

Signifying The Continuity of Experience in Confronting the Realm of Visual Art

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ABSTRACT

Articles placement on session of Vol. 10. (2022): SPECIAL ISSUE (2022) KUPAS SENI is composed of Twelve (12) educational local institutions. Among the authors are from the Department of Art and Design, Faculty of Arts, Computing and Creative Industries, Sultan Idris University of Education (UPSI), Tanjong Malim, Perak. Secondly (2) Institut Pendidikan Guru Kampus Perempuan Melayu Melaka (IPGKPPM), Jabatan Pendidikan Awal Kanak-kanak, Jalan Durian Daun, Melaka. The third (3) is from the Sekolah Kebangsaan Sri Layang, Genting Highlands, Pahang. The fourth (4) from Akademi Seni Budaya dan Warisan Kebangsaan (ASWARA), Fakulti Pascasiswazah, Kuala Lumpur. The fifth (5) from Akademi Seni Dan Teknologi Kreatif, Universiti Malaysia Sabah, Sabah. The sixth (6) is from the Department of Music and Music Education, Universiti Pendidikan Sultan Idris (UPSI), Tanjong Malim, Perak. The seventh (7) is from the Institut Alam Dan Tamadun Melayu, Universiti Kebangsaan Malaysia (UKM), Bangi, Selangor. The eighth (8) is from the Kolej Kemahiran Tinggi MARA (KKTM) Rembau, Pemas, Negeri Sembilan. The ninth (9) is from the Fakulti Perhutanan Tropika, Universiti Malaysia Sabah (UMS), Sabah. The tenth (10) is from the Fakulti Sains Sosial dan Kemanusiaan, Universiti Malaysia Sabah (UMS), Sabah. The eleventh (11) is from the Department of Creative and Industries, Faculty of Creative Communication and Industries, Tunku Abdul Rahman University College (UTAR), Kuala Lumpur. The final institution is from the Department of Fine Art, Faculty of Art Design, Universiti Teknologi Mara (UiTM) Perak Branch, Perak.

Keyword: 3D Malay's Art, Brainiac Quantum Leap (BQL), Digital Trace, Cubism Picasso, "Ugam" (Mats), Digital Audio Workstation (DAW), 21st Gen Z Art, DDR Koin-Art, Baju Kurung, Collaborative-Constructivist Approach, Earthenware Lapohan, Visual Diary, Metaphorical Subject

BACKGROUND

The article that was specified and meet for Vol. 10, (2022): SPECIAL ISSUE represents thirteen (13) study topics namely as The 3-Dimensional Design in Traditional Malay's Art by Abindinhazir@Abd.Rashid, Hashim, Hoi Yeh and Mohd Nor (2022). The second (2) article is Brianiac Quantum Leap (BQL) Application to Improve Preschool Children's English Competence

Through Exploration of Art and Aesthetics by Usop, Mohd Noor, Rosli, Ab Halim and Jasneh (2022). The third (3) article is mentioned to the Improving drawing skills among year 6 SK Sri Layang visual arts students by using led trace method by Mohd Yusoff (2022). The fourth (4) article is contribution of Cubism Picasso by Husein, Ismail and Md. Akin (2022). The fifth (5) article is challenges faced by Aesthetic and Meaning of the Lun Bawang Ugam (Mats) Motifs by Suut, Ibrahim and Sahibil (2022). The sixth (6) article the associating to the sharing of matters Digital Audio Workstation (DAW) as a Platform of Creative Musical Performance Experience by Uyub (2022). The seventh (7) article states concerning 21st Generation International Art Exhibition: Ministry Support and Work Tendency of Generation Z by Mohd Nor, Yoke Seng and Hoi Yeh (2022). The eighth (8) article the explain issues to Design and Development Research (DDR) Approaches in the Development of Koin-Art Cooperative Learning Model for Student of Inclusive Education Program by Mariappan, Khairani and Chanthiran (2022). The ninth (9) article is mentioned to the Design and art elements of the baju kurung malay community by Aman, Ahmad Zakaria and Ramli (2022). The tenth (10) article is contribution Need Analysis of a Collaborative-Constructivist Approach in Primary School Visual Arts Education by Lee, Mohd Nor and Wong (2022). The eleventh (11) article the The Characteristics of Selakan Island Earthenware in the Production of Lapohan by Bebit, Awang Besar@Rafee, Jemon and Supriyono (2022). The twelfth (12) article is about the Visual Diary as a tool for Idea Generation for Graphic Design Study Program by Sim (2022). The final article is with respect to the Relativity of Metaphorical Subject with Symbolic Meanings in the Production of Visual Arts by Wan Mohd Apandi, Taharuddin and Ramli (2022).

