A Review: Developing Employability Basic Skills and Their Relevant Earning Techniques in the Animation Creative Industries

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Abstract:
Various researchers been reviewed and studied to create a platform techniques solve this issues which is mandatory for employability job matching requirements, on the other hand. Various amounts of students could not achieve the acceptance for a job and impress employers in the interviews for multiple reasons mainly because individuals did not have the right skills such as communication skills, presentation, teamwork and problem solving. The techniques relay on the steps followed carefully for active solution in improving skill set

Keywords: Employability skills, Techniques, Animation, skill set, knowledge, Malaysian, Industry, Creative

1 | INTRODUCTION

The ability to get employed in the conceder one of the most important element to get on going in life, employability demands a various skills in order to get evaluated to meet the requirement of the job offer. Some researchers introduce employability skills in presenting skills and how it can benefit the goal. Presentation has to be presented via multimedia, media and pics (1). Rousing students to develop their skills in presentation can be done by getting them familiar with the process repeatedly and promote the ones can achieve (2). Malaysian community college department encourages students to exceed their level of skills in order to manufacture a competent students for the industry (3). Contribution to the industry is key factor for students to validate via learning and teaching process and many other programs provides technical skills, knowledge and social competency (4). Explanations of two dimensional animation through a combination of multimedia elements (text, graphics, audio, video, animation and interactivity) media based learning adds to the students the ability to learn freely and openly, causing simple moving objects across the screen conceders basic knowledge have to have (3, 4).

Better employability requires students to complete the two applicable elements: (a) multimedia animation learning tools as an alternative to transforming

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knowledge. (b) Information technology can use in the process of learning to be a tool for help and options in learning) (5–7).

Gearing to instantaneous problems with the ability to solve those problems considered a huge factor feeds the animation students employability skills (8).

Working in the creative industry and building a career in that field reported as a hard mission regarding the huge amount of elements the employer needs to fulfill and its boundless (3, 9). Freelance or performing projects contracted compromise the path and related skills each project can provide. Difficulties in the long run contract is typical daily routine work in producing the same type of content illuminate the creative since in the employer.

Preparing and developing students to be able to join and contribute to the creative industry puts the educational institute in a large workforce and several research been conducted to spotlight the employability requirement should be recent, up to date and effective skill set the student have to have. Engaging students with their responsibility to the creative industry shaped in a generic basic skills moving toward a significant achievement related to their optimistic future goals and field appealing (2, 3, 9). Career management, Self-management, Career building, Work motivations, Creative industries discipline and Performing arts in the creative animation industry empower the ability of the employers in their field (5, 9).

Animation in Malaysian culture represents cultural elements such as language, values, symbols, beliefs, stereotypes and norms. And those what differentiate cultures from each other which come in hands with the story telling considered a major part in people’s cultural differences.

Malaysian animation industry still in the process of developing and growth, low numbers of produced and released (9, 10)

2 | 2 SKILLS ROLE

The viewpoint of employability skills mandatory to enhance graduate prospect securing a relevant place in the industry, therefore improving those skills constructions and work integrated scoop to secure career professions. Table 1 includes the assets of each mandatory skill:

Previous researches suggested that there is a significant difference in the student’s problem solving skills which highly influenced their career path (3). Though out this method the knowledge and skills will help students in preparing themselves individually to the real working environment, producing quality and competitive community college student’s conceded the effectiveness targets throw teaching and learning process. Various amounts of students could not impress employers in the interviews for multiple reasons mainly because individuals did not have the right skills such as communication skills.

First year students are recommended to focus on their ability in collecting skills represent their capabilities to graduate with capabilities leads them to contribute to the industry. Establishing those skills enhances their competency level for employment.

Another identification of skills is likely to be best informed by employers who have a close proximity to the programs they recruit from and to the perceptions of academic staff delivering these programs where specific skills are relevant (11). Employability considered a difficult concept to define succinctly and comprehensively (11) [14]. Developing skills and getting the job can also be defined as employability (6, 9, 11).

A number of core skills were identified as a key source as main employability skills and those happens to be: ● communication skills
  ● Decision-making skills
  ● Independent working skills
  ● Information retrieval skills
  ● Leadership skills
  ● Numerical skills
  ● Personal learning and development skills
  ● Problem-solving skills
  ● Strategic skills
  ● Team working skills
### TABLE 1: mandatory skills

| Communication | Team work | Problem solving | Planning & organizing | Learning |
|---------------|-----------|-----------------|-----------------------|----------|
| Listening & understanding | Devote to productive working | Develop initiative solution | Coordinate tasks related to time | Willing to learn |
| Speak directly & clearly | Contribute toward outcomes | Practical solution | Make decisions | Seek for new ideas |
| Proper Writing | Assign a role in the team | Solve problem in groups | Evaluation criteria | Apply learning |
| Enact network | Define the strength of team member | Test solutions | Vision development | Time investment |
| empathsies feedback | Apply various strategies | Integrate learning |
| Share info | Define the problem |
| Present ideas | Corporative feedback |

### 3 | APPLICATION OF SKILLS

Showing the right skill sets is essential in a job hint, each skill set needs parenting formula to furnish regardless the vital scale, employability requisites basic skills efficiency from students. Several corporations in the animation industry redeems a painter, graphic designer, rigger, and different related positions from animation graduates (9). Creative environment capture the skill full students to play a role in their companies evolution and development, however students abilities can be evolved based on the skill gaining process (3, 5). Job seekers are able to differentiate between companies depending on their media infrastructure and this attribute can be used both ways for the job seeker and the offering ones (2, 9).

