MALAYSIA
DEPARTMENT OF STATISTICS MALAYSIA

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“Sumber: Jabatan Perangkaan Malaysia”

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KATA PENGANTAR

Akaun Satelit Sukan 2024 membentangkan statistik industri sukan serta sumbangannya kepada Keluaran Dalam Negeri Kasar (KDNK). Penyusunan statistik ini dilaksanakan selaras dengan kerangka kerja *2008 System of National Accounts (SNA)*. Statistik ini disusun dengan mengintegrasikan produk dan industri berkaitan sukan.

Penerbitan ini terbahagi kepada tiga (3) bahagian utama. Bahagian pertama memaparkan ringkasan penemuan, diikuti jadual statistik di bahagian kedua. Aspek teknikal berkaitan konsep, definisi, metodologi, sumber data dan kod & klasifikasi yang digunakan dalam penerbitan ini diterangkan di bahagian ketiga bagi memudahkan pengguna memahami statistik yang diterbitkan.

Statistik ini boleh digunakan oleh agensi kerajaan, ahli ekonomi, ahli akademik dan individu bagi tujuan membuat perancangan dan penggubalan dasar, analisis ekonomi, unjuran dan membantu merancang pembangunan perniagaan.

Jabatan Perangkaan Malaysia (DOSM) merakamkan penghargaan atas kerjasama semua pihak dalam membekalkan data yang diperlukan dan menyumbang kepada kejayaan penerbitan ini. Sebarang maklum balas dan cadangan untuk penambahbaikan penerbitan ini pada masa akan datang amatlah dihargai.

DATO' SRI DR. MOHD UZIR MAHIDIN

Ketua Perangkawan Malaysia

Jun 2026

PREFACE

Sport Satellite Account 2024 presents the statistics of the sport industry including contribution to the Gross Domestic Product (GDP). The compilation of these statistics is aligned with the framework of the 2008 System of National Accounts (SNA). These statistics integrate products and industries related to sport.

This publication is divided into three (3) main parts. The first part presents the summary of findings, followed by statistical tables in the second part. Technical aspects related to concepts, definitions, methodology, data sources and codes & classifications used in this publication are described in the third part to assist users to understand the published statistics.

These statistics can be used by government agencies, economists, academicians and individuals for planning and formulating policies, economic analysis, projections and assisting in business development planning.

The Department of Statistics Malaysia (DOSM) acknowledges the cooperation of all parties that have provided the required data and contributed to the success of this publication. Any feedback and suggestions towards improving the future publication are highly appreciated.

DATO' SRI DR. MOHD UZIR MAHIDIN

Chief Statistician Malaysia

June 2026

SINGKATAN ABBREVIATIONS

b	: billion / <i>billion</i>
BPM6	: <i>Balance of Payments and International Investment Position Manual Sixth Edition</i>
CPC	: <i>Central Products Classification</i>
DOSM	: <i>Jabatan Perangkaan Malaysia / Department of Statistics Malaysia</i>
etc.	: <i>et cetera / and other things</i>
GDP	: <i>Gross Domestic Product</i>
GFP	: <i>Goods for Processing from Abroad</i>
GVASI	: <i>Gross Value Added of Sport Industry</i>
HS	: <i>Harmonized Commodity Description and Coding Systems</i>
i.e.	: <i>Latin expression meaning “that is; in other words”</i>
ISIC	: <i>International Standard Industrial Classification of All Economic Activities</i>
KDNK	: <i>Keluaran Dalam Negeri Kasar</i>
MCPA	: <i>Malaysian Classification of Products by Activity</i>
MS	: <i>Manufacturing Services</i>
MSIC	: <i>Malaysia Standard Industrial Classification</i>
n.e.c	: <i>not elsewhere classified</i>
NDKIS	: <i>Nilai Ditambah Kasar Industri Sukan</i>
RM	: <i>Ringgit Malaysia</i>
SNA	: <i>System of National Accounts</i>
SSA	: <i>Akaun Satelit Sukan / Sport Satellite Account</i>
SUT	: <i>Supply and Use Tables</i>
t.t.t.l.	: <i>tidak terkelas di tempat lain</i>

Nota / Note

Penjumlahan angka komponen mungkin tidak bersamaan dengan angka jumlah kecil atau jumlah besar disebabkan pembundaran.

The sum of the component figures may not tally with the sub-total or total figures due to rounding.

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AKAUN SATELIT SUKAN 2024

Industri sukan mencatatkan
RM24.1b bertumbuh
7.8% pada **2024**

RM24.1b
2023: RM22.3b

Nilai Ditambah
Kasar

7.8%
2023: 7.7%

Pertumbuhan

1.3%
2023: 1.2%

Sumbangan kepada
KDNK

Nilai Ditambah Kasar Industri Sukan

Perkhidmatan (kecuali
borong dan runcit)

RM10.0b
2023: RM9.4b

41.7%
2023: 42.1%

Borong dan
runcit

RM7.7b
2023: RM7.1b

32.0%
2023: 31.9%

Pembuatan

RM5.8b
2023: RM5.4b

24.2%
2023: 24.3%

Pembinaan

RM0.5b
2023: RM0.4b

2.1%
2023: 1.7%

Eksport dan Import Produk Sukan

-6.8%
2023: 4.6%

RM10.3b
2023: RM11.1b

Eksport

Import

RM7.2b
2023: RM6.4b

12.8%
2023: 4.0%

91.4%
2023: 92.4%



Barangan sukan



94.8%
2023: 94.5%

8.6%
2023: 7.6%

Perkhidmatan sukan

5.2%
2023: 5.5%

Guna Tenaga dalam Industri Sukan

1.2% daripada jumlah
guna tenaga terlibat dalam
industri sukan

198.4 ribu orang
(2023: 196.9 ribu orang)



40.8%
(2023: 40.7%)

Perkhidmatan
(kecuali borong
dan runcit)

28.3%
(2023: 28.1%)

Borong dan
runcit

Pembuatan

30.0%
(2023: 30.4%)

Pembinaan

0.9%
(2023: 0.8%)

Perubahan peratusan tahunan
Peratus sumbangan

Sumber: Akaun Satelit Sukan 2024, Jabatan Perangkaan Malaysia (DOSM)

Komposisi mengikut industri



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BANI 26
BANKI EKONOMI 2026
DATA NADI EKONOMI RAKYAT

MALAYSIA
MADANI
kemampuran

ODIN
OPEN DATA INVENTORY
MALAYSIA
KIMPAT PERKUALA
DI DUNIA

20 Oktober

2016 - 2030



MINISTRY OF ECONOMY
DEPARTMENT OF STATISTICS MALAYSIA

SPORT SATELLITE ACCOUNT 2024

Sport Industry recorded
RM24.1b with a growth
of **7.8%** in 2024

RM24.1b
2023: RM22.3b

Gross Value
Added

7.8%
2023: 7.7%

Growth

1.3%
2023: 1.2%

Share to GDP

Gross Value Added of Sport Industry

Services (exclude
wholesale and retail)

RM10.0b
2023: RM9.4b

41.7%
2023: 42.1%

Wholesale and
retail

RM7.7b
2023: RM7.1b

32.0%
2023: 31.9%

Manufacturing

RM5.8b
2023: RM5.4b

24.2%
2023: 24.3%

Construction

RM0.5b
2023: RM0.4b

2.1%
2023: 1.7%

Exports and Imports of Sport Products

-6.8%
2023: 4.6%

RM10.3b
2023: RM11.1b

Exports



Imports

RM7.2b
2023: RM6.4b

12.8%
2023: 4.0%

91.4%
2023: 92.4%



Sport goods



94.8%
2023: 94.5%

8.6%
2023: 7.6%

Sport services

5.2%
2023: 5.5%

1.2% of total employment
engaged in the sport industry

198.4 thousand persons
(2023: 196.9 thousand persons)

Employment in the Sport Industry

Composition by industry

40.8%
(2023: 40.7%)

Services
(exclude wholesale
and retail)

28.3%
(2023: 28.1%)

Wholesale and
retail

30.0%
(2023: 30.4%)

Manufacturing

0.9%
(2023: 0.8%)

Construction

Annual percentage change
Percentage share

Source: Sport Satellite Account 2024, Department of Statistics Malaysia (DOSM)



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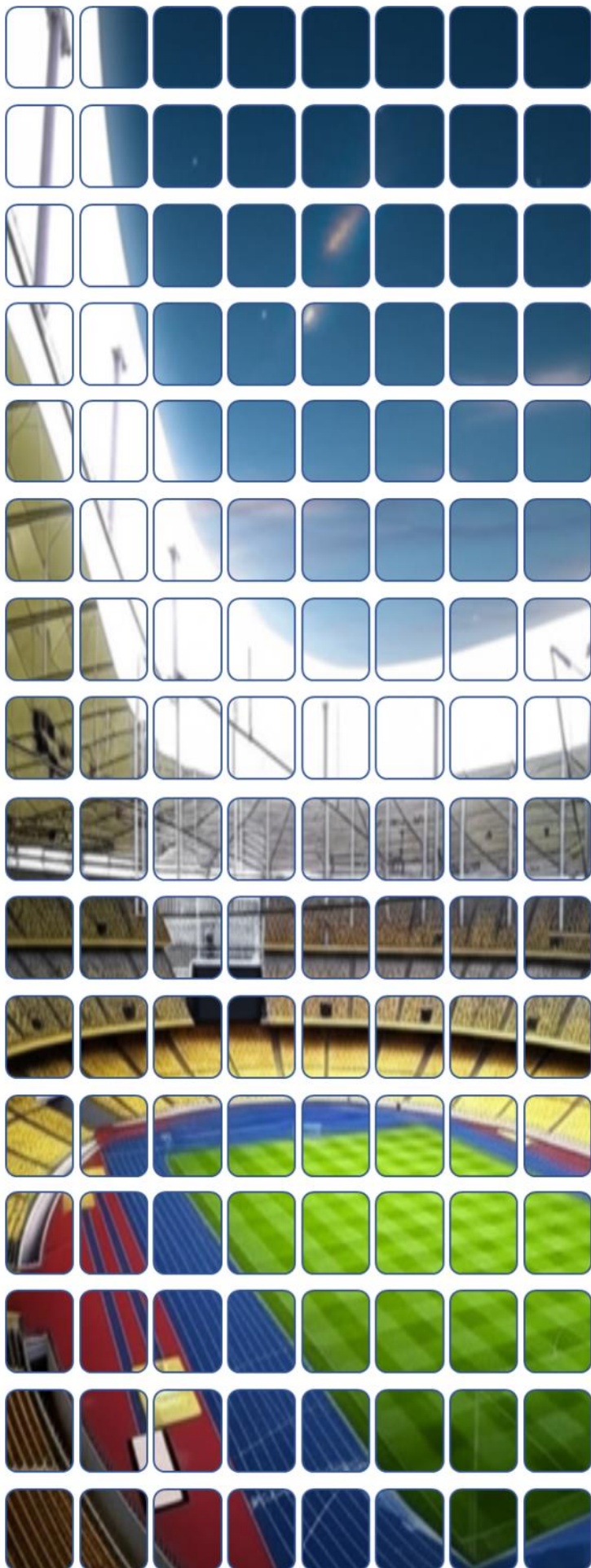
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MALAYSIA
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MALAYSIA
NUMBER ONE
IN THE WORLD