ARTICLE DISTRIBUTION

Abindinhazir@Abd.Rashid, Hashim, Hoi Yeh and Mohd Nor (2022) have disclosed that the purpose of their article is to analyse how sculpture has evolved within Malaysia's historical and cultural context. The nation has gone through several stages while developing 3-dimensional art design. The issues pertaining to the countless political, religious, and social transformations that have existed from antiquity. The post-independence era and colonialism are other topics that still have an impact today. This linkage ties together historical, phenomenal, and cultural elements in the development of sculpture. the examination of colonial art, culture, and literature from the Islamic, Western, and Hindu centuries. Its progress is based on a historical timeline that injects innovation and fresh ideas into traditional Malay art's 3-dimensional design.

In addition, Usop, Mohd Noor, Rosli, Ab Halim and Jasneh (2022) Having had research done on them regarding the scope and content of Brianiac Quantum Leap's effectiveness (BQL). They investigate how exposing children to creative and aesthetic exploration can help them become more fluent in their language. BQL is a material that was created both manually and digitally using various physical and mental components. the development of young children's intuitive imagination through art-making and educational activities. The National Preschool Standard Curriculum (KSPK) calls for activities that are pleasant, creative, and give kids experiences through knowledge of the Pillars of Physical Development and Aesthetics. Brainiac Quantum Leap (BQL) has been developed in response to these calls. As a consequence, this study also explores several facets of the idea of art education with the use of digital tools in instructors' teaching and learning processes. To gather solid data for improvement, this material was tested on three preschool teachers from different organisations. Five preschoolers who were chosen from a

variety of agencies were the subject of the study. In order to collect data for this study, a non-random sampling approach of a particular sampling type (purposive sampling) is used. Qualitative study data were gathered through observations, records, and interviews. The findings demonstrate that children's inspiring performances have a favourable effect on their ability to learn creative aspects through the application of technology. This important study aids in the delivery of art education instruction by teachers based on 21st century learning and the present pandemic condition. According to the study's analysis, 90% of respondents exhibited positive behaviour toward the application of BQL to the field of early childhood education, with a focus on raising awareness of art and aesthetics to the highest possible degree.

Moreover, Mohd Yusoff (2022) shared the developed to assess whether using the "LED Trace" method to help students of visual arts topics develop their drawing abilities is helpful. Students in class 6 at Excellent SK Sri Layang in the Genting Highlands participated in this study. A total of 23 students participated in the project to assist researchers in gathering qualitative and quantitative data utilising a variety of instruments, including pre-test, post-test, assignment document analysis, and questionnaires. To characterise the data that were gathered, data analysis was done using the descriptive analysis method. As a result of the deployment of the "LED Trace" technology, the study's findings indicated that student achievement had increased. Incorporating group activities and peer coaching into this strategy is thought to assist pupils develop their skills. The usage of the "LED Trace" method was investigated as a novel intervention in an effort to enhance student skill acquisition and mastery in the study of Visual Arts in particular.

