Department of Fashion Technology and Home Science

B.Voc Fashion Technology and Garment Designing

Programme Outcomes

The B.Voc Programme is focused on to provide universities and colleges undergraduate studies which would also incorporate specific job roles based on general education. This would enable the graduates completing B.Voc. to make a meaningful participation in accelerating India's economy by gaining appropriate employment, becoming entrepreneurs and creating appropriate knowledge.

Specific Outcomes

Bachelor of Vocation (B.Voc.) Degree in Fashion Designing will acquaint students with the relevant technical expertise to step into a professional world, in skills like drawing, draping, pattern making, sewing, haute couture along with training in production.

The programme establishes strong technical skills required to work as an innovative practicing fashion designer. Students also develop the required technical skills in custom and commercial quality garment construction as well as pattern making both manually and using computer-based design.

Course Outcomes

1. **Personality development and Communication skills** Communication skills impact our ability to persuade people – to enroll people in our ideas, our visions, and our visions. This has a huge impact on how effective we are and the outcomes we experience in life. Listening is also crucial for effectiveness – particularly in sales or leadership roles.
2. **Basic computer skills/ Computer Aided Fashion Design** CAD allows designers to view designs of clothing on virtual models and in various colors and shapes, thus saving time by requiring fewer adjustments of prototypes and samples later. Software can help students draw, create woven textures, drape models to create patterns, adjust sizes and even determine fabric colors.
3. **Concept of fashion** Explain the meaning and definition of Fashion. Describe the Terminologies of Fashion. Explain the fashion terms and their meaning. Enumerate the skills required for leather footwear. Explain the meaning and significance of Eyelets and Shoe Lacing System. Explain the fashion terms and their meaning. Describe the technology for modify of Fashion Style
4. **Textile Science -** To develop an understanding of textiles materials i.e. fibre, yarns, fabrics and their manufacturing process. To understand the suitability of different fabrics and their end use. To introduce the basic scientific concepts related to processing and production of textiles.
5. **Pattern making and construction** making basic adaptations to a pattern to accommodate the key measurements. Interpreting pattern symbols and using a patterns guide sheet to correctly place pattern pieces to suit material width and type. Developing a construction plan, using appropriate language, symbols and diagrams.

6. **Design Illustration** Present fashion and textiles design work and effectively utilize various visual platforms. Creatively problem solves approaches to fashion and textile design practices through illustration processes. Develop an original aesthetic sensibility to

   illustration and visual presentation. Demonstrate a capacity to use creative approaches to technology based activities for presentation and generation of fashion and textiles design work. Develop appropriate technical skills for both digital and hand illustration techniques.

7. **Garment Quality and cost control** In the subject, students learn about quality control system to maximise the production of goods within the specified requirements, doing so the first attempt. To achieve an acceptable level of satisfaction quality control is important for Design quality Stylistic approach.

8 **Indian Traditional Textiles -** Be able to appreciate traditional textiles of India and their material, colours, texture and motifs. To be able to identify and appreciate various Indian traditional crafts /garments and accessories. To understand the importance of textile crafts with the historical perspective, the impact of modernization. To be able to apply Indian traditional designs and motifs for contemporary designs. To be able to identify traditional Indian textiles and their product diversification in the local markets.

9. **Principles of marketing** This course provides students with an overview of the marketing function with an emphasis on creating value through marketing, market research, consumer behavior, pricing strategies, marketing channels, and various methods of promotion.

10. **Garment Production Management** Provide basic infrastructure and guidance to support and enhance quality in the textile industry.

11. **History of Indian costumes** To gain knowledge of the significant development in production of textiles in the world. To assess similarities and dissimilarities in different civilizations in terms of production, Ornamentation and usage. To acquaint students with the prevailing designs of costumes worn by people of different countries during different periods.

12. **Fashion Marketing** Fashion Marketing aims at giving in-depth knowledge to the individual about the most important aspects of retail fashion industry which includes marketing management and merchandising. The programme offers intensive studies about brand building, brand marketing, customer relationship management, digital fashion marketing, consumer behavior, new approach to retailing and faster and innovative marketing strategies build the current thinking and the latest development in the field.

13. **Draping Methods** forms the design on the model. fixes the details in accordance with the needs of the draping method.

14. **Fashion Show -** Organizes the design process according to the collection.

Determines the collection theme.

Draws sketches for the collection.

Designs pieces composing the collection.

Decides main material of the collection.

Establishes relationship between material and product.