Getting familiar with the requirements of the creative industry considered specific for creative content creators there for learning new skills sets higher predictions of the applicant. Performance and computability derive the students to learn more skills for better chances in getting employed. Students has the ability to evaluate in which stage they are and next stage achieving strategy.

Transforming the learning process into applied methods facilitate the skill efficiency with four stages linked in valuable Table 2 contribution. Defining the skills relate to experiencing new skills and defining what the skill is about, testing refers to observation and tracking changes, while interacting generate variety of choices and concepts. On the other hand develop the skills contribute to the familiarity of the process and features, lastly demonstrating the skills shortly walking the extra mile and moving forward excelling the skill.

### 4 | TARGETED SKILLS

The labor market getting competitive every day, in the same time applicants are supplying activities in learning toward the highlighted abilities and job matching categories (12). Competency recommends more time and effort investment and write placement with taking consideration of scales and roles of all the skills in one boat. Evaluation implies a process conducted by evaluators to collect learning information by a variety of techniques and effort enhancing the quality of learning (13). Explaining the principles of any skills – formatting and process can define stages and methods related to adapt it, meanwhile instructions should be followed by assessment to evaluate the learning process and point the weaknesses beside strength in every stage.
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TABLE 2:

| Define the skills       | Interact skills            | develop Skills             | Demonstrate skills          |
|-------------------------|---------------------------|----------------------------|-----------------------------|
| Challenge abilities     | Purposive testing         | Repetitive testing         | Upgrade quality             |
| Testing features        | Validate input            | Research alternatives      | Time investment             |
| Define process          | Validate output           | Shorten learning cycle     | Exceed standard             |
| Content creation        | Possible examples         | Monitor performance        | Expected results            |
|                         |                           | Set goals                  |                             |

Researchers conducted their studies to look for theories relating to premises employability indicators (10). With that been said significant differences in the students collaboration walking the current advanced technology with organizing methods of learning can lead to a proper advanced students fills the requirement. Employability skills in creative industry communicate via experience and expertise which conclude the learning process of the skills and how to visualize the importance of it. Functionality of this specific process can be cooperative into any level of skills respecting the extra mile acceleration.

Skills performing quality depends on the time invested improving this skill, Assessment criteria in creative industry contribute in art education through an ongoing process. (Summative assessment is employed by teachers to reveal the effects of an educational process) on the other hand (Formative assessment aims to improve students’ performance) (14). Students can follow instructions and guidelines by starting the process in the beginning followed by transitioning which reflects on the experimental part, moving toward wrapping sector that implies in the ending process.

5 | CONCLUSION.

First, the research have prioritized the importance of basic employability skills also enhancing the chance for getting the applicant excepted for the knowledge and skills individual holds. With the understanding of presentation skills and selling their abilities in filling the requirement. Despite of the other skills that conceders advanced and field related to animation industry. Employability plays a huge role in the individual and corporation life growth, based on those industries elements should obtain highly effective process in supporting employability skills. Referring to improve the student’s ability in problem solving in multi-media animation-based learning. Effective strategy in collaborative learning prioritizing students to get variable skill set enforce innovation output of the students.

Animation industry requires individual to obtain their ability of learning and earning skills fulfill the requirement of the field, more interactive and engaging students with their practicality of knowledge enhance their ability of being familiar with the creative content creation. Implementation of teaching and learning process runs effective and interesting to set individual improvement scales. Group work obtain team work assets in cooperating team members essentially the closed targets group and the way to retrieve its own skills. Various types of skills needs demonstration in searching for employment.

Secondly, Job searching is multifaceted and increased by internet users more into transferring in-
formation in-between job seekers and applicant, thus job matching relay on basic skill potential and capability rewarded with opportunities critically. Resolving the demanded skills comes from the insisting on learning and individual steps. The development of employability skills has to be preference target for students. Creative industry requires updated skillful students to obtain the field and effect the industry growth and that is under the employers and employees responsible. Claiming employability consistency Third, this research aimed to elaborate and map the most effective way in pinpointing and achieving any type of skills by reviewing the previous researcher’s studies. Meeting expectations of skills capability related to the process of learning and interacting with it. Variety of methods had been discussed and contributed to the learning and teaching process. Applying those methods can be valuable only when taking into consideration the basic skills element after that evaluating with respectful instruments.

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