

# **SKILLS 40**

## **JUNIOR Graphic Design Technology**

### Technical Description

# AGENDA

---

- Introduction
- Skill Management Plan
- A Competitor Should Know How
- Test Project
- Specific Rules
- IL & Setup
- Modules Distributed of Mark
- Awarding

## INTRODUCTION

---

**Skills Trade :** 40 – Graphic Design Technology  
**Hosting Venue:** CIAST Shah Alam, Selangor, Malaysia.

**Skills Games Date & Duration:**  
WSM 2021 Junior: TBA (4 Hrs)

### **Organisers Technical Team:**

#### **Chief Expert**

Azizul Mohamad Sam  
(Thebelanda Kreatif)

#### **Deputy Chief Expert**

Hizbullah bin Kampo Radjo  
(Mimos)

# SKILLS MANAGEMENT PLAN

TBA	8.00	9.00	10.00	11.00	12.00	13.00	14.00	15.00	16.00	17.00	18.00	19.00	20.00	21.00
TBA			FAMILIARIZATION DESKTOP / SOFTWARE											
C-1			Introduction SMP/ Experts / Interpreter/ Competitor											
TBA	8.00	9.00	10.00	11.00	12.00	13.00	14.00	15.00	16.00	17.00	18.00	19.00	20.00	21.00
TBA			BRIEFING	COMP DAY 1 (MODULE 1)	BREAK	CONTINUE (MODULE 1)	SUBMISSION							
C1			EXPERT (Time Keeper & Monitor)							EXPERT (Assesment Marking)				

The Test Project (TP) circulated 1 week before competition for training.

However, Chief Expert will change 30% of the Final Test Project.

## A COMPETITOR SHOULD KNOW HOW

---

- How to use and familiar with Adobe Illustrator
- How to use and familiar with Adobe Photoshop
- Sense of Art & Design
- Thinking outside of the box
- How to handle computer (PC / MAC )
- How to create and optimize the graphics
- How to design based on the submitted guidelines and specifications
- What knowledge and skills are necessary for the selection of color, typography, and composition;
- Issues connected with the cognitive, social, cultural, technological, and economic conditions during the designing;
- Principles and methods of graphics adaptation for its use
- Principles of aesthetic and creative designing;
- Modern styles and tendencies in the design.
- Create, use, and optimize the images for designing;
- Analyze the target market and the products promoted with the use of the design;
- Choose the design solution suiting the target market the best;
- Consider each element added to the project during the design development;
- Use all required elements during the design development;
- Consider the existing rules of corporate style;
- Stick to the original concept of the project design and improve its visual attractiveness;
- Turn an idea into an aesthetic and creative design.

# SKILLS SPECIFIC RULES

## TOPIC/TASK

**Communication and contact  
between compatriot Expert,  
Digital Workshop  
Manager/Coach/Teacher &  
Competitor**

## TOPIC/TASK

- No communication between Parents/Coach/Teacher and Competitor all the time unless required.
- No communication during breaks or lunch time between Parents/Coach/Teacher and Competitor
  - If Parents/Coach/Teacher is in the workshop, he/she can communicate with competitor in briefing time only in front of camera but during competitor break and lunch time, they need to stay in front of camera in the workshop.
  - If Coach/Teacher at home, he/she can communicate with competitor in briefing time only using another communication platform (Skype etc.) parallel with Zoom (in mute mode) with screen sharing. Team can use private session rooms inside Zoom for briefing, but in this case, they need to ask SMT to create session room before briefing. SMT to can monitor communication process. This time, competitor can share his screen with his Coach/Teacher, but can't sending file to him/her.
- Competitor cannot be outside the skills game area unless is approved by Chief Expert.