M.Sc. Fashion Technology

Programme Outcomes

To promote an understanding of Fashion and Textile Designing with current needs of fashion, contractual furnishings, home textiles, and the business textile products. To provide hands-on experience using a set of complex technologies found in industry today to build prototypical solutions to solve current needs. To provide experience in responding to market opportunities with creative and innovative products that integrate a set of academic disciplines such as textile materials, design Fundamentals, business fundamentals, sourcing, data mining of market information, and new developments in material science and engineering. To create an educational environment that approximates the actual conditions in industry by building studios and workshops containing state-of-the-art systems, resources, technologies and a community of creativity and innovation. To develop strong multi-functional teamwork and communication skills using visual and verbal Presentation assignments and interfaces with practitioners in design community and the industry.

Course Outcomes

1. **Textiles Science (T) -** To develop an understanding of textiles materials i.e. fibre, yarns, fabrics and their manufacturing process. To understand the suitability of different fabrics and their end use. To introduce the basic scientific concepts related to processing and production of textiles.

2. **Indian Traditional Textiles (T) -** Be able to appreciate traditional textiles of India and their material, colours, texture and motifs. To be able to identify and appreciate various Indian traditional crafts /garments and accessories. To understand the importance of textile crafts with the historical perspective, the impact of modernization. To be able to apply Indian traditional designs and motifs for contemporary designs. To be able to identify traditional Indian textiles and their product diversification in the local markets.

3. **Communications Skills (T) -** Students will develop knowledge, skills, and judgment around human communication that facilitate their ability to work collaboratively withothers. Such skills could include communication competencies such as managing conflict, understanding small group processes, active listening, appropriate self- disclosure, etc.

4. **Fashion Illustration (P) -** Present fashion and textiles design work and effectively utilize various visual platforms. Creatively problem solves approaches to fashion and textile design practices through illustration processes. Develop an original aesthetic sensibility

5. **Research Methodology (T) -** Research methodologies in education, both qualitative and quantitative. The subject introduces students to contemporary perspectives in educational research, and in particular focuses on developing a range of skills involved in formulating a research proposal; including framing research questions, reviewing the literature and choosing appropriate methodologies for different types of study.

6. **Computer aided Fashion (P)** – The garment industry is rapidly growing with new concepts for keeping fashion business alive. To survive in the fashion industry new innovations are necessary for a while. In order to meet the demands for the market, a computer-aided design (CAD) system gives opportunity for mass customization in fashion. The system enables to create more styles, random changes, make new design, dimension of collection, pattern generation, graded size pattern, marker creation and fabric cutting. By integrating the system with the processes of garment sewing, test of fit and final adjustment, mass customization can be realized in the apparel industry. For the manufacturers, the efficiency of the supply chain can be improved by reducing human efforts, costs, and production time. For the customers, better fittings with faster delivery stimulate the desire of purchase and enhance their satisfaction.

7. **Drafting & garment Construction (P) -**Demonstrate self-directed learning and decision-making in pattern making and construction. Demonstrate appropriate levels of technical skills for patternmaking and garment construction. Develop accuracy, rigor and care for patternmaking and construction documentation. Develop an understanding of methods to enable accuracy, rigour and care when constructing finished patterns and garments. Utilize a variety of research methods for pattern making and construction including visual research.

8. **Retail Management & Merchandising (T)** - The overall objective of retail marketing is creating and developing services and products that meet the specific needs of customers and offering these products at competitive, reasonable prices that will still yield profits.

9. **Statistic (T)-** Student will effectively use professional level technology tools to support the study of mathematics and statistics. Students will clearly communicate quantitative ideas both orally and in writing to a range of audiences.

10. **Quality Control Process(T)-** To explain quality and quality control, define quality, explain differences between quality control and statistical quality control, determine several quality concept, define Quality Assurance System and Total Quality Management, express the main attributes of Quality Assurance System

11. **Fashion Entrepreneurship (T) -** Entrepreneurship is very new regarding scientific research, is approached locally and globally, to contribute to the scientific exploration of fashion design and entrepreneurial activity in the field. Moreover, this study seeks to understand who are these fashion design entrepreneurs in Portugal and abroad, as well as comprehending their stories, the point of view as professionals of the industry, the main difficulties they encountered in their journey, and most importantly, if fashion design higher-education can contribute to the increase of such behavior.

12. **Portfolio (P) -**Portfolios are a great way to demonstrate the competencies you would list on a resume or talk about in an interview — they allow you to show and not just tell. During a job search, the portfolio showcases your work to potential employers. It presents evidence of your relevant skills and abilities.