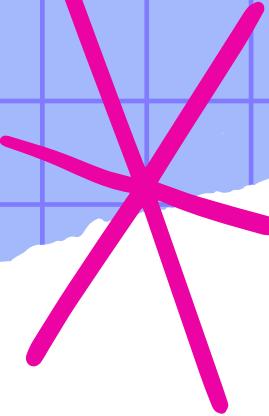


YOUTH EVENT CONVENTION



www.dyandra.com

member of **Dyandra**&Co.



Objectives

A nation's progress is significantly influenced by the capabilities and ambitions of its youth. By nurturing the potential of youth, we support national development goals such as economic growth and social stability. Youth also play a crucial role in promoting global understanding, which is essential for addressing challenges like climate change and inequality.

There are specific challenges affecting youth, such as education, employment, and mental health. Focusing on youth allows us to provide the support and resources they need.

An event focused on youth provides a platform for personal growth, allowing them to develop skills and build confidence. This contributes to their overall development, helping them become individuals who contribute to their communities.

By focusing on youth, we invest in a brighter future. Their energy and creativity are invaluable assets that can drive positive change at local, national, and global levels. Through this event, we aim to harness the potential of youth to create a better, more inclusive, and sustainable world.



YOUTH GENERATION (1997-2012)
youth generation tend to be bolder in their opinions, have high self-confidence, and think outside the box.

"Berikan aku 1000 orang tua niscaya akan kucabut semeru dari akarnya. Berikan aku 1 pemuda niscaya akan kuguncangkan dunia."

Bung Karno

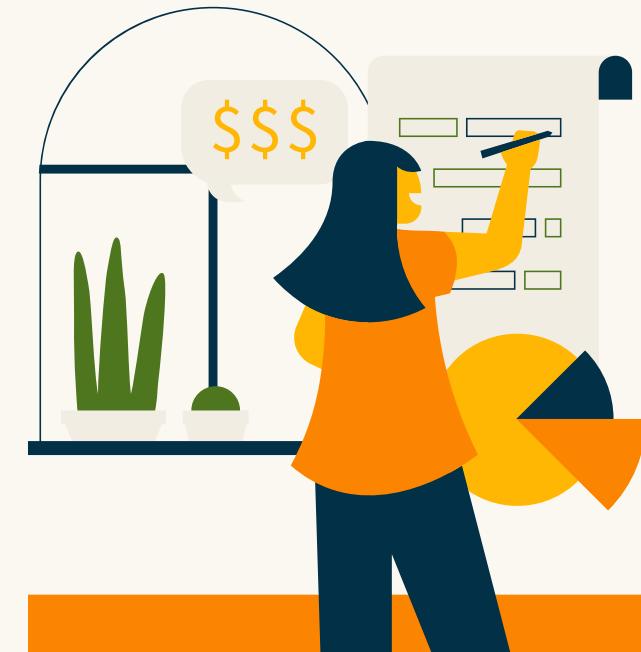


EVENT PILLARS

With regards to existing research, it shows that youth generation individuals have to prepare these elements properly to prepare for their future:



Education & Career



Financial Literation



Health & Well-being



Environment

Purpose:

To raise awareness and provide realistic solutions towards youth generation individuals and wrap them in **Pop Culture** aspects to make it more relevant to the youths.

YOUTH EVENT

2026

Proposed Event Name:

1. Dialog Muda Mudi
2. Inspiramu
3. Baswara Nusantara

1

2

3

4

Date

2 days | Semester 2 & 3 2026 (TBC)
Proposed : April – August

Venue

Bogor Botanical Garden

Target Visitor

10.000 visitors

Programs

Main Event



ARRANGEMENT PROGRAM

NO	ACTIVITY
1	Conference
2	Talkshow
3	Creative Market
4	Food Market
5	Music Performance
6	Podstand Podcast & Stand Up Comedy
7	Attraction Area
8	Master Class
9	Dream Board



Saturday & Sunday
Semester 2026

Open Gate : 10 AM
Close Gate : 6 PM

TARGET STAKEHOLDER

*companies mentioned here are just a few examples

Sponsors



Community/Association



INDONESIAN
YOUTH
ACTION



Founder+



Skill
Savvy.