Therefore, Husein, Ismail and Md. Akin (2022) have experienced about the When Shaun McNiff's Art-Based Research approach is used, based on the content, there are six distinct categories of human nature, place, mood and mood, satire, scientific and educational concept. Picasso's cube art exhibits his artist's distinctive style. There are many study disciplines with fundamental elements of Catalan art, therefore Shaun McNiff's Art-Based Research, which demonstrates the theoretical foundations and ideas of the research, is significant. Additionally, it streamlines the research process and speeds up and improves the accuracy of the finding. The nine questions that form the basis of the study of Picasso's cube theory include: what are the distinctive features of the work, what are the names of the features, what are the features of it, how it was created by Picasso, and what the researcher's reasoning was; why is it the benchmark for the existence of the value of the flow of cubism; why is it the work's greatest strength; what are the supporting features in the work; and why is Picasso's cube classified. Picasso's timeless body of work and body of ideas are discovered through Shaun McNiff's art-based research and are examined alongside modern art.

Subsequently, Suut, Ibrahim and Sahibil (2022) have shared One of the oldest Lun Bawang traditional skills that has been passed down from ancestors to current generations is the weaving of Mats "Ugam." The Lun Bawang produces a variety of mats with names derived from the materials they use. There is rattan, layun, bulu, sier, and bebelit mats among others. Mats serve a variety of purposes among the Lun Bawang. This study is centred on the motifs and patterns that could be seen on the mats, which were extra features that made them more eye-catching and vibrant. Lawas, Sarawak, was the site of this study. Field research was used for this study. The methods used to obtain the data were observation, interviewing, and book reviews. The idea served as the foundation for this investigation. This concept is frequently used in studies of works of art. The study defines the aesthetics and significance of motifs. According to the research, there are nine different sorts of motifs on Lun Bawang mats. The settings, geometric shapes, and manufactured objects served as inspiration for the motifs. Through the analysis of its structures,

principles, and art-related elements, the motif's aesthetic was determined. The majority of themes were set up in translation, symmetry, variety, and harmony. The motifs have various connotations that might be connected to Lun Bawang cultures, daily routines, and beliefs in animism.

Besides, Uyub (2022) have shared The regular use of technology appears to have an impact on and surround the future of global development. According to data compiled 3 billion smartphones and other electronic devices in use worldwide, and there are currently 4.80 billion internet users. They can all agree without a doubt that technology has evolved into a "necessity" for all industries. The application of technology is now beginning to have an impact on the creative and educational sectors, which still rely on verbal communication and the "human touch." The culture also developed as the world started to change. Due to the COVID 19 pandemic, particularly in Malaysia, the current state of art and education has changed, and technology-based practises are now urgently needed in order to exercise social distance. The use of digital audio workstations (DAWs) as a platform for musical creativity in education and the creative process will be examined in this study.

On the other hand, Mohd Nor, Yoke Seng and Hoi Yeh (2022) have stressed The study analyzes the Generasi 21 International Art Exhibition, a Katarsis Seni endeavour. It is designed for the Z generation, which comprises of youths between the ages of 13 and 21. The programme, which involves participation from all across the world, intends to guarantee the continuance of art education so that generation Z can create its identity in the future. The aim of this study is to examine the promotion of teen art activities by the Malaysian Ministry of Education (MOE) and the Ministry of Tourism, Arts and Culture (MOTAC), as well as the prevalence of artwork produced by generation Z teenagers during the epidemic season. A qualitative approach to interviewing and document analysis is used in the study. The research revealed that the MOE did not encourage youth involvement because of the current circumstances, whereas MOTAC fully supported youth organisation and participation by offering venue services, industry knowledge, and exhibition consultation to the organisers. Participating in the arts receives a very muted response. On the other side, teenagers produce excellent art. To find and develop young people's artistic potential, government support is essential for exhibition activities. Teenagers can use the artwork in this exhibition to demonstrate the degree of substance and the connection between the work and social, cultural, and educational aspects.