20 October

2016 - 2030



RINGKASAN PENEMUAN

SUMMARY OF FINDINGS



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RINGKASAN PENEMUAN

PENGENALAN

Akaun Satelit Sukan (SSA) menyediakan statistik mengenai Nilai Ditambah Kasar Industri Sukan (NDKIS), eksport dan import produk sukan, komponen pendapatan dan guna tenaga dalam industri sukan. Penyusunan statistik ini dibentangkan mengikut industri dan produk yang berkaitan dengan sukan.

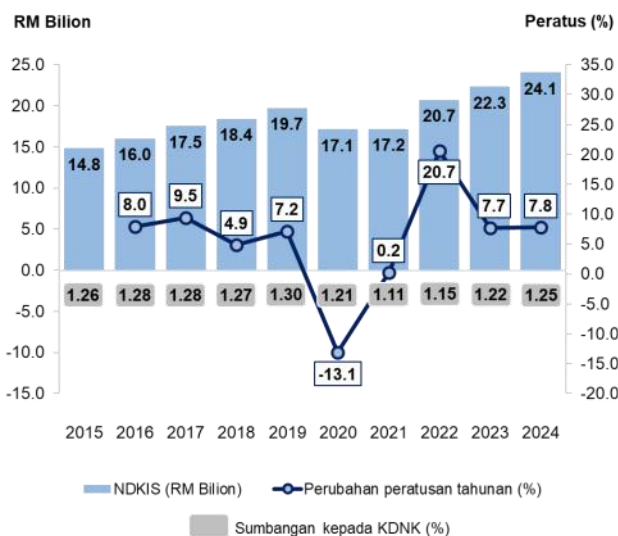
PRESTASI INDUSTRI SUKAN

NDKIS merekodkan RM24.1 bilion pada tahun 2024 dengan pertumbuhan sebanyak 7.8 peratus berbanding 7.7 peratus pada tahun sebelumnya. Pertumbuhan ini disokong oleh Perkhidmatan (kecuali borong dan runcit) serta Borong dan runcit yang masing-masing bertumbuh sebanyak 6.7 peratus dan 8.0 peratus.

NDKIS telah menyumbang sebanyak 1.3 peratus kepada Keluaran Dalam Negeri Kasar (KDNK) pada tahun 2024. Industri ini didominasi oleh Perkhidmatan (kecuali borong dan runcit) yang menyumbang sebanyak 41.7 peratus bersamaan RM10.0 bilion, diikuti oleh Borong dan runcit sebanyak 32.0 peratus (RM7.7 bilion), Pembuatan 24.2 peratus (RM5.8 bilion) dan Pembinaan 2.1 peratus (RM0.5 bilion) seperti yang ditunjukkan dalam **Paparan 1**.

Paparan 1

Nilai Ditambah Kasar Industri Sukan (NDKIS): Nilai, perubahan peratusan tahunan dan peratus sumbangan



NDKIS mengikut jenis aktiviti ekonomi

	Perkhidmatan (kecuali borong dan runcit)	Borong dan runcit	Pembuatan	Pembinaan
Sumbangan	41.7%	32.0%	24.2%	2.1%
	2023: 42.1%	2023: 31.9%	2023: 24.3%	2023: 1.7%
Pertumbuhan	6.7%	8.0%	7.5%	35.2%
	2023: 11.5%	2023: 6.9%	2023: 1.1%	2023: 44.0%

EKSPORT DAN IMPORT PRODUK SUKAN

Eksport produk sukan pada tahun 2024 berjumlah RM10.3 bilion (2023: RM11.1 bilion), menyumbang sebanyak 0.8 peratus kepada keseluruhan eksport negara. Penyumbang utama eksport produk sukan adalah Barangan sukan yang menyumbang 91.4 peratus, manakala selebihnya disumbangkan oleh Perkhidmatan sukan sebanyak 8.6 peratus.

Import produk sukan pula mencatatkan nilai RM7.2 bilion (2023: RM6.4 bilion) yang dipacu terutamanya oleh import Barangan sukan dengan sumbangan 94.8 peratus, diikuti oleh Perkhidmatan sukan sebanyak 5.2 peratus. Import produk sukan menyumbang 0.6 peratus kepada jumlah keseluruhan import negara pada tahun 2024 (**Paparan 2**).

Oleh itu, eksport bersih produk sukan mencatatkan lebih sebanyak RM3.1 bilion pada tahun 2024, berbanding RM4.7 bilion pada tahun 2023.

Paparan 2

Eksport dan Import Produk Sukan: Nilai, perubahan peratusan tahunan dan peratus sumbangan

EKSPORT						IMPORT					
2022	2023	2024	2022	2023	2024	2022	2023	2024	2022	2023	2024
RM Bilion			Sumbangan (%)			RM Bilion			Sumbangan (%)		
9.7	10.3	9.5	91.1	92.4	91.4	5.8	6.0	6.8	94.4	94.5	94.8
0.9	0.8	0.9	8.9	7.6	8.6	0.3	0.4	0.4	5.6	5.5	5.2
10.6	11.1	10.3	100.0	100.0	100.0	6.1	6.4	7.2	100.0	100.0	100.0
Sumbangan produk sukan kepada jumlah eksport (%)			0.8	0.9	0.8	Sumbangan produk sukan kepada jumlah import (%)			0.5	0.5	0.6
Pertumbuhan (%)			9.9	4.6	-6.8	Pertumbuhan (%)			18.7	4.0	12.8

Produk sukan

Barangan sukan

Perkhidmatan sukan

Jumlah

Eksport bersih*
2024
RM3.1 bilion

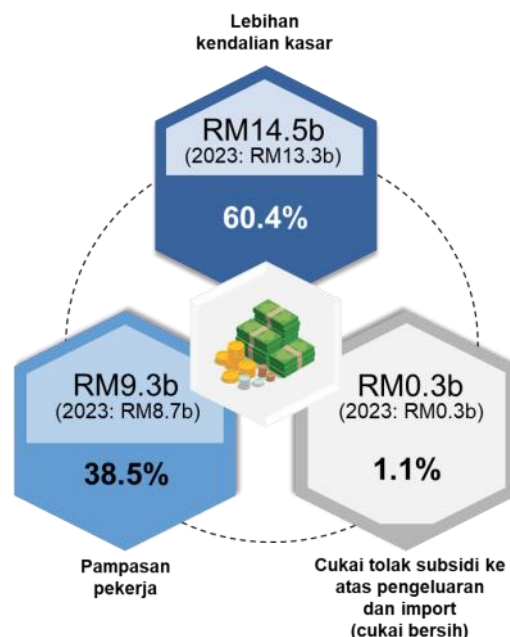
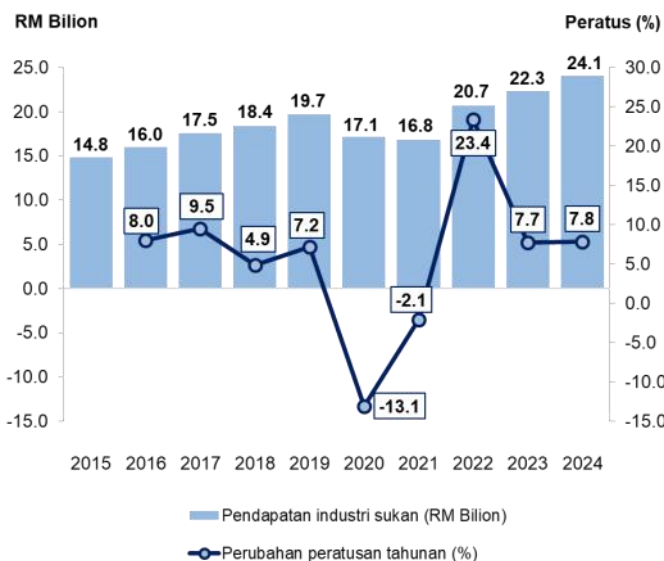
Nota: *Eksport bersih = Eksport - Import

KOMPONEN PENDAPATAN INDUSTRI SUKAN

Pampasan pekerja, Lebihan kendalian kasar dan Cukai tolak subsidi ke atas pengeluaran dan import (cukai bersih) membentuk komponen pendapatan yang terakru kepada pengeluaran dalam ekonomi. Pampasan pekerja bagi industri sukan berjumlah RM9.3 bilion dengan sumbangan sebanyak 38.5 peratus kepada jumlah pendapatan industri sukan. Lebihan kendalian kasar mencatatkan sumbangan 60.4 peratus, manakala baki 1.1 peratus disumbangkan oleh cukai bersih seperti yang digambarkan pada **Paparan 3**.