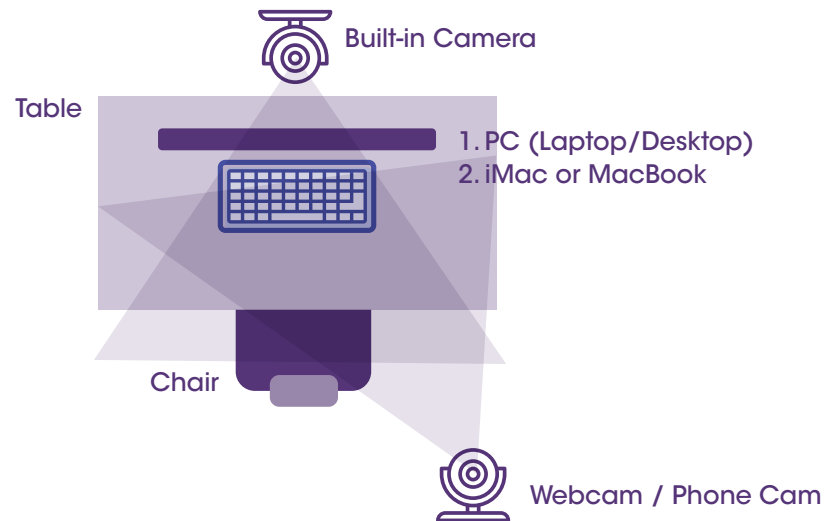
# IL & WORKSTATIONS SETUP

SKILL WORK AREA	CATEGORY	QUANTITY	DESCRIPTION
Competitors Work Area	IT (Equipment)	1 pcs per Competitor	<ul style="list-style-type: none"><li>• Computer</li><li>• Keyboard (QWERTY)</li><li>• Mouse (Wireless/Wired)</li><li>• Network / Internet (Stable internet connection at least 50mb speed of competitor's PC and 2nd cameras)</li><li>• 1pc build-in + 1 web cam (optional use phone)</li></ul>

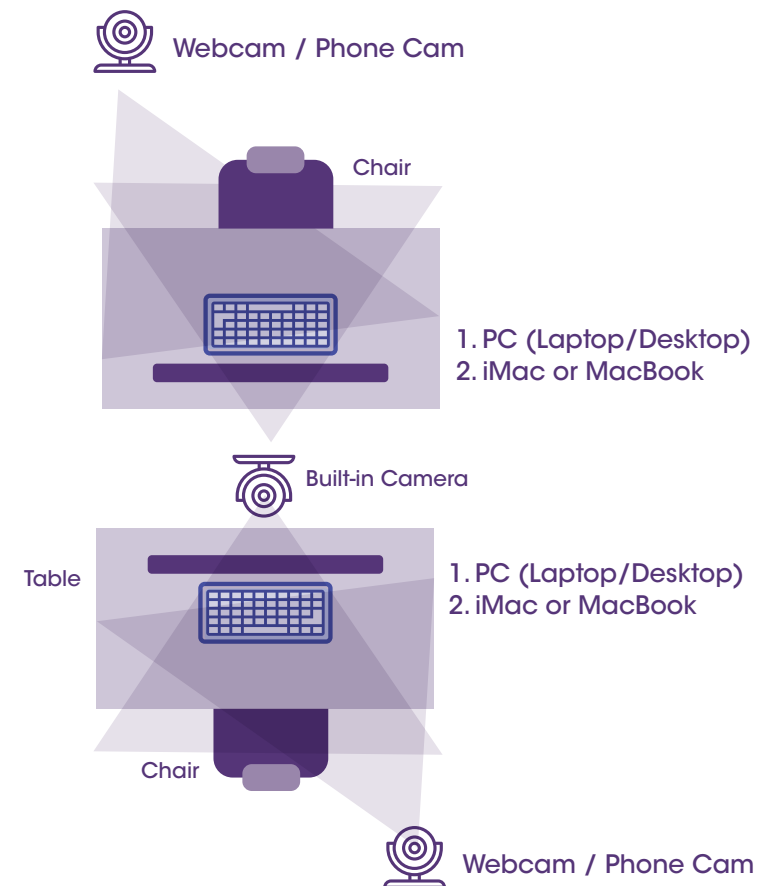
# IL & WORKSTATIONS SETUP

SKILL WORK AREA	CATEGORY	QUANTITY	DESCRIPTION
Competitors	IT (Software)	1 pcs per Competitor	<ul style="list-style-type: none"><li>• Minimum Windows (Desktop or Laptop) or Apple Computer (Macbook or iMac) with standard Work Area specifications of 8 gb RAM</li><li>• ADOBE CS3 or Later (Illustrator / Photoshop)</li><li>• Microsoft Office (doc/docx, xls/xlsx)</li><li>• Acrobat Reader / PDF Viewer</li><li>• Zoom Software for web meetings</li><li>• WinRAR or WinZip, zip etc.</li><li>• 2 Webcam (Built-in &amp; Webcam/Mobile)</li><li>• Tripod for Mobile phone as Webcam</li></ul>

## 1 PERSON SETUP



## 2 PERSON SETUP



## MODULES DISTRIBUTED of MARK

CRITERION	MARKS
Work organization and management <i>(how you organise/manage files in appropriate folders)</i>	10
Communication and interpersonal skills <i>(how you interpret the brief and translate into design)</i>	13
Problem solving <i>(suitability of design requirement to the brief)</i>	12
Innovation, creativity and design <i>(originality, design formation and colour combination/match)</i>	25
Technical aspects and output <i>(Artwork size and other specific requirement as per brief)</i>	40
<b>Total</b>	<b>100</b>

## **NOMINATIONS FOR COMPETITORS**

1. Placement based on overall highest mark;
  - i. Gold
  - ii. Silver
  - iii. Bronze