

REVIEW OF MOTION GRAPHIC AND MOVIE ANIMATOR COURSE OF BBPLK BEKASI

Background

The International Labour Organization (ILO) Jakarta Office has implemented the Japan Skills Project since mid 2019, funded by the Government of Japan. The Japan Skills project aims to strengthen industry-TVET collaboration, promote and pilot digital skills and distance learning, and generate synergies between skills development and other labour market policies. For the digital skills and distance learning, the project will upgrade an existing ICT skills training course at BBPLK Bekasi, a public vocational training centre under the Ministry of Manpower (MoM), by involving the industry and convert the material into blended learning experiences.

The ILO is collaborating with MoM to (a) improve a selected ICT course of BBPLK Bekasi by having the courses curriculum reviewed by relevant industry and (b) have industry/sector-based associations to share their expertise with BBPLK Bekasi's management and instructors, specifically what the association is doing and what the industry in Indonesia looks like now and in the upcoming years. For this purpose, the ILO has built relationships with AINAKI (Indonesian Animation Industry Association) and AINAKI has expressed their willingness to help strengthen BBPLK Bekasi's animation courses and their capacity in understanding the animation industry in Indonesia.

AINAKI has reviewed BBPLK Bekasi's animation courses, which include motion graphic (animator) and movie animator. The review looked at the following aspects: (a) content to equip students for basic skills on the subject, (b) compatibility with the market demands, (c) selections of subjects that can be learned independently at home through online platform and subjects that are more effectively learned in a traditional classroom setting, and (d) additional subjects/topics that should be included in the curriculum to improve its compatibility with ICT skills need of their companies.

Below sections present AINAKI's inputs and recommendations to the courses, after their review to the courses curriculum.

Promotional material

If the skill sets developed by BBPLK Bekasi's participants is meant for employment in an animation company, then the name given to the courses are not well understood by the animation community in general.

One of the courses is called Movie Animator and in the description obtained from BBPLK Bekasi's flyer, the course will teach 2D motion skills and 3D production work such as shading

and lighting. The course should focus on 2D only or 3D only for specialization when entering the animation industry.

Another course is Animator. In the animation industry, animator is also called animator artist or motion graphic designer. Animator artist's job is moving/animating objects/characters in a story. However, the course description in the flyer suggests that the course will teach students to become a visualizer/modeller, whose job is to focus on the visual only.

Motion Graphic Designer/Animator Artist Course

1. In the syllabus, the cover image does not match the title. The image is more representative of a 3D Modeller Artist, which is different with Animator Artist.

2. In the training objectives, the competency units only focus on SKKNI units of animation. Motion Graphic Designer should have a combination of basic graphic design skills and animation skills. As such, SKKNI units of graphic design need to be included.

3. Motion Graphic Designer is the profession of a graphic designer with the ability to animate the illustrations s/he made or received. So, basic graphic design skills are very important and must be included in the course. The competency units that can be included are as follow, but not limited to them:

- # introduction to typography

- # introduction to illustration

- # introduction to layout

- # color recognition

- # introduction to the harmony of visual and audio

4. When referring to the heading, the contents compiled have a fundamental mistakes, both in the selection of competency units as explained above and in the sequence of learning. In terms of sequence of learning, we suggest the following technical learning sequences:

- # Operating 2D Tools (Raster / Vector)

- # Operating 2D Composition

- # Mograph 2D Project

Operating 3D Tools (Modelling & SLR)

Operating 3D Composition

Operating 3D Particle System

Mograph 3D project

Movie Animator Course

1. When referring to the competency units listed in the course, it is more precise and appropriate to be called Animation Content Creator course. Furthermore, the course should include entrepreneurship skills in addition to the technical and soft skills. Being a content creator, the graduates can produce animated content that has a sale value. The entrepreneurship skills will equip graduates on the selling aspect.

2. Generalist skills are more dominant in this course, but at the same time burdensome for the participants because it offers skills set on 2D production and 3D production. We recommend to select one that is ideal for being productive and effective in producing content. In that way, participants will be able to focus on one production technique and have more time to explore projects with a variety of results as well as to do a more effective business approach.

Employability

In the animation sector, there are two employment that course graduates can consider:

- Employed as a worker: where graduates will work on a production system that has been established in a studio, either working at the office (inside the studio) or remotely (outside the studio). The skill sets expected will depend on the size of the studio. The smaller the capacity of the studio where they are employed, the more generalist skills are sought. The greater the capacity of the studio where they are employed, the more specialist skills are sought. In term of the skill set, generalists have more competencies and variants, ranging from pre-production to post-production skills. What is more widely known today is 3D generalist because so many work areas can be handled by 1 person ranging from modelling, texturing, shading, lighting, animation, rendering, FX, compositing, etc.
- Entrepreneur: where a person builds his or her own work system and employs people to follow the system he or she has created. This occupation in the area of animation is widely known by several terms, such as IP Creator or Content Creator. They are people who try to create their own content creation and market it

themselves for their own business interests. Typically, Animation Content Creators try to penetrate online media such as YouTube and Instagram, by presenting an animation series or it can also be called a web series.

Method of Delivery

1. All soft skills can be taught online.
2. Studio class still requires tools and work facilities, and these are usually not cheap for personal expenditures. Therefore, the F2F Formula (face to face) and in-class becomes the preferred option. Theories can be delivered online, e.g. VBL (video base learning). However, theories will also need to be practiced to some extent, to find out participants' understanding of the materials. This is where the tools and work facilities are necessary.

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