Paparan 3

Komponen Pendapatan Industri Sukan: Nilai, perubahan peratusan tahunan dan peratus sumbangan

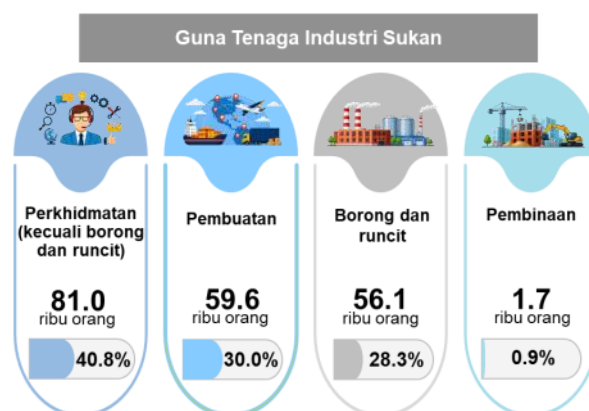
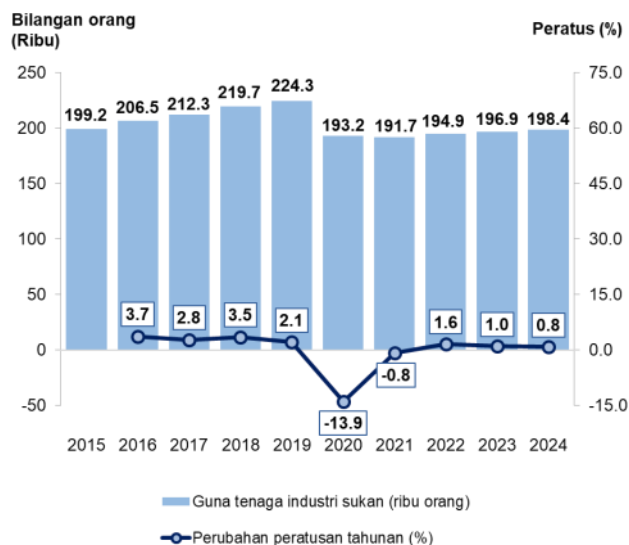


GUNA TENAGA DALAM INDUSTRI SUKAN

Guna tenaga dalam industri sukan merekodkan seramai 198.4 ribu orang pada tahun 2024 dengan sumbangan 1.2 peratus kepada keseluruhan guna tenaga di Malaysia. Perkhidmatan (kecuali borong dan runcit) merupakan penyumbang terbesar sebanyak 40.8 peratus, diikuti oleh Pembuatan (30.0%), Borong dan runcit (28.3%) dan Pembinaan (0.9%) seperti di **Paparan 4**.

Paparan 4

Guna Tenaga dalam Industri Sukan: Nilai, perubahan peratusan tahunan dan peratus sumbangan



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SUMMARY OF FINDINGS

INTRODUCTION

Sport Satellite Account (SSA) provides statistics on the Gross Value Added of Sport Industry (GVASI), exports and imports of sport products, as well as income components and employment in the sport industry. The compilation of these statistics are presented by industries and products related to sport activities.

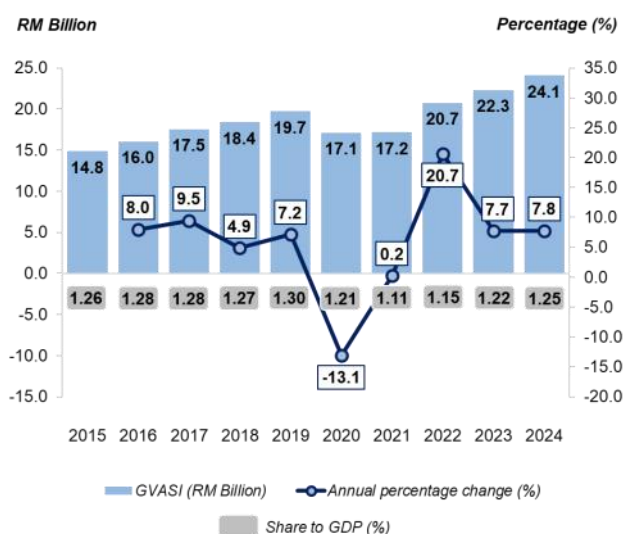
PERFORMANCE OF THE SPORT INDUSTRY

The **GVASI** recorded RM24.1 billion in 2024 with a growth of 7.8 per cent as compared to 7.7 per cent in the preceding year. The growth was primarily supported by the Services (exclude wholesale and retail) which grew by 6.7 per cent, as well as Wholesale and retail at 8.0 per cent respectively.

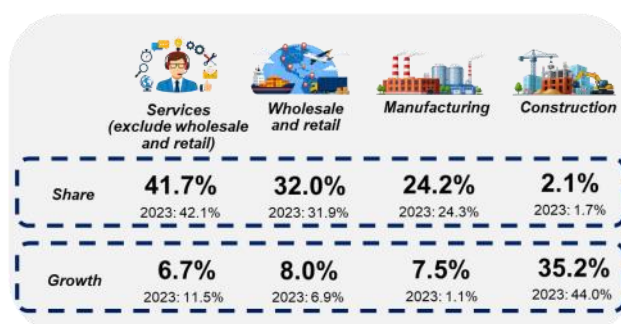
GVASI contributed 1.3 per cent to the Gross Domestic Product (GDP) in 2024. The industry was dominated by the Services (exclude wholesale and retail) which contributed 41.7 per cent (RM10.0 billion), followed by the Wholesale and retail at 32.0 per cent (RM7.7 billion), Manufacturing, 24.2 per cent (RM5.8 billion) and Construction, 2.1 per cent (RM0.5 billion) as illustrated in **Exhibit 1**.

Exhibit 1

**Gross Value Added of Sport Industry (GVASI):
Value, annual percentage change and percentage share**



GVASI by kind of economic activity



EXPORTS AND IMPORTS OF SPORT PRODUCTS

In 2024, exports of sport products amounted to RM10.3 billion (2023: RM11.1 billion), contributing to 0.8 per cent to Malaysia's exports. The main contributor of sport product exports was sport goods accounting for 91.4 per cent while the remaining was contributed by sport services with 8.6 per cent.

Imports of sport products recorded a value of RM7.2 billion (2023: RM6.4 billion) dominated by the imports of Sport goods with a share of 94.8 per cent followed by Sport services at 5.2 per cent. Imports of sport product made up 0.6 per cent of Malaysia's imports for the year 2024 (**Exhibit 2**).

Therefore, net exports of sport products recorded a surplus of RM3.1 billion in 2024 compared to RM4.7 billion in 2023.

Exhibit 2

Exports and Imports of Sport Products: Value, annual percentage change and percentage share

EXPORTS						IMPORTS					
2022	2023	2024	2022	2023	2024	2022	2023	2024	2022	2023	2024
RM Billion			Share (%)			RM Billion			Share (%)		
9.7	10.3	9.5	91.1	92.4	91.4	5.8	6.0	6.8	94.4	94.5	94.8
0.9	0.8	0.9	8.9	7.6	8.6	0.3	0.4	0.4	5.6	5.5	5.2
10.6	11.1	10.3	100.0	100.0	100.0	6.1	6.4	7.2	100.0	100.0	100.0
Share of sport products to the total exports (%)			0.8	0.9	0.8	Share of sport products to the total imports (%)			0.5	0.5	0.6
Growth (%)			9.9	4.6	-6.8	Growth (%)			18.7	4.0	12.8

Sport products

Sport goods

Sport services

Total

Net exports* 2024
RM3.1 billion

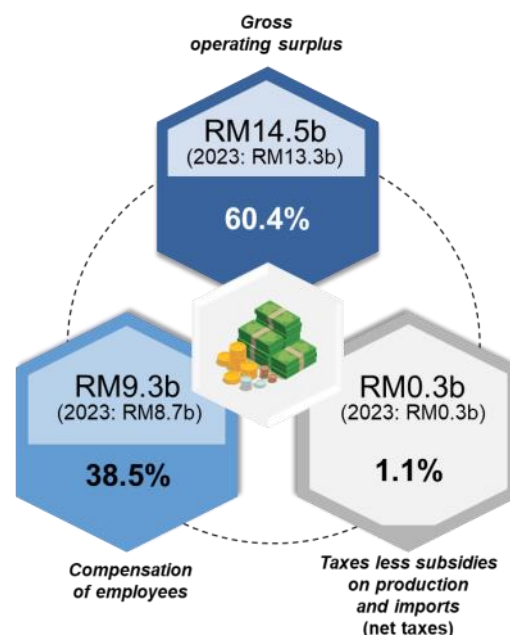
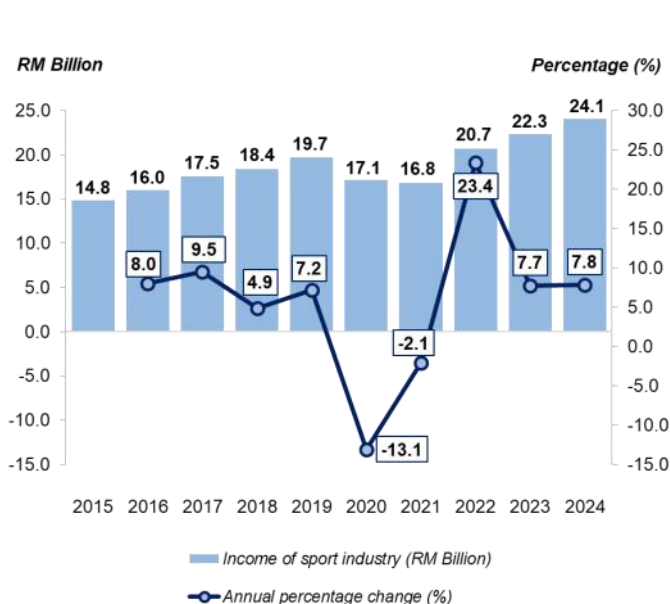
Note: *Net exports = Exports - Imports

INCOME COMPONENTS OF SPORT INDUSTRY

The compensation of employees, gross operating surplus and taxes less subsidies on production and imports (net taxes) constitute the income components accrued to production in the economy. The compensation of employees in the sport industry amounted to RM9.3 billion with a contribution of 38.5 per cent to total sport income. Gross operating surplus recorded a share of 60.4 per cent while the remaining 1.1 per cent was contributed by net taxes as illustrated in **Exhibit 3**.

