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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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