

## **Animation Skills for Online Instructor: Engaging Students in the 21<sup>st</sup> Century**

Do you know animation promotes student engagement?

Do you know animation helps to understand students, especially for the millennials?

### **Introduction**

A learning experience with animation helps learners to capture the attention and engage with the candidate. Through animation, it helps the candidate to enhance their learning experience through visual and audio. This course provides candidates with the fundamental skills to produce animation and knowledge of the principles of animation. With the right pedagogy through the application, the instructor would be able to provide the ultimate experience to the 21<sup>st</sup> century learners.

### **Program Objectives**

This program aims to:

- Train participants on the methodology of online engagement
- Provide skills and knowledge in terms of animation production for enhancing online learning engagement.

### **Learning Outcomes**

After completing this program, participants should be able to:

- Understand The basics of animation timing
- Design a character animation
- Create a storyboard and select the right audio for the animation
- Enhance online learning behaviour through animation.

### **Who should attend?**

Junior and senior academicians and anyone involved in teaching and learning process

### **Methodology**

Case studies, forum discussion, role-play, presentations, gamification

## Program Outline

<b>Time</b>	<b>Day One</b>
<b>9.00am-10.30am</b>	<b>Fundamental of Animation in Online Learning Environment</b> In this module, the candidate would learn applications through the various methods of animation in the online learning environment. The candidate would start to appreciate the fundamentals of how online animation is used.
<b>10.30am-11.00am</b>	<b>Break and Networking</b>
<b>11.00am-1.00pm</b>	<b>What is Animation and the Principle of Animation</b> In this module, the candidate would learn the history of animation and also the tools of the trade in animation. In addition, This module shared the principle of animation. The candidate would learn how to apply drawing and convert the drawing into the animation.
<b>1.00pm-2.00pm</b>	<b>Lunch Break and Networking</b>
<b>2.00pm-3.30pm</b>	<b>Animation Process 1: Script and Storyboard.</b> This module looks into scripting, staging, storyboard and layout. This stage is important to ensure the animation produced with the right outcomes.
<b>3.30pm-4.00pm</b>	<b>Break and Networking</b>
<b>4.00pm-5.00pm</b>	<b>Animation Process 2: Audio Production</b> Choosing the right audio to enhance the quality of the animation. This module shares with the candidate the method on how to get the right audio in the audio enhancing process

<b>Time</b>	<b>Day Two</b>
<b>9.00am-10.30am</b>	<b>Animation Process 3: Audio Production &amp; Animated Storyboard</b> This section helps the candidate to apply what they have understood and prepared in the previous module. In this module, the candidate would be able to have hands-on production of animation
<b>10.30am-11.00am</b>	<b>Break and Networking</b>
<b>11.00am-1.00pm</b>	<b>Visual Development</b> In this module, the candidate would learn animated physics. The candidate would be able to apply the change in character animation to enhance the video.
<b>1.00pm-2.00pm</b>	<b>Lunch Break and Networking</b>
<b>2.00pm-3.30pm</b>	<b>Blocking the Animation</b> In this module, the candidate would learn how to anticipate, overshoot and settle animation. The candidate would learn a method to enable the character to stand up, walk, cycle, and to jump.
<b>3.30pm-4.00pm</b>	<b>Break and Networking</b>
<b>4.00pm-5.00pm</b>	<b>Character Development and Ringing</b> The candidate would learn how to drag, overlap and follow through. The candidate would learn how to enable the character to laugh, sneeze, and another expression.

<b>Time</b>	<b>Day Three</b>
<b>9.00am-10.30am</b>	<p><b>Production Methods</b> In this module, the candidate would learn how to enable the character to walk, run, reaching an object overhead, quick motion blur smear. All these skills help to enhance the characters.</p>
<b>10.30am-11.00am</b>	<p><b>Break and Networking</b></p>
<b>11.00am-1.00pm</b>	<p><b>Post Production</b> In this module, a candidate needs to look at the dialogue of the character, such as how to lip synchronise and the breath of the characters.</p>
<b>1.00pm-2.00pm</b>	<p><b>Lunch Break and Networking</b></p>
<b>2.00pm-3.30pm</b>	<p><b>Putting All together</b> The candidate would improvise the module specific to the learning environment and the application, especially on online learning.</p>
<b>3.30pm-4.00pm</b>	<p><b>Break and Networking</b></p>
<b>4.00pm-5.00pm</b>	<p><b>Enhancing and Copyright Protection</b> The candidate would share their work with the group. At the same time, the candidate would be exposed to the copyright issues on the animation produced and how they can</p>