Exhibit 3

Income Components of Sport Industry: Value, annual percentage change and percentage share

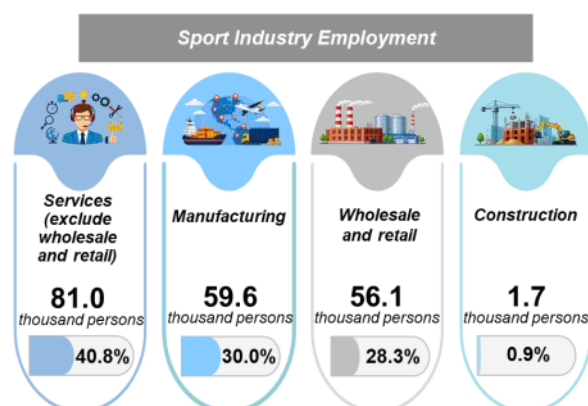
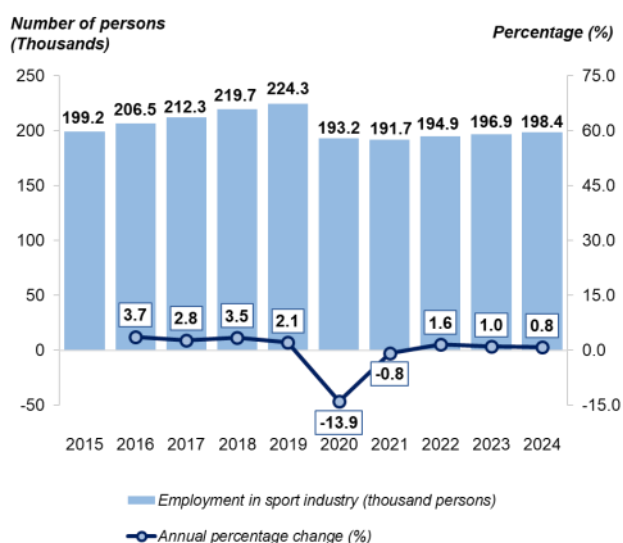


EMPLOYMENT IN SPORT INDUSTRY

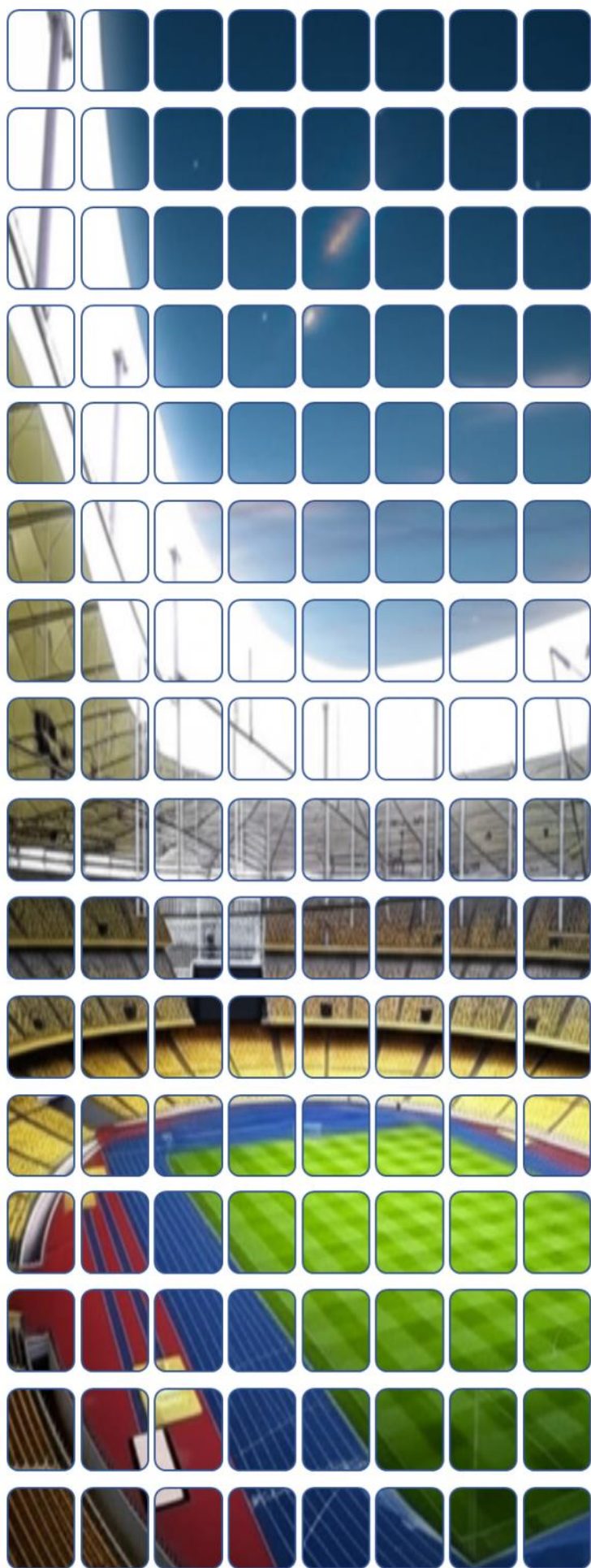
Employment in the sport industry recorded a total of 198.4 thousand persons in 2024 with a share of 1.2 per cent of Malaysia's employment. Services (exclude wholesale and retail) was the largest contributor accounting for 40.8 per cent followed by Manufacturing (30.0%), Wholesale and retail (28.3%) and Construction (0.9%) as shown in **Exhibit 4**.

Exhibit 4

Employment in Sport Industry: Value, annual percentage change and percentage share



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JADUAL STATISTIK

STATISTICAL TABLES



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Jadual 1: Nilai Ditambah Kasar Industri Sukan
Table **1:** Gross Value Added of Sport Industry

Jenis aktiviti ekonomi/ Kind of economic activity	2015	2016	2017	2018	2019	2020	2021	2022	2023 ^e	2024 ^p
RM Juta/ RM Million										
1. Perkhidmatan (kecuali borong dan runcit) Services (exclude wholesale and retail)	6,315	6,829	7,583	8,189	8,720	6,666	6,228	8,423	9,390	10,018
2. Pembuatan Manufacturing	3,982	4,296	4,690	4,758	5,007	4,655	4,931	5,366	5,423	5,828
3. Pembinaan Construction	87	206	338	151	111	152	144	263	378	511
4. Borong dan runcit Wholesale and retail	4,458	4,696	4,932	5,298	5,876	5,662	5,870	6,668	7,130	7,703
Nilai Ditambah Kasar Industri Sukan Gross Value Added of Sport Industry	14,842	16,027	17,542	18,396	19,714	17,136	17,173	20,720	22,322	24,060
Keluaran Dalam Negeri Kasar Gross Domestic Product	1,176,941	1,249,698	1,372,310	1,447,760	1,512,738	1,418,491	1,548,701	1,794,893	1,824,019	1,932,291
Perubahan peratusan tahunan/ Annual percentage change (%)										
1. Perkhidmatan (kecuali borong dan runcit) Services (exclude wholesale and retail)		8.1	11.0	8.0	6.5	-23.6	-6.6	35.2	11.5	6.7
2. Pembuatan Manufacturing		7.9	9.2	1.5	5.2	-7.0	5.9	8.8	1.1	7.5
3. Pembinaan Construction		138.1	63.8	-55.3	-26.5	37.1	-5.3	82.2	44.0	35.2
4. Borong dan runcit Wholesale and retail		5.3	5.0	7.4	10.9	-3.6	3.7	13.6	6.9	8.0
Nilai Ditambah Kasar Industri Sukan Gross Value Added of Sport Industry		8.0	9.5	4.9	7.2	-13.1	0.2	20.7	7.7	7.8
Keluaran Dalam Negeri Kasar Gross Domestic Product		6.2	9.8	5.5	4.5	-6.2	9.2	15.9	1.6	5.9
Peratus sumbangan Nilai Ditambah Kasar Industri Sukan/ Percentage share of Gross Value Added of Sport Industry (%)										
1. Perkhidmatan (kecuali borong dan runcit) Services (exclude wholesale and retail)	42.6	42.6	43.2	44.5	44.2	38.9	36.3	40.7	42.1	41.6
2. Pembuatan Manufacturing	26.8	26.8	26.7	25.9	25.4	27.2	28.7	25.9	24.3	24.2
3. Pembinaan Construction	0.6	1.3	1.9	0.8	0.6	0.9	0.8	1.3	1.7	2.1
4. Borong dan runcit Wholesale and retail	30.0	29.3	28.1	28.8	29.8	33.0	34.2	32.2	31.9	32.0
Nilai Ditambah Kasar Industri Sukan Gross Value Added of Sport Industry	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0
Peratus sumbangan kepada KDNK/ Percentage share to GDP (%)										
Nilai Ditambah Kasar Industri Sukan Gross Value Added of Sport Industry	1.3	1.3	1.3	1.3	1.3	1.2	1.1	1.2	1.2	1.3

Nota:

*e - anggaran/ estimate

*p - permulaan/ preliminary

Jadual 2: Eksport produk sukan
Table Exports of sport products

Produk sukan/ Sport products	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024 ^p
RM Juta/ RM Million										
1. Barangan sukan Sport goods	7,254	5,577	6,293	6,070	6,515	7,389	8,986	9,671	10,255	9,456
2. Perkhidmatan sukan Sport services	252	354	407	548	549	582	667	942	845	886
Jumlah eksport produk sukan Total exports of sport products	7,506	5,931	6,699	6,618	7,063	7,970	9,653	10,613	11,099	10,342
Jumlah eksport Total exports	817,370	834,491	960,778	992,511	987,481	873,477	1,093,895	1,378,618	1,252,717	1,378,518
Perubahan peratusan tahunan/ Annual percentage change (%)										
1. Barangan sukan Sport goods		-23.1	12.8	-3.5	7.3	13.4	21.6	7.6	6.0	-7.8
2. Perkhidmatan sukan Sport services		40.6	14.9	34.7	0.1	6.0	14.7	41.3	-10.4	4.9
Jumlah eksport produk sukan Total exports of sport products		-21.0	12.9	-1.2	6.7	12.8	21.1	9.9	4.6	-6.8
Jumlah eksport Total exports		2.1	15.1	3.3	-0.5	-11.5	25.2	26.0	-9.1	10.0
Peratus sumbangan jumlah eksport produk sukan/ Percentage share total exports of sport products (%)										
1. Barangan sukan Sport goods	96.6	94.0	93.9	91.7	92.2	92.7	93.1	91.1	92.4	91.4
2. Perkhidmatan sukan Sport services	3.4	6.0	6.1	8.3	7.8	7.3	6.9	8.9	7.6	8.6
Jumlah eksport produk sukan Total exports of sport products	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0
Peratus sumbangan jumlah eksport/ Percentage share of total exports (%)										
Jumlah eksport produk sukan Total exports of sport products	0.9	0.7	0.7	0.7	0.7	0.9	0.9	0.8	0.9	0.8

