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GALERI SENI MERBOK UITM KEDAH

Edisi "Versatility"



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  "Pembangunan Madani, Rakyat Disantuni"
  Penulis:
  Normaziana Hassan dan Juaini Jamaludin

- **KPSK UiTM Kedah ke Jepun**
  Penulis:
  Suhaiza Hanim Suroya, Dr Wan Noor Faaizah Wan Omar, Dr Hasnul Azwan Azizan & Abu Hanifa Ab. Hamid





- **Sirih Junjung Sebuah Keindahan Seni Kreatif Dalam Perkahwinan Melayu Moden**
  Penulis:
  Asrol Hasan

- **Program Aktiviti Kreatif:** *"Grooming Artistic Talents Through Sharing"*
  Penulis:
  Abu Hanifa Ab.Hamid, Fadila Mohd Yusof, Zaidi Yusoff dan Shuhaila Md Shahid



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Galeri Seni Merbok

"Versatility"

Alhamdulillah Buletin Galeri Seni Merbok kembali dengan Edisi "Versatility" bagi bulan Januari hingga Oktober 2023. Pembelajaran secara bersemuka telah dijalankan semula. Sesi hybrid juga telah dikelolakan oleh Universiti Teknologi MARA bagi memenuhi keperluan university seiring dengan keperluan semasa. Oleh yang demikian, Galeri Seni Merbok, Kolej Pengajian Seni Kreatif UiTM Cawangan Kedah telah menerima banyak jemputan bagi mempergiatkan lagi pendedahan program-pragram di dalam Kolej Pengajian Seni Kreatif di UiTM Kedah serta Batik Merbok.

Sehubungan dengan itu, Kolej Pangajian Seni Kreatif, UiTM Cawangan Kedah turut serta dalam program-program terutama berbentuk ilmiah, penglibatan akademik yang mendapat anugerah di dalam pertandingan bertaraf antarabangsa dan terus maju dalam mencari ruang bagi memperkasakan Kolej Pangajian Seni Kreatif.

Diharap agar Kolej ini beroleh kejayaan yang berterusan di masa-masa akan datang dan semoga bahan penerbitan ini mampu dimanfaatkan oleh seluruh warga kampus UiTM Cawangan Kedah.

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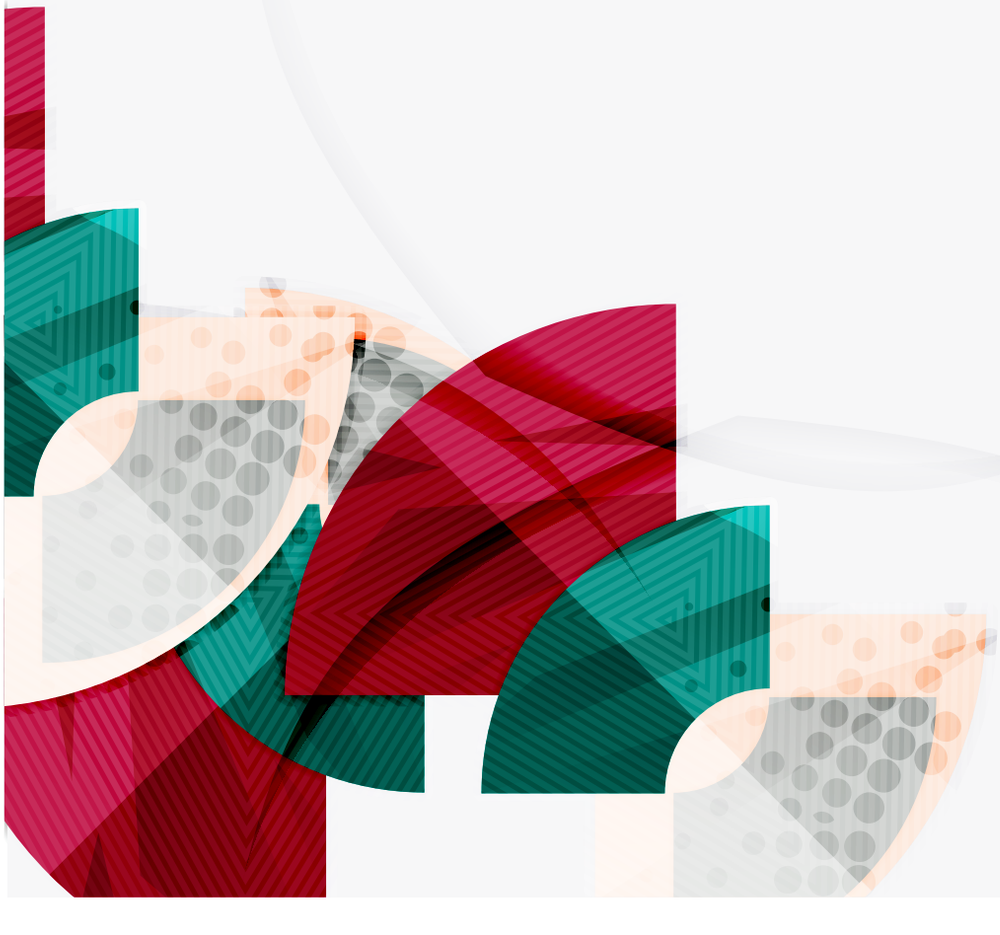
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BRIDGING THE GAP: EQUIPPING GRAPHIC ARTS STUDENTS FOR SUCCESS THROUGH INDUSTRY-RELEVANT DIGITAL PLATFORMS