Presenting by Mariappan, Khairani and Chanthiran (2022) due to following the direction of Since teachers have a direct impact on how students learn and are responsible for their well-being, they are seen as having the greatest influence on the development of educational policy. In order to ensure the wellness of all students in this respect and to encourage the inclusion of special needs children into the Inclusive Education Program (IEP), teachers should take an active and effective role. One way to satisfy students' needs for better understanding the topic's curriculum and even raising their enthusiasm and interest in the subject is to use a variety of teaching techniques. A 21st-century learning approach that prioritises critical and creative thinking is cooperative learning. It improves learning for all students and has become one of the most fundamental teaching methods for advancing inclusive education. The purpose of this work is to develop a learning model for secondary school students studying visual art using a cooperative learning approach. In order to analyse the needs for this study, a Design and Develop Research methodology was employed, along with interviewing methods and document analysis. The researcher will use the Fuzzy Delphi Method (FDM) and Interpretive Structural Modeling during the design and development phase (ISM). Finally, the interview method will be employed throughout the usability evaluation phase. Because it will help these kids pursue it as a professional

route and as a springboard to a future as a "artist," the value of the Visual Art Education subject in supporting special-needs students should be emphasised and given more serious attention.

Due to responding in accordance with the strategy of Aman, Ahmad Zakaria and Ramli (2022), In concept, the baju kurung is a highly beautiful traditional dress of the Malay world that has been made for generations by the Malay population in accordance with Islamic beliefs and practises. The shirt that goes with the "kain ombak beralun" is cut from a piece of fabric and then is assembled from numerous pieces of fabric that are cut in a geometric shape, creating a lovely and distinctive pattern of a pair of traditional Malay clothing. Each line that makes up the Baju Kurung will be studied using a qualitative methodology, and each one will be observed in relation to the principles of design and aesthetics. According to the components present in the traditional clothing items, this study will interpret the five connected elements used in the production of Baju Kurung clothing. The study of design and artistic components, such as lines, forms, shapes, textures, and colours, is limited to the application of these elements to baju kurung. Interpretation of the values and functions found in the Baju Kurung is based on the findings of this data.

According to Lee, Mohd Nor and Wong (2022), their study describes Focusing on information, communication, and multimedia technology is popular and useful in the field of education as a straightforward tool in learning and facilitation as well as building an online learning environment. This dynamic movement from traditional teacher-centered learning to student-centered learning altered the paradigm of education, cognitive processes, learning, and pedagogy. In order to develop learning that stresses a collaborative-constructivist approach in Visual Arts Education in elementary schools, the study attempts to analyse the teaching and learning demands. The field study design used in this investigation included 10 respondents who were chosen by purposive sampling. Studies on needs are a component of the process of developing and designing models. Before the model is constructed with the intention of determining the probability of difficulties, the needs analysis phase, which is the initial step of the study, entails the process of collecting data through in-depth interviews and document analysis. The results indicate that collaborative-constructivist learning models and modules should be created in order to improve the standard of teaching and learning advancement in visual arts education. The findings have implications for designing and creating learning modules and models during the following stage of development.

Portraying by Bebit, Awang Besar@Rafee, Jemon and Supriyono (2022) due to caring the The traditional ceramic industry in Malaysia has been deteriorating both in terms of its physical presence and its operational status. This study was done to look into the distinctiveness and calibre of the earthenware clay discovered on Selakan Island as it is the only one of its kind currently in operation in Sabah. The level of soil shrinkage and the type of soil contained in the Lapohan clay product are described in this paper (the Lapohan was produced by mixing sand and seawater). Both the outcomes of the laboratory tests and technical features of ceramics are examined. The results of the laboratory test include information on the amount of organic and natural mineral matter and soil moisture percentage. Additionally, the results were contrasted with those of an earthenware ceramic sample that had undergone a 1200°C fire. This essay comes to the conclusion that the island community exhibits innovation by creating high-quality traditional ceramic objects utilising solely local natural resources.

On the other point, Sim (2022) have to highlight the The purpose of the study, according to the article, is to investigate visual diaries as a tool that enables students to express their many forms of creativity and their capacity for coming up with ideas. As part of the creative arts education, this instrument has been incorporated into the tasks and projects of the chosen students.