Nota:
^p - permulaan/ preliminary

Jadual **3:** **Import produk sukan**
Table **Imports of sport products**

Produk sukan/ Sport products	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024 ^p
RM Juta/ RM Million										
1. Barangan sukan Sport goods	3,114	3,638	4,168	4,371	4,485	3,930	4,903	5,792	6,027	6,816
2. Perkhidmatan sukan Sport services	202	229	447	165	158	149	266	344	352	377
Jumlah import produk sukan Total imports of sport products	3,316	3,867	4,615	4,536	4,643	4,079	5,168	6,136	6,378	7,193
Jumlah import Total imports	728,778	751,363	866,524	895,405	873,618	783,152	981,922	1,249,547	1,165,812	1,275,728
Perubahan peratusan tahunan/ Annual percentage change (%)										
1. Barangan sukan Sport goods		16.8	14.6	4.9	2.6	-12.4	24.7	18.1	4.1	13.1
2. Perkhidmatan sukan Sport services		13.3	95.1	-63.1	-4.2	-6.1	79.0	29.3	2.2	7.3
Jumlah import produk sukan Total imports of sport products		16.6	19.3	-1.7	2.4	-12.1	26.7	18.7	4.0	12.8
Jumlah import Total imports		3.1	15.3	3.3	-2.4	-10.4	25.4	27.3	-6.7	9.4
Peratus sumbangan jumlah import produk sukan/ Percentage share total import of sport products (%)										
1. Barangan sukan Sport goods	93.9	94.1	90.3	96.4	96.6	96.4	94.9	94.4	94.5	94.8
2. Perkhidmatan sukan Sport services	6.1	5.9	9.7	3.6	3.4	3.6	5.1	5.6	5.5	5.2
Jumlah import produk sukan Total imports of sport products	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0
Peratus sumbangan jumlah import/ Percentage share of total imports (%)										
Jumlah import produk sukan Total imports of sport products	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.6

Nota:
^p - permulaan/ preliminary

Jadual 4: Komponen pendapatan industri sukan
Table 4: Income components of sport industry

Komponen/ Components	2015	2016	2017	2018	2019	2020	2021	2022	2023 ^e	2024 ^p
RM Juta/ RM Million										
Pampasan pekerja <i>Compensation of employees</i>	6,136	6,515	7,319	7,608	8,079	7,370	6,990	8,017	8,744	9,255
Lebihan kendalian kasar <i>Gross operating surplus</i>	7,589	8,394	9,190	9,814	10,200	9,817	10,087	12,537	13,324	14,534
Cukai tolak subsidi ke atas pengeluaran dan import <i>Taxes less subsidies on production and imports</i>	1,123	1,122	1,039	980	1,448	-40	-282	166	254	272
Jumlah <i>Total</i>	14,847	16,032	17,548	18,402	19,728	17,146	16,795	20,720	22,322	24,060
Perubahan peratusan tahunan/ Annual percentage change (%)										
Pampasan pekerja <i>Compensation of employees</i>		6.2	12.3	4.0	6.2	-8.8	-5.1	14.7	9.1	5.8
Lebihan kendalian kasar <i>Gross operating surplus</i>		10.6	9.5	6.8	3.9	-3.8	2.7	24.3	6.3	9.1
Cukai tolak subsidi ke atas pengeluaran dan import <i>Taxes less subsidies on production and imports</i>		-0.1	-7.4	-5.7	47.8	-102.8	599.5	-158.9	52.5	7.1
Jumlah <i>Total</i>		8.0	9.5	4.9	7.2	-13.1	-2.1	23.4	7.7	7.8
Peratus sumbangan/ Percentage share (%)										
Pampasan pekerja <i>Compensation of employees</i>	41.3	40.6	41.7	41.3	41.0	43.0	41.6	38.7	39.2	38.5
Lebihan kendalian kasar <i>Gross operating surplus</i>	51.1	52.4	52.4	53.3	51.7	57.3	60.1	60.5	59.7	60.4
Cukai tolak subsidi ke atas pengeluaran dan import <i>Taxes less subsidies on production and imports</i>	7.6	7.0	5.9	5.3	7.3	-0.2	-1.7	0.8	1.1	1.1
Jumlah <i>Total</i>	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0

Nota:

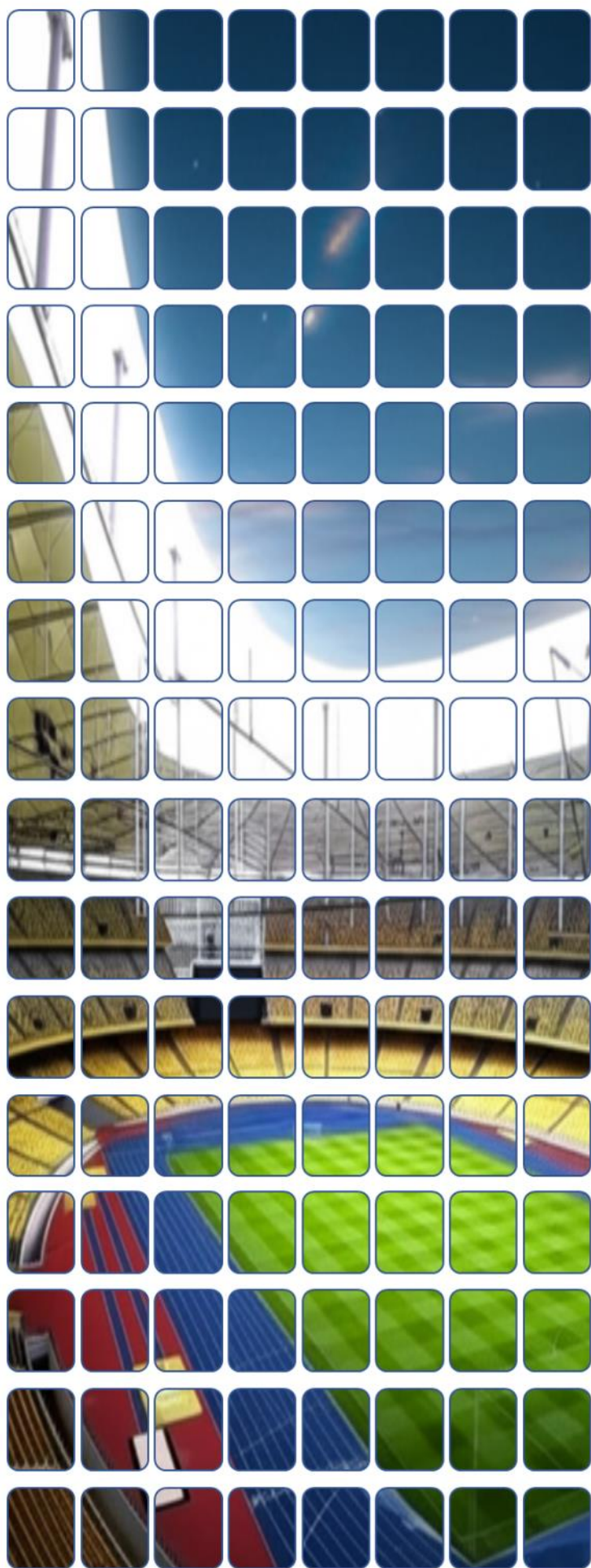
*e - anggaran/ estimate

*p - permulaan/ preliminary

Jadual 5: Guna tenaga dalam industri sukan
Table **5: Employment in the sport industry**

Jenis aktiviti ekonomi/ Kind of economic activity	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024
Bilangan orang/ Number of persons ('000)										
1. Perkhidmatan (kecuali borong dan runcit) Services (exclude wholesale and retail)	87.4	93.1	100.1	101.1	101.3	82.8	78.3	79.6	79.9	81.0
2. Pembuatan Manufacturing	68.3	68.7	66.4	67.6	71.2	57.6	58.8	61.3	59.9	59.6
3. Pembinaan Construction	2.1	2.0	1.8	1.8	1.8	1.7	1.6	1.6	1.6	1.7
4. Borong dan runcit Wholesale and retail	41.4	42.8	44.1	49.2	50.1	51.1	53.1	52.4	55.4	56.1
Jumlah guna tenaga dalam industri sukan Total employment in the sport industry	199.2	206.5	212.3	219.7	224.3	193.2	191.7	194.9	196.9	198.4
Jumlah guna tenaga Total employment	14,068	14,164	14,477	14,776	15,073	14,957	14,825	15,155	15,813	16,369
Perubahan peratusan tahunan/ Annual percentage change (%)										
1. Perkhidmatan (kecuali borong dan runcit) Services (exclude wholesale and retail)		6.4	7.5	1.0	0.2	-18.3	-5.5	1.7	0.4	1.3
2. Pembuatan Manufacturing		0.6	-3.4	1.9	5.3	-19.1	2.0	4.3	-2.3	-0.5
3. Pembinaan Construction		-7.6	-8.3	-2.5	0.3	-5.2	-3.5	-0.3	2.3	2.9
4. Borong dan runcit Wholesale and retail		3.5	3.0	11.5	1.8	2.1	3.9	-1.32	5.7	1.3
Jumlah guna tenaga dalam industri sukan Total employment in the sport industry		3.7	2.8	3.5	2.1	-13.9	-0.8	1.6	1.0	0.8
Jumlah guna tenaga Total employment		0.7	2.2	2.1	2.0	-0.8	-0.9	2.2	4.3	3.5
Peratus sumbangan jumlah guna tenaga dalam industri sukan/ Percentage share of total employment in the sport industry (%)										
1. Perkhidmatan (kecuali borong dan runcit) Services (exclude wholesale and retail)	43.9	45.1	47.1	46.0	45.2	42.9	40.8	40.8	40.6	40.8
2. Pembuatan Manufacturing	34.3	33.3	31.3	30.8	31.7	29.8	30.7	31.5	30.4	30.0
3. Pembinaan Construction	1.1	0.9	0.8	0.8	0.8	0.9	0.8	0.8	0.8	0.9
4. Borong dan runcit Wholesale and retail	20.8	20.7	20.8	22.4	22.3	26.4	27.7	26.9	28.1	28.3
Jumlah guna tenaga dalam industri sukan Total employment in the sport industry	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0
Peratus sumbangan jumlah guna tenaga/ Percentage share of total employment (%)										
Jumlah guna tenaga dalam industri sukan Total employment in the sport industry	1.4	1.5	1.5	1.5	1.5	1.3	1.3	1.3	1.2	1.2

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NOTA TEKNIKAL

TECHNICAL NOTES



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A. Pengenalan

Penyusunan Akaun Satelit Sukan (SSA) Malaysia 2024 adalah berdasarkan 2008 *System of National Accounts (SNA)*. Konsep dan definisi yang digunakan telah disesuaikan mengikut keperluan Malaysia. Terma “akaun satelit” digunakan bagi menggambarkan keadaan Akaun yang dibangunkan. Ia merupakan “satelit” kepada set utama Akaun Negara yang mana ia memberikan maklumat tambahan di luar daripada maklumat sedia ada di dalam Akaun Negara.

