

The Research on Competency-Based Learning Roadmap for Animation Professionals

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The 21st century is the global market with knowledge and ability competition. The creativity and the technology are the kernel of knowledge economy. In the Taiwan Challenge 2008 - National Development Plan explicitly pointed out the animation is the most potential development one than other contents industries. The professional human resource training especially is important to the animation industry. This article surveys the Taiwan animation industry and its development history. Simultaneously, to identify the factors which Japan and South Korea animation succeeds growth, the workflow and value chain of the animation. The research methodology adopts the animation field experts' dialogue, drawing the learning roadmap which can describe the ability and career property of the animator. To concrete response present animation industry to different person demand types, and its human resource training way, this article provides the strategy reference as the educators to the professional animator training or who are ambitious to the study animation industry with self-learning.

Keywords: digital content, animation industry, computer animation, human resource training, learning roadmap

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