Many of them received instruction in sketching, doodling, and trying out various drawing methods. However, a lot of them struggle with a lack of information and comprehension during the brainstorming process. From a pool of 35 students in the graphic design programme, 35 visual diaries in all were chosen. 35 (N=35) students who were enrolled in the first year of the graphic design programme to pursue the visual communication module served as the study's samples. The study was carried out at the researcher's university, a private college in Kuala Lumpur. An evaluation rubric, specifically the IDEO assessment, served as the primary method for data collecting. Using descriptive statistics, the IDEO assessment's quantitative data was examined. From the results, it can be inferred that students have demonstrated a greater understanding of the design process through the use of the visual diary, and that further efforts should be made to enhance, develop, and explore ideas for using the visual diary as an instructional tool for the students' projects and assignments.

Conclusively, Wan Mohd Apandi, Taharuddin and Ramli (2022) have issues about In order to convey concepts and current situations in modern art, artists frequently use metaphors in the creation of their works. As a technique for signified representation, metaphor can be used to clarify and visualise a meaning for an artwork in a clear, concise, and understandable manner. It works well for creatively and narratively presenting ideas. For a more critical analysis to be possible, the use of metaphor as a tool must always run concurrent with the subject chosen and the desired meaning. Any artist using such a technique should always be concise in how they use it and how they execute their objects.

CONCLUSION

Abindinhazir@Abd.Rashid et al. (2022) believe that All societies have sculpture, which can be seen as a representation of beliefs, a social institution that serves human aesthetic interests and requirements, or a means for people to express their creativity and feelings toward their social contexts and life experiences. Each person has their own priorities and functions based on their intellectual qualities. The sculpture shows religion as a complicated system of practises, rituals, and creeds in the framework of believing. It is the unchangeable, essential dogma of the faith, and is its only property. Situational, geographic, and temporal considerations have no impact on the religious sculpture. Change is only minimally feasible and only achievable in terms of representational, material, and technical techniques; conceptions, purposes, and beliefs cannot be changed. It will continue to be elevated to the status of the highest thing in that religion and society. The sculpture's focus is on aesthetic requirements that depend on the underlying principles of human creativity in the context of community. The creation of items assists to preserve and pass on the harmony of the established social value system. Western scholars classify native art, folk art, and traditional art under this category because of their constraints in terms of geographical and racial locales. Its typical creator is referred to as a carver or craftsman (craftsman). The inclusion of this category of art sparks debate among critics, historians, writers, artists, and cultural specialists. In the context of artistic expression, sculpture serves as a representation of ideas, occasions, aptitudes, and educational backgrounds. The creation of sculptures is an expression of thoughts or opinions on more general themes, such as politics, religion, economy, and social trends. The integration of external cultural and environmental factors is made possible by this individuality's open-mindedness. The individual who produces it is known as a sculptor or artist. Modern and contemporary terms are often labelled on the works produced.

According to Usop et al. (2022) have shown that Being proficient in the English language is stressed from the very beginning of a child's education because it is essential in the age of globalisation. The 4.0 industry revolution and the current precarious scenario make ICT-based learning (ICT) and 21st century learning approaches crucial and pertinent. In order for education to adapt to these changes and raise standards, teachers must possess in-depth understanding of how to cope with these challenges and issues. The usage of both manual and digital resources together substantially aids teachers and parents in helping kids learn English in a fun and comfortable way. The use of BQL helps students become more proficient in English vocabulary and to use it in a natural and relaxed way. Additionally, this programme raises pupils' levels of desire and enthusiasm for learning. Students' cognitive abilities can best be improved by this active involvement. BQL is one of the guidelines or idea triggers that educators can use to broaden the range of activities and foster greater creativity in early childhood instruction. This information can also serve as a benchmark for teachers and students using technology in PdP. Teachers and educators can also apply the idea presented in this material to address the issue of low interest and weak English language competency among all Malaysian pupils.