Maklumat satelit memfokuskan kepada aspek ekonomi tertentu sebagai contoh sumbangan sukan kepada negara. Ia juga membolehkan hubung kait yang lebih banyak kepada maklumat tambahan yang spesifik bagi sukan seperti pendapatan, eksport, import dan guna tenaga.

Pembangunan akaun satelit merupakan pengukuran statistik bersistematik yang mana ia merangkumi konsep, definisi dan klasifikasi berdasarkan piawaian antarabangsa bagi membolehkan perbandingan di antara negara dilaksanakan.

B. Konsep dan Definisi

1. Definisi industri sukan

Merujuk kepada semua perkara yang melibatkan sukan merangkumi produk, perkhidmatan, fasiliti, teknologi, program, acara dan aktiviti yang menyumbang kepada sosio-ekonomi.

2. Industri sukan

Perincian industri sukan adalah seperti yang disenaraikan di bahagian Kod dan Klasifikasi. Kategori utama industri sukan adalah seperti berikut:

- 2.1 Perkhidmatan (kecuali borong dan runcit)
- 2.2 Pembuatan
- 2.3 Pembinaan
- 2.4 Borong dan runcit

3. Produk sukan

Perincian produk sukan adalah seperti yang disenaraikan di bahagian Kod dan Klasifikasi. Kategori utama produk sukan adalah seperti berikut:

- 3.1 Barangan sukan
- 3.2 Perkhidmatan sukan

C. Akaun Pengeluaran Industri Sukan

1. **Keluaran Dalam Negeri Kasar (KDNK)** adalah jumlah nilai barangan dan perkhidmatan yang dikeluarkan dalam tempoh tertentu selepas ditolak kos barangan dan perkhidmatan yang digunakan dalam proses pengeluaran. Nilai ini merupakan nilai sebelum ditolak nilai penggunaan bagi modal tetap; iaitu jumlah nilai ditambah pada harga pengeluar bagi pengeluar residen ditambah dengan duti import. KDNK ini juga bersamaan dengan perbelanjaan ke atas KDNK (pada harga pembeli) iaitu jumlah bagi semua komponen perbelanjaan akhir ke atas barangan dan perkhidmatan tolak dengan import barangan dan perkhidmatan.

KDNK boleh diukur dengan menggunakan tiga kaedah iaitu Kaedah Pengeluaran, Perbelanjaan dan Pendapatan.

2. **Nilai ditambah** adalah perbezaan di antara output dan penggunaan perantaraan. Ia merupakan nilai ditambah barangan dan perkhidmatan dalam aktiviti ekonomi. Oleh itu, ia hampir menyamai dengan keuntungan perniagaan, gaji dan upah, susut nilai dan cukai tidak langsung; campur faedah yang dibayar dan tolak faedah yang diterima.
3. **Nilai Ditambah Kasar Industri Sukan (NDKIS)** ialah hasil tambah Nilai Ditambah Kasar bagi semua industri sukan.

D. Akaun Penjana Pendapatan Industri Sukan

1. **Pampasan pekerja** merangkumi saraan, wang tunai atau bukan berbentuk wang, yang perlu dibayar oleh sesebuah perusahaan kepada pekerja sebagai balasan bagi kerja-kerja yang telah dilakukan dalam tempoh perakaunan.
2. **Lebihan kendalian kasar** merujuk kepada lebihan kendalian operasi sebelum ditolak penggunaan modal tetap dan pendapatan campuran.
 - 2.1 Lebihan kendalian adalah mengukur lebihan atau defisit terakru daripada proses pengeluaran sebelum ditolak apa-apa caj faedah implisit atau eksplisit, sewa atau pendapatan harta lain yang dibayar ke atas aset kewangan, tanah atau lain-lain sumber semula jadi yang diperlukan untuk menjalankan pengeluaran. Secara definisi, lebihan kendalian operasi hanya boleh diperoleh oleh industri.

- 2.2 Pendapatan campuran meliputi elemen ganjaran yang tidak diketahui bagi kerja yang dijalankan oleh pemilik enterpris atau ahli isi rumah, serta lebihan kendalian hasil daripada pengeluaran.
- 2.3 Penggunaan modal tetap didefinisikan sebagai penurunan nilai semasa stok aset tetap yang dimiliki dan digunakan oleh pengeluar dalam tempoh perakaunan disebabkan oleh kerosakan fizikal, keusangan biasa atau kerosakan biasa yang tidak disengajakan.
3. **Cukai tolak subsidi ke atas pengeluaran dan import** terdiri daripada cukai ke atas produk dan cukai lain ke atas pengeluaran ditolak subsidi ke atas produk dan subsidi lain ke atas pengeluaran.
- 3.1 Cukai ke atas produk merupakan cukai yang dibayar bagi satu unit barangan atau perkhidmatan dan biasanya akan dibayar apabila ia dikeluarkan, dihantar, dijual, dipindah atau sebaliknya dilupuskan oleh pihak pengeluar. Cukai tersebut mungkin merupakan satu amaun yang spesifik bagi setiap unit kuantiti barang atau perkhidmatan, atau ia mungkin dikira *ad valorem* sebagai peratusan spesifik harga satu unit atau nilai barang atau perkhidmatan yang diniagakan. Contohnya, cukai jualan, cukai eksais, duti import, duti eksport dan lain-lain.
- 3.2 Cukai lain ke atas pengeluaran meliputi semua cukai kecuali cukai ke atas produk yang ditanggung oleh perusahaan hasil penglibatan dalam pengeluaran seperti bayaran ke atas tanah, aset tetap atau buruh yang digunakan dalam proses pengeluaran atau untuk aktiviti atau transaksi tertentu. Contoh cukai lain ke atas pengeluaran adalah cukai yang dibayar oleh perusahaan bagi lesen perniagaan, cukai gaji, duti setem dan lain-lain.
- 3.3 Subsidi ke atas produk adalah subsidi yang dibayar bagi satu unit barang atau perkhidmatan. Subsidi ini mungkin dalam amaun spesifik bagi satu unit kuantiti barang atau perkhidmatan, atau ia mungkin dikira *ad valorem* sebagai peratusan spesifik harga satu unit barang atau perkhidmatan. Subsidi ke atas produk biasanya dibayar apabila barang atau perkhidmatan dikeluarkan, dijual atau diimport, tetapi ia juga dibayar dalam keadaan lain seperti apabila barang dipindah, dipajak, dihantar atau untuk penggunaan sendiri atau pembentukan modal sendiri.

Subsidi mungkin diberikan untuk mempengaruhi tahap pengeluaran perusahaan residen atau harga di mana output mereka dijual.

- 3.4 Subsidi lain ke atas pengeluaran merangkumi subsidi selain daripada subsidi ke atas produk di mana perusahaan residen mungkin menerimanya hasil daripada penglibatan dalam pengeluaran seperti subsidi ke atas gaji atau tenaga kerja.

E. Sumber Data

Sumber data dalam penyusunan SSA adalah seperti berikut:

INDUSTRI / DATA	SUMBER DATA
- Perkhidmatan (kecuali borong dan runcit) - Pembuatan - Pembinaan - Borong dan runcit	- KDNK - Banci Ekonomi - Survei Tahunan - SUT
Eksport dan import bagi barang dan perkhidmatan sukan	- Perangkaan Perdagangan Luar Negeri - Statistik Perdagangan Perkhidmatan Antarabangsa
Cukai dan subsidi	KDNK Kaedah Pendapatan
Pampasan pekerja	
Lebihan kendalian kasar	
Guna tenaga	- Survei Tenaga Buruh Tahunan - Survei Ekonomi Tahunan - Survei Perkhidmatan Suku Tahunan - Survei Pembuatan Bulanan - Survei Perdagangan Borong & Runcit Bulanan

F. Jadual Utama SSA

SSA mempunyai lima (5) jadual dan penerangan adalah seperti berikut:

Jadual 1: Nilai Ditambah Kasar Industri Sukan

Statistik Nilai Ditambah Kasar Industri Sukan (NDKIS) diukur pada harga semasa. Pengukuran NDKIS adalah secara keseluruhan tanpa mengambil kira sama ada output dikeluarkan untuk menghasilkan produk sukan atau sebaliknya. Statistik yang disusun adalah berdasarkan kepada KDNK tahunan yang telah diterbitkan.

Jadual 2 dan 3: Eksport dan import produk sukan

Statistik barangan bagi eksport dan import produk sukan diperolehi daripada perisytiharan kastam (Perangkaan Perdagangan Antarabangsa) di mana penyusunan adalah berdasarkan kod *Harmonized Commodity Description and Coding Systems (HS)*. Manakala, statistik eksport dan import perkhidmatan diperolehi daripada data Perangkaan Imbangan Pembayaran. Penyusunan ini juga telah mengambil kira saranan daripada 2008 SNA serta *Balance of Payments and International Investment Position Manual Sixth Edition (BPM6)* khususnya dalam pelaksanaan *Goods for Processing from Abroad (GFP)* dan *Manufacturing Services (MS)*.

