



**UNIVERSITI TEKNOLOGI MARA**

**FES552: FASHION DESIGN 4: WEARABLE AND FUNCTIONAL**

<b>Course Name (English)</b>	FASHION DESIGN 4: WEARABLE AND FUNCTIONAL <b>APPROVED</b>
<b>Course Code</b>	FES552
<b>MQF Credit</b>	3
<b>Course Description</b>	This course emphasizes on the artistic and aesthetic values in fashion/ clothing design and its related genres. It teaches methods of obtaining fresh, new ideas, detailed processes in idea development and creative or innovative outlooks inventions and expressions. Parallel to emphasizing on the understanding of ideas, concepts, design philosophies and principles.
<b>Transferable Skills</b>	Time Management, Analytics
<b>Teaching Methodologies</b>	Lectures, Blended Learning, Tutorial, Workshop
<b>CLO</b>	<p>CLO1 Values the components of functional/ wearable, commercial and ready to wear designs.</p> <p>CLO2 Provide justification of market needs, targets and trends through survey and analysis of data with great awareness of the differences between genres, categories and types of fashion available in the market.</p> <p>CLO3 Demonstrate understanding of proper documentation and portfolio compilation.</p>
<b>Pre-Requisite Courses</b>	No course recommendations
<b>Topics</b>	
<b>1. Introduction to Wearable and Functional course</b>	
1.1) Expected outcomes and aims. 1.2) Analysis of key words.	
<b>2. Design Project R &amp; D: Subject &amp; Inspiration and Board Presentations</b>	
2.1) Purpose & Objectives	
<b>3. Research and Development</b>	
3.1) Trend research & target market and style analysis in wearable & functional, ready to wear categories. 3.2) Documentation of Data	
<b>4. R &amp; D: Ideation, Board Presentations &amp; Sketches</b>	
4.1) Research/ Report Writing. 4.2) Idea & Sketches	
<b>5. Refines Design Ideas</b>	
5.1) Sketches	
<b>6. Ideas Development: Technical Drawing</b>	
6.1) Design details and effects.	
<b>7. Material &amp; Technique and Pattern Constructions &amp; Manipulations: Toile</b>	
7.1) Flat Pattern/ Draping Technique.	
<b>8. Construction &amp; Assembly for Prototypes</b>	
8.1) Design interpretation into 3 dimensional/ prototype. 8.2