On the other hand, Mohd Yusoff (2022) have shown the thought that research would aid students in improving their sketching abilities. This study is anticipated to stimulate more research into simpler and more effective techniques to develop students' sketching abilities while also pique their interest in the field of visual arts education.

Furthermore, Husein et al. (2022) conclude their aims to consider the Examining Pablo Picasso's cubism paintings using the six principles of Picasso's style conceptual framework revealed (1) visible and invisible elements in paintings are marked by high-adjusted thinking; (2) element creation techniques in paintings are more creative; (3) geometric elements are more complex in terms of form (form); (4) the expansion of meaning based on more artistic works of cubism; (5) change after change in paintings stands out; and (6) there are six principles. These two items are related in that the meaning of cubism can be discerned and understood by looking beyond the visible features of shapes, geometric lines, and cubes to forms found in technological devices, such as telecommunications equipment. The Umayyad caliphs were the first Muslim rulers who were connciassseurs of the art of painting. The wall of the Umayyad desert palaces like Qusayr 'Amra were decorated with paintings, for example, of six ancient kings vanquished by Islam, of women, and of the Zodiac signs. If only to refer to the geometric lines that exist in the paintings of cubism, Islamic art that exists in buildings since the 8th century. This style of Islamic art was practised earlier, as evidenced by the 14th-century embroidery on a silk textile in with geometric lines as its design. Recording the painting's creation date becomes merely a technical exercise, but the features of the work, including its visual components as well as its philosophical and abstract components, remain the same (evergreen). It was discovered that the structure depicted in Picasso's early 20th-century cubic paintings was newly constructed in the twenty-first century. Picasso's paintings from the early 20th century, which depict human behaviour, culture, and thought patterns, are considered to be representative of 21st-century attitudes and thought patterns, such as respect for art, the function of paint, the artist's process of creating works, and the outward appearance of paintings in art transactions. Painting has evolved into a mirror for people to see how their conditions of living and mental patterns appear. Sociological researchers have found that visual artists have become recorders of reality and have used philosophical and educational aspects to enhance people's spirituality. Picasso's cubism paintings' seven points of interaction with modern art serve as a strong basis that will allow cubism to remain relevant and be produced by artists into the future. Because of the high knowledge content in the paint and how it can help

people think more clearly, cubism is seen as being advantageous to people in the past, present, and future. As a result, many difficulties in life can be resolved and burdens can be lightened.

Likewise, Suut et al. (2022) achieve their purposes to evaluate the The aesthetic of the Lun Bawang community mat is demonstrated by the appearance of motifs drawn from nature, including phyllomorph, zoomorph, cosmos, geometry, and man-made artefacts. The creation of motifs also demonstrates the utilisation of creative components such a variety of lines, forms, and colours. The design approach is famous for the fact that the majority of motifs are developed in a symmetrical, translational, and repeated manner. The mat motifs also have significance in relation to the customs and beliefs of Lun Bawang communal life. The making of Lun Bawang community mat motifs involves the usage of 9 different types of motifs.

In addition, Uyub (2022) have stressed the cooperation of DAW has a number of advantages and crucial components that can assist the art and educational sectors. Based on the capabilities offered, users can experiment with different methods of developing and structuring their music. As a result, it offers the music industry new musical qualities and timbres, which indirectly expands the listening population. Indirectly motivating students to continue producing high-quality music and preparing them for the industry, it also helps them experience the recording process. In addition, such a strategy is consistent with Malaysia's Industrial Revolution 4.0 goals and has the potential to be the most significant method used in music instruction in the future. With such DAW usage, the public can be exposed to a wider range of original and innovative musical works. Along with giving students more opportunities to express and grow their creativity, the use of DAWs in the music education system allows for more authentic sound and clarity when compared to built-in audio recording software and web conferences, making it easier for ensemble and individual classes to practise.