Jadual 4: Komponen pendapatan industri sukan

Statistik komponen pendapatan industri sukan terdiri daripada pampasan pekerja, lebihan kendalian kasar dan cukai tolak subsidi ke atas pengeluaran dan import. Data ini dijana berdasarkan SUT 2015 mengikut industri yang mengeluarkan produk sukan. Bagi tahun-tahun seterusnya, data adalah berdasarkan KDNK kaedah pendapatan tahunan.

Jadual 5: Guna tenaga industri sukan

Data guna tenaga dalam industri sukan disusun berdasarkan Survei Tenaga Buruh Tahunan, Survei Ekonomi Tahunan, Survei Perkhidmatan Suku Tahunan, Survei Pembuatan Bulanan dan Survei Perdagangan Borong & Runcit Bulanan yang dijalankan oleh Jabatan Perangkaan Malaysia. Data telah dikemaskini berdasarkan ketersediaan data terperinci dan semakan semula data STB berteraskan Banci Penduduk dan Perumahan 2020.

G. Semakan Penerbitan dan Data

Penerbitan ini mempersembahkan SSA bagi tahun 2015 hingga 2024. Siri ini akan dikemaskini berdasarkan data terkini yang diperolehi.

H. Simbol

e	: anggaran
p	: permulaan
-	: negatif
%	: peratus

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A. Introduction

The compilation of Sport Satellite Account (SSA) of Malaysia 2024 is based on 2008 System of National Accounts (SNA). The concepts and definitions are adapted to Malaysia's requirement. The term "satellite account" is adopted to reflect the nature of the account developed. It is a "satellite" to the core set of National Accounts that presents additional information which is beyond the available information provided in the National Accounts.

This satellite information focuses on a particular aspect of the economy for example contribution of sport to the nation. It also permits further linkages to additional information specific to sport such as income, exports, imports and employment.

The development of satellite account is a systematic statistical measurement that applies concepts, definitions and classification which are based on international standard to enable comparison among countries.

B. Concepts and Definitions

1. Definition of sport industry

Refers to all things that involve sport including products, services, facilities, technologies, programs, events and activities that contribute to the socio-economic development.

2. Sport industry

The detail of sport industry are listed in the code and classification section. The main categories of sport industry are as follows:

- 2.1 Services (exclude wholesale and retail)*
- 2.2 Manufacturing*
- 2.3 Construction*
- 2.4 Wholesale and retail*

3. Sport products

The detail of sport products are listed in the code and classification section. The main categories of sport products are as follows:

- 3.1 Sport goods*
- 3.2 Sport services*

C. Production Accounts of Sport Industry

1. **Gross Domestic Product (GDP)** is the total value of all goods and services produced in a certain period after deducting the cost of goods and services used up in the process of production. This value is before deducting the allowances for consumption of fixed capital i.e. the sum of value added of resident producers in producers' prices plus import duties. GDP is equivalent to expenditure on the GDP (in purchasers' prices) i.e. the sum of all components of final expenditure on goods and services less imports of goods and services.

GDP can be measured by using three approaches namely Production, Expenditure and Income Approach.

2. **Value Added** is the difference between output and intermediate consumption. It represents the added value of goods and services by economic activity. Hence, it is approximately equivalent to commercial profit, salaries and wages, depreciation and indirect taxes; plus interest paid less interest received.
3. **Gross Value Added of Sport Industry (GVASI)** is the sum of Gross Value Added of all sport industry.

D. Generation Income Accounts of Sport Industry

1. **Compensation of employees** includes remuneration, in cash or in kind, payable by an enterprise to an employee in return for work done during the accounting period.
2. **Gross operating surplus** refers to the operating surplus before deducting the consumption of fixed capital and mixed income.
 - 2.1 Operating surplus measures the surplus or deficit accruing from production before deducting any explicit or implicit interest charges, rent or other property income payable on the financial assets, land or other natural resources used in the production. By definition, operating surplus can only be earned by industries.
 - 2.2 Mixed income includes an unknown element of remuneration for work done by the owner of the enterprise, or other members of the household, as well as operating surplus accruing from the production.

- 2.3 *Consumption of fixed capital is defined as the decline in the current value of the stock of fixed assets owned and used by a producer during the course of the accounting period as a result of physical deterioration, normal obsolescence or nominal accidental damage.*
3. ***Taxes less subsidies on production and imports*** *consists of taxes on products and other taxes on production less subsidies on product and other subsidies on production.*
- 3.1 *Taxes on products is taxes that are payable per unit of some goods or services and usually become payable when they are produced, delivered, sold, transferred or otherwise disposed by their producer. The tax may be a specific amount of money per unit of quantity of a good or service, or it may be calculated ad valorem as a specified percentage of the price per unit or value of the goods or services transacted. Examples include sales taxes, excise duties, import duties, export duties, etc.*
- 3.2 *Other taxes on production consists of all taxes except taxes on products that enterprises incur as a result of engaging in production such as taxes payable on land, fixed assets or labour employed in the production process or certain activities or transactions. Examples of other taxes on production are taxes payable by enterprises for business licenses, payroll taxes, stamp duties, etc.*
- 3.3 *Subsidies on products is a subsidy payable per unit of a good or service. The subsidy may be a specific amount of money per unit of quantity of a good or service, or it may be calculated ad valorem as a specified percentage of the price per unit of the goods or services. A subsidy on products usually becomes payable when the good or service is produced, sold or imported, but it may be also payable in other circumstances such as when a good is transferred, leased, delivered or used for own consumption or own capital formation.*
- The subsidy may be designed to influence resident enterprises' levels of production or the prices at which their outputs are sold.*
- 3.4 *Other subsidies on production consists of subsidies except subsidies on products that resident enterprises may receive as a consequence of engaging in production such as subsidies on payroll or workforce.*

E. Data Sources

The data sources in compiling SSA are as follows:

INDUSTRY / DATA	DATA SOURCES
• Services (exclude wholesale and retail) • Manufacturing • Construction • Wholesale and retail	• GDP • Economic Census • Annual Survey • SUT
• Exports and imports of sport products and services	• External Trade Statistics • Statistics of International Trade in Services
• Taxes and subsidies	• GDP Income Approach
• Compensation of employees	
• Gross operating surplus	
• Employment	• Annual Labour Force Survey • Annual Economic Survey • Quarterly Survey of Services • Monthly Manufacturing Survey • Monthly Survey of Wholesale & Retail Trade

F. Main Tables SSA

SSA comprises of five (5) tables and the explanation are as follows:

Table 1: Gross Value Added of Sport Industry

The statistics on Gross Value Added of Sport Industry (GVASI) are presented at current prices. The estimation of GVASI is based on the gross value added generated by industries classified within the sport industry, regardless of whether their output is intended specifically for sport-related consumption. The compilation is based on the annual GDP that has been published.

Table 2 and 3: Exports and Imports of sport product

Statistics on goods of exports and imports of sport goods was extracted from the customs declaration (International Merchandise Trade Statistics) and classified based on the HS code. Meanwhile, the statistics of exports and imports sport services are derived from the Balance of Payment statistics. The compilation adheres to the recommendations of the 2008 SNA and Balance of Payments and International Investment Position Manual Sixth Edition (BPM6), particularly to the treatment of Goods for Processing from Abroad (GFP) and Manufacturing Services (MS).

Table 4: Income components of sport industry

Statistics on income components of sport industry consist of compensation of employees, gross operating surplus and taxes less subsidies on production and imports. This statistics is derived based on SUT 2015 according to the identified sport products. For subsequent years, data is based on the Annual GDP Income Approach.

Table 5: Employment on sport industry

Statistics of employment in the sport industry is a compilation of employment data obtained from the Annual Labor Force Survey, Annual Economic Survey, Quarterly Survey of Services, Monthly Manufacturing Survey and Monthly Survey of Wholesale & Retail Trade published by the Department of Statistics Malaysia. The data has been updated based on the availability of detailed data and revision of the LFS in line with 2020 Population and Housing Census.

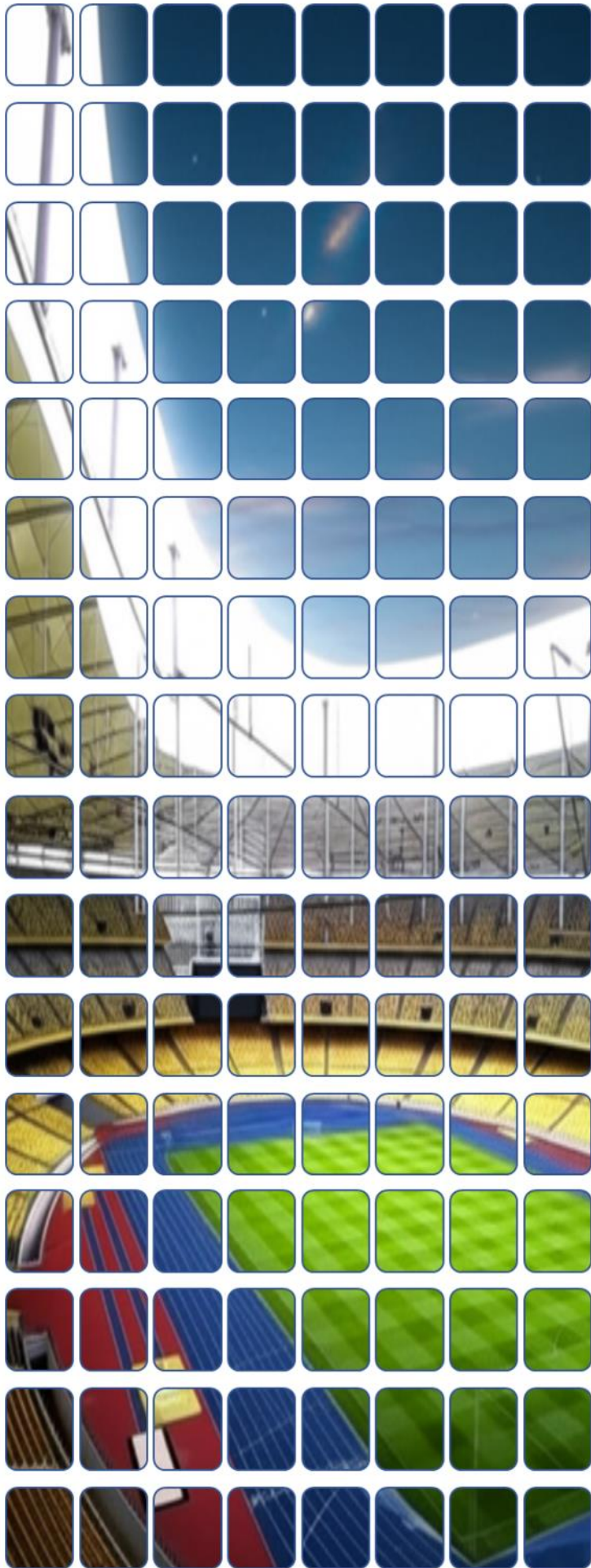
G. Publication and Data Revision

This publication presents the SSA for the year 2015 to 2024. The series will be updated based on the availability of the latest data.