Partner



SEMASA



TARGET STAKEHOLDER

*companies mentioned here are just a few examples

Media



F&B Tenant



RUNDOWN

MAIN STAGE (AREA FUTURE) - DAY 1 SATURDAY

START	END	DURATION (MINS)	ACTIVITIES
8:30			Open Gate
9:00	9:45	0:45	Conference Session 1
9:45	9:55	0:10	QnA + Foto Bersama
9:55	10:00	0:05	Clear Area
10:00	10:45	0:45	Conference Session 2
10:45	10:55	0:10	QnA + Foto Bersama
10:55	14:45	3:50	Clear Area
14:45	15:30	0:45	Conference Session 3
15:30	15:40	0:10	QnA + Foto Bersama
15:40	16:00	0:20	Clear Area + Equipment Set
16:00	16:20	0:20	Opening Act
16:20	17:00	0:40	Performance 1
17:00	17:40	0:40	Performance 2
17:40	18:00	0:20	Clear Area

RUNDOWN

MAIN STAGE (AREA FUTURE) - DAY 2 SUNDAY

START	END	DURATION (MINS)	ACTIVITIES
8:30			Open Gate
9:00	9:45	0:45	Session 1
9:45	9:55	0:10	QnA + Foto Bersama
9:55	10:00	0:05	Clear Area
10:00	10:30	0:30	Session 2
10:30	10:40	0:10	QnA + Foto Bersama
10:40	10:45	0:05	Clear Area
10:45	11:15	0:30	Session 3
11:15	11:25	0:10	QnA + Foto Bersama
11:25	11:30	0:05	Clear Area
11:30	12:00	0:30	Session 4
12:00	12:10	0:10	QnA + Foto Bersama
12:10	12:15	0:05	Clear Area
12:15	13:45	1:30	Break
13:45	14:45	1:00	Performance 1
14:45	15:45	1:00	Performance 2
15:45	16:45	1:00	Performance 3
16:45	17:45	1:00	Performance 4

RUNDOWN

MASTER CLASS (AREA FUTURE) - DAY 1 & 2

START	END	DURATION (MINS)	ACTIVITIES
9:45	10:45	1:00	Session 1
10:45	11:00	0:15	Break + Clear Area
11:00	12:00	1:00	Session 2
12:00	13:00	1:00	Break
13:00	14:00	1:00	Session 3
14:00	14:15	0:15	Break + Clear Area
14:15	15:00	0:45	Session 4
15:00	18:00		No Activity

****ADJUSTABLE, DEPENDING ON AMOUNT OF COLLABORATION WITH CLASSES**

****SLOT LIMITED TO 25 PAX PER SESSION**

RUNDOWN

BREAKOUT ROOM 1 (AREA PRESENT) - DAY 1 & 2

START	END	DURATION (MINS)	ACTIVITIES
9:45	10:30	0:45	Session 1
10:30	10:45	0:15	Clear Area
10:45	11:30	0:45	Session 2
11:30	12:30	1:00	Break
12:30	13:15	0:45	Session 3
13:15	13:30	0:15	Clear Area
13:30	14:15	0:45	Session 4
14:15	18:00		No Activity

**CAPACITY MAX 150 PAX PER SESSION

**USING RODERS

RUNDOWN

BREAKOUT ROOM 2 (AREA PRESENT) - DAY 1 & 2

START	END	DURATION (MINS)	ACTIVITIES
9:45	10:30	0:45	Session 1
10:30	10:45	0:15	Clear Area
10:45	11:30	0:45	Session 2
11:30	12:30	1:00	Break
12:30	13:15	0:45	Session 3
13:15	13:30	0:15	Clear Area
13:30	14:15	0:45	Session 4
14:15	18:00		No Activity

**CAPACITY MAX 150 PAX PER SESSION

**USING RODERS

RUNDOWN

MINI STAGE (AREA PRESENT) - DAY 1 & 2

START	END	DURATION (MINS)	ACTIVITIES
13:00	13:30	0:30	Open Mic
13:30	14:00	0:30	Open Mic
14:00	14:30	0:30	Open Mic
14:30	15:00	0:30	Open Mic

**SPEAKING SLOT MAY BE OFFERED TO SPONSORS, PARTNERS, OR TENANTS TO PROMOTE THEIR PRODUCT