

VAL APPLICATION PROCEDURES

1

SBP or student is required to apply through the EMGS website.

<https://visa.educationmalaysia.gov.my>



2

Students must **complete 2 payments** and submit the proof of payment to UKMSHAPE via Google Form provided.

A

Payment to the EMGS

*(according to the EMGS proforma invoice)

Payable to:

Billing Address
PASS AND VISA MANAGEMENT DIVISION
CENTER FOR ACADEMIC MANAGEMENT
LEVEL 7, PUSAT WAKIL BANGSA
UNIVERSITI KEBANGSAAN MALAYSIA (UKM)
Bang. Seremban, 41000
Malaysia
T 10-892 16719

Payment Method



JointPay online at Internet and Mobile Banking with your Current or Savings account

* Subject to the prevailing payment guidelines and requirements prescribed by EMGS.

B

Payment to UKMSHAPE for the processing fee RM700.00

Payable to

: UKMSHAPE

Website

: Esped UKM

Steps

: Click on "Visa" > Choose "Ukmsshape visa Processing fee" > Choose payment method > Click "Pay" > Enter your banking details

Note: Once the payment are finished, refresh the page or try to relog again. The payment will be verified.

3

Submit documents to UKMSHAPE via Google Form, for the approval process (5 – 10 working days).

<http://bit.ly/HESAIM14U>



4

Track your application progress via EMGS tracker.

<https://visa.educationmalaysia.gov.my/emgs/application/searchForm>



Note :

Students are required to apply for the VAL 3 Months before the registration date.

Conditional Offer Letter is not eligible for the VAL application.

Please note that your application will be approved once you have completed step 1,2 & 3.

The process of approval will take 5-10 working days upon submission to the Google Form.

Please keep track of your application. If it turns to yellow, please provide the required documents to EMGS via additionaldoc@emgs.com.my

Students are not allowed to travel to Malaysia until the progress turns 80%.

Students are only allowed to enter Malaysia one week (7 days) before the registration date with valid VAL & e-VISA (if required)

If you fail to follow the guidelines, a penalty might be imposed on you.