According to Mohd Nor et al. (2022), researchers discussed this topic, adolescents are a flexible group that requires community support and referrals. The teen's preferences rely on his current living circumstances. Therefore, even in the midst of a pandemic crisis, these teenagers should be encouraged to engage in active activities. Covid cannot currently be viewed as a problem because it is a statement that the community must deal with. The issue is how the community wants to assume this duty in order to eliminate future management issues and bureaucracy barriers to the continued learning of our country. It fits with the state's demand for educational change during the COVID season. As a result, whether on the side of management, implementers, parents, or students, everything needs to alter in accordance with the call. This is due to the vital roles that the government, society, parents, and teachers play in helping teenagers develop their creativity and artistic lives. Education should be the answer to the issues that society faces and the engine that creates a mature, cohesive, and competitive society. In order to create a generation that is literate in arts and culture for the benefit of Malaysian civilization in the future, the community and the ministry must collaborate to jointly promote the fields of arts and education. In fact, these events serve as a framework for adults to pass the torch to the next generation of artists, who will alter the arts in the future.

Mariappan et al. (2022) have emphasised that this article's contribution is to broaden the model's potential for helping teachers conduct cooperative learning for SEN students, IEP students, and mainstream students so that they can work together and achieve the best learning outcomes possible. VAE is a topic that gives pupils the chance to discover their talents and interests. Because it will enable these children to pursue it as a career path after school and as a springboard to one as a "artist," awareness of the value of VAE subjects in supporting IEP students has to be reinforced and given more serious focus. Through this study, it is hoped that schools would have a better

understanding of the IEP, students with learning disabilities in normal classrooms, teachers who instruct SEN kids in IEP, and how to more efficiently and sympathetically manage all components of the IEP. Since teachers are the ones who direct teaching and learning activities in the classroom, this study can expose teachers in mainstream schools, particularly VAE teachers, to ways they can strengthen the weaknesses, flaws, defects, or strengths, and effectiveness of their teaching and learning in the setting. In order to support IEP kids to learn and work with other students in the learning process in the classroom in accordance with their abilities, this research is expected to provide information to VAE teachers or other topic teachers.

On the other hand, Aman et al. (2022) have stressed that the importance to Baju Kurung which has been inspired by the Malay community for centuries has elements of design and art in the production of this traditional dress. The clothing of the Malay community is not created carelessly but adheres to some customary principles in life. Each combination leaves its stamp on the high civilization of the Malay culture, from the line's tip to its shape to its appearance, shape, texture, and colour. Along with this, there are Malay cultural norms that place a strong emphasis on good manners and the practise of Islam as a way of life. This has a strong resemblance to the Baju Kurung made by the Malay minority. The Baju Kurung enrichment style is straightforward yet full in terms of its significance and purpose in the Malay culture, which places a high importance on respect for human decency. This classic shirt design can be made with a minimum of designs and loaded lines. A whole garment design with high value to humans can be created with just a few lines put together. The value and purpose of the Baju Kurung supplement are increased by other matches on the shirt in addition to the combination of various lines that create the look, form, and texture. The Malay community's clothing style is complete because it combines various different clothing types. Every design feature, colour, and structure a set of Malay values that the younger generation ought to learn and uphold.

Reflecting by Lee et al. (2022) have highlighted the resource of raising the comprehension needs analysis studies to involve the process of acquiring information about the study's context and circumstance from teachers to examine in-depth the issues experienced by the current target users of the module (teachers and students). In the context of this study, researchers gathered data on the present state and constraints in the teaching and learning process in Visual Arts Education in primary schools in terms of teaching strategies, scope and use of online PdP materials, and PdP needs based on a collaborative-constructivist approach to move on to the next phase of producing models that are capable of resolving teachers' current problems. The needs analysis revealed that new components should be included in the proposed model to make PdP PSV a more efficient and high-quality learning model based on a collaborative-constructivist method based on interdisciplinary-based arts education. The study's findings demonstrate that the majority of instructors concur on the value of a collaborative-constructivist approach that incorporates technology and the advantages of this method for pupils in elementary schools. To increase the visual arts abilities of primary school pupils, teachers were found to infrequently use a collaborative-constructivist approach in the development and implementation of PdP. When planning and creating PdP materials for PSV subjects, instructors do not prioritise collaborative and constructivist techniques, according to the study's findings, which also indicate that less technology help is used to improve PdP resources. As a result, most students struggle to comprehend the teacher's online approach, especially when it comes to practical tasks. They seldom ever employ electronic resources in PdP because of factors such as a lack of resources for online PSV courses, a lack of skills and knowledge, the repetition and inconsistency of most online material and resources, planning requirements, and time restraints.