Penulis:
Dr. Shafilla Subri

In the realm of graphic arts education, the integration of digital platforms plays a crucial role in preparing students for future careers and equipping them with the practical skills and industry relevance required in the ever-evolving graphic arts industry. This article explores how digital platforms mirror professional tools and workflows, providing students with hands-on experience and familiarity with industry-standard software. By working with these platforms, students gain practical skills, develop a deep understanding of professional practices, and become well-prepared for successful careers in the dynamic field of graphic arts.

1. Professional Tools and Workflows:

Digital platforms used in graphic arts education closely align with the tools and workflows employed in the professional industry. Students have the opportunity to work with industry-standard software, such as Adobe Creative Suite (Photoshop, Illustrator, InDesign), CorelDRAW, or Sketch. By using these tools, students become acquainted with the same software used by professional graphic designers, allowing them to navigate the interface, utilize advanced features, and master the techniques required for efficient and effective design work.

2. Hands-on Experience:

Working with industry-relevant digital platforms provides students with hands-on experience that mirrors real-world scenarios. Through practical exercises and assignments, students gain familiarity with the software's capabilities, learn to manipulate design elements and develop the technical skills required for professional graphic design work. This hands-on experience allows students to build confidence, hone their abilities, and understand the nuances of working in a digital environment.

3. Industry Relevance and Current Practices:

Digital platforms utilized in graphic arts education reflect current industry practices and trends. By incorporating these platforms into the curriculum, educators ensure that students are up-to-date with the latest tools, techniques, and design standards employed by professionals. This industry relevance enables students to adapt quickly to industry expectations and align their work with contemporary design aesthetics, ensuring their portfolios and skills remain relevant and marketable.

4. Workflow Simulations:

Digital platforms enable educators to simulate professional workflows, providing students with a realistic understanding of project management, collaboration, and file organization. Through assignments that mimic real-world design projects, students learn how to organize and manage files, collaborate with team members, and follow a structured design process from ideation to final deliverables. This workflow simulation prepares students for the expectations and demands they will encounter in professional design settings.

5. Exposure to Design Industry Practices:

Digital platforms offer students exposure to design industry practices, including file sharing, remote collaboration, and version control. By utilizing cloud-based platforms, students learn how to collaborate effectively with peers, receive feedback from instructors, and share their work seamlessly. These practices mirror the collaborative nature of the design industry and help students develop the necessary communication and project management skills required for success in a team-oriented professional environment.

6. Adaptability and Lifelong Learning:

Working with industry-relevant digital platforms encourages students to embrace adaptability and lifelong learning. The graphic arts industry is constantly evolving, with new tools and technologies emerging regularly. By familiarizing themselves with industry-standard software, students develop the ability to adapt to changing trends and remain receptive to continuous learning. This adaptability prepares them to embrace new technologies, stay ahead of industry shifts, and navigate the challenges that come with an ever-evolving profession.

Conclusion:

Digital platforms used in graphic arts education serve as a bridge between the classroom and the professional graphic arts industry. By mirroring the tools, workflows, and industry practices, these platforms provide students with hands-on experience, industry relevance, and technical skills necessary for success. By working with industry-standard software, students gain practical knowledge, develop a deep understanding of professional practices, and become well-equipped to thrive in the dynamic and competitive world of graphic arts. The integration of digital platforms in graphic arts education ensures that students are prepared for the demands of the graphic arts industry, empowering them to embark on successful careers and embrace lifelong learning in this rapidly evolving field. With their familiarity with industry-relevant digital platforms, students are positioned to make a seamless transition from the classroom to the professional world, equipped with the technical skills, adaptability, and industry relevance needed to thrive in the ever-changing landscape of graphic arts.



Source:
Google Image, https://www.artplacer.com/how-to-get-better-at-drawing-7-tips-to-improve-your-skills/







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