H. Symbols

e	: estimate
p	: preliminary
-	: negative
%	: percentage

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KOD DAN KLASIFIKASI

*CODE AND
CLASSIFICATION*



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KOD DAN KLASIFIKASI

Kod dan klasifikasi industri sukan adalah berdasarkan Piawaian Klasifikasi Industri Malaysia (MSIC) 2008 Ver.1.0 yang diselaraskan dengan *International Standard Industrial Classification of All Economic Activities (ISIC) Rev. 4*. Kod dan klasifikasi bagi produk sukan adalah berdasarkan Klasifikasi Produk Mengikut Aktiviti Malaysia (MCPA) 2009 yang diselaraskan dengan *Central Products Classification (CPC) Ver. 2*.

Industri sukan terdiri daripada 67 MSIC dan 83 MCPA dan akan dikemaskini mengikut keperluan. Senarai kod dan klasifikasi industri dan produk sukan adalah seperti berikut:

A. Kod dan Klasifikasi Industri Sukan

Keterangan		ISIC Rev. 4	MSIC 2008
1. Perkhidmatan (kecuali borong dan runcit)			
1.1	Aktiviti sukan, hiburan dan rekreasi	9311, 9312, 9319, 9321, 9329, 5520	93111, 93112, 93113, 93114, 93115, 93116, 93117, 93118, 93119, 93120, 93191, 93192, 93193, 93199, 93210, 93291, 93292, 93293, 93294, 93295, 93297, 93299, 55200
1.2	Penerbitan perisian, aktiviti pemrograman dan penyiaran televisyen dan aktiviti perkhidmatan maklumat lain	5820, 6020, 6391	58201, 58202, 60200, 63910
1.3	Aktiviti perkhidmatan sukan lain	5011, 7721, 7710, 7990, 8129, 8130, 8411, 8412, 8541, 9529, 9609	50113, 77211, 77212, 77213, 77219, 77102, 79900, 81292, 81300, 84112, 84124, 85411, 85412, 85419, 95291, 95295, 96091
2. Pembuatan			
2.1	Pembuatan minuman	1104	11041
2.2	Pembuatan pakaian dan kasut	1410, 1520	14101, 14102, 15201, 15202
2.3	Aktiviti pembuatan lain	2520, 3012, 3092, 3230, 3240	25200, 30120, 30920, 32300, 32400
3. Pembinaan			
3.1	Pembinaan projek kejuruteraan awam lain dan pertukangan khas lain	4290, 4390	42905, 43905
4. Borong dan runcit			
4.1	Jualan borong dan runcit barangan sukan	4641, 4643, 4741, 4763, 4764	46413, 46416, 46431, 46434, 47412, 47631, 47632, 47633, 47634, 47635, 47640

B. Kod dan Klasifikasi Produk Sukan

Produk sukan		CPC Ver. 2	MCPA 2009 (5 Digit)
1. Perkhidmatan sukan			
1.1	Aktiviti sukan dan rekreasi	96520, 96512, 96511, 96620, 96990, 96590, 96610, 96910, 96930,	93111, 93112, 93113, 93114, 93115, 93116, 93117, 93118, 93119, 93120, 93191, 93199, 93291, 93192, 93193, 93210, 93292, 93293, 93294, 93295, 93297, 93299,
1.2	Sewaan bot dan tapak perkhemahan rekreasi	66021, 63120, 63112, 63130,	50113, 55200, 55109
1.3	Penerbitan perisian, pemrograman dan penyiaran televisyen	47829, 84622, 32300, 83611	60200, 58130, 73100,
1.4	Aktiviti penyewaan, pemajakan, agensi pengembaraan, khidmat penempahan, pembersihan dan penyelenggaraan kolam renang	73240, 85539, 85340, 73112, 85970	77211, 77212, 77213, 77219, 79900, 81292, 77102, 81300
1.5	Aktiviti perkhidmatan makanan dan minuman	63399, 63393, 63400	56105, 56290, 56303, 56304
1.6	Lain-lain perkhidmatan sukan	91124, 92912, 87290, 97230, 84410, 93122, 71311, 71322, 64112, 64111, 84420, 82199, 85999	84112, 84124, 85411, 85412, 85419, 95291, 95295, 63910, 86202, 65111, 65121, 49211, 49212, 69100, 82990, 96091
2. Barangan sukan			
2.1	Pembuatan	24490, 27160, 27320, 27310, 28228, 28210, 29210, 29420, 36972, 44730, 48420, 49116, 49410, 49921, 38440, 38590, 87149, 29310, 29320, 36220, 87156, 28221, 28226, 28231, 28236, 29220, 29490, 29600, 49942, 38420, 38430, 38450, 87390, 53270, 48430, 38410, 38581	11041, 13922, 13940, 14102, 14101, 14300, 15120, 15209, 22209, 25200, 26520, 29102, 30120, 30920, 32300, 32400, 33150, 33200, 15201, 15202, 22199, 33120
2.2	Pembinaan	54270, 54370, 54590, 53129	42905, 43905, 41002
2.3	Aktiviti fotografi	74200	74200
2.4	Permainan komputer untuk semua platform	38582, 84391	58202

CODE AND CLASSIFICATION

The code and classification of sport industry are based on Malaysia Standard Industrial Classification (MSIC) 2008 Ver.1.0. which is in concordance with International Standard Industrial Classification of All Economic Activities (ISIC) Rev. 4. The code and classification of sport products are based on Malaysian Classification of Products by Activity (MCPA) 2009 which conforms with Central Products Classification (CPC) Ver. 2.

The sport industry consists of 67 MSICs and 83 MCPAs and will be reviewed and updated as required. The list of code and classification of industries and sport products are as follows:

A. Code and Classification of Sport Industry

Description		ISIC Rev. 4	MSIC 2008
1. Services (exclude wholesale and retail)			
1.1	Sport, entertainment and recreation activities	9311, 9312, 9319, 9321, 9329, 5520	93111, 93112, 93113, 93114, 93115, 93116, 93117, 93118, 93119, 93120, 93191, 93192, 93193, 93199, 93210, 93291, 93292, 93293, 93294, 93295, 93297, 93299, 55200
1.2	Software publishing, television programming and broadcasting activities, and other information service activities	5820, 6020, 6391	58201, 58202, 60200, 63910
1.3	Other sport service activities	5011, 7721, 7710, 7990, 8129, 8130, 8411, 8412, 8541, 9529, 9609	50113, 77211, 77212, 77213, 77219, 77102, 79900, 81292, 81300, 84112, 84124, 85411, 85412, 85419, 95291, 95295, 96091
2. Manufacturing			
2.1	Manufacture of beverages	1104	11041
2.2	Manufacture of wearing apparel and footwear	1410, 1520	14101, 14102, 15201, 15202
2.3	Other manufacturing activities	2520, 3012, 3092, 3230, 3240	25200, 30120, 30920, 32300, 32400
3. Construction			
3.1	Construction of other civil engineering projects and other specialized construction	4290, 4390	42905, 43905
4. Wholesale and retail			
4.1	Sport wholesale and retail trade	4641, 4643, 4741, 4763, 4764	46413, 46416, 46431, 46434, 47412, 47631, 47632, 47633, 47634, 47635, 47640

B. Code and Classification of Sport Products

Sport products		CPC Ver. 2	MCPA 2009 (5 Digit)
1. Sport services			
1.1	<i>Sport and recreation activities</i>	96520, 96512, 96511, 96620, 96990, 96590, 96610, 96910, 96930,	93111, 93112, 93113, 93114, 93115, 93116, 93117, 93118, 93119, 93120, 93191, 93199, 93291, 93192, 93193, 93210, 93292, 93293, 93294, 93295, 93297, 93299,
1.2	<i>Boat rental and recreational campsite</i>	66021, 63120, 63112, 63130,	50113, 55200, 55109
1.3	<i>Software publishing, television programming & broadcasting and advertising</i>	47829, 84622, 32300, 83611	60200, 58130, 73100,
1.4	<i>Renting activities, leasing, travel agencies, reservation service, pool cleaning and maintenance activities</i>	73240, 85539, 85340, 73112, 85970	77211, 77212, 77213, 77219, 79900, 81292, 77102, 81300
1.5	<i>Food and beverage service activities</i>	63399, 63393, 63400	56105, 56290, 56303, 56304
1.6	<i>Other sport services</i>	91124, 92912, 87290, 97230, 84410, 93122, 71311, 71322, 64112, 64111, 84420, 82199, 85999	84112, 84124, 85411, 85412, 85419, 95291, 95295, 63910, 86202, 65111, 65121, 49211, 49212, 69100, 82990, 96091
2. Sport goods			
2.1	<i>Manufacturing</i>	24490, 27160, 27320, 27310, 28228, 28210, 29210, 29420, 36972, 44730, 48420, 49116, 49410, 49921, 38440, 38590, 87149, 29310, 29320, 36220, 87156, 28221, 28226, 28231, 28236, 29220, 29490, 29600, 49942, 38420, 38430, 38450, 87390, 53270, 48430, 38410, 38581	11041, 13922, 13940, 14102, 14101, 14300, 15120, 15209, 22209, 25200, 26520, 29102, 30120, 30920, 32300, 32400, 33150, 33200, 15201, 15202, 22199, 33120
2.2	<i>Construction</i>	54270, 54370, 54590, 53129	42905, 43905, 41002
2.3	<i>Photographic activities</i>	74200	74200
2.4	<i>Computer games for all platforms</i>	38582, 84391	58202

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