Bebit et al. (2022) made a point of highlighting the usage of natural materials when describing the Lapohan pottery goods. Beginning with the local knowledge of the community impacting the physical qualities of the ceramic products, the island's earthenware was classified according to scientific results tested in a laboratory. As a result, this amply demonstrates the various uses and effects that the combination of earthenware and sand, which has a distinctiveness from its mineral feature, may produce. Without the aid of cutting-edge science or technology, this study was able to successfully defend the distinctiveness of the clay combination created by the Bajau community on the island. This effectively demonstrates that the community was able to obtain this special formula for the goal of creating high-quality goods that are significant in their daily lives.

Sim (2022) has emphasised the need of describing the primary impact of this research in establishing and supporting the idea that a visual diary is useful. It is a great resource for the local tertiary art and graphic design program's concept generation. Students can better comprehend the experimental and developmental phases of idea generation thanks to the visual diary. The results of this study clearly demonstrate the viability of using the visual diary as a structural, transdisciplinary, and multidimensional educational tool. Additionally, prior research showed that the use of a visual diary can be linked to any training programme for activities and assignments for schools. This study also highlights the value of keeping a visual journal. It can be employed in the imaginative planned process as stated by students and designers in the classrooms for creative practise. The findings of this study suggest that pupils in the creative arts program's foundation year. Due to a lack of understanding and experience with design activities, people frequently struggle to convey their ideas or produce many thoughts throughout the design thinking process. As a result, it is crucial that the tertiary level creative arts universities, in particular the foundation year instructors. With the use of the visual journal as a successful methodology in both art and design programmes, teachers should be aware of this circumstance and assist students in learning to produce and develop different ideas. In the creative arts sector, the core activity of idea production has traditionally been linked to the ideation process. It covers everything from product design to the worlds of architecture, fashion, advertising, and graphic design. It is one of the primary components of education in art and design. The IDEO evaluation methodology has given students the chance to exercise more critical and creative thinking, which has improved their capacity to use their imagination more freely, develop effective communication skills, and make wise decisions. The research has also demonstrated how the IDEO assessment approach has significantly enhanced students' learning processes and raised their academic accomplishment. In the fields of art education and education, student achievement has been particularly crucial. they develop their skills and get ready for adulthood. Through classroom learning activities, students would be actively processing information. By seeing connections between the concepts they were taught and being able to relate new concepts to prior knowledge, they have been able to come to a tangible comprehension. Thus, through fostering their imagination, students have the chance to engage in a higher degree of creative and critical thinking when the visual journal is used in conjunction with the IDEO evaluation approach. It is a useful tool for the professor to use to help the students grow or improve their cognitive skills. The graphic design and creative arts programme was determined to have a strong strategic component.

Nevertheless, Wan Mohd Apandi and others (2022) had the same opinion. Through the use of metaphors in their different works, artists' involvement in Malaysian contemporary art might be clearly and succinctly shown. The selection of topics may demonstrate a favourable knowledge of the symbolic significance and messages that they aim to convey. Researchers could more

accurately understand their works and their choice to include metaphorical aspects by closely examining these metaphors. The choice and application of the appropriate metaphors, as well as their further arrangement to fit a particular storytelling narrative that is consistent with the intention of the artwork, are totally up to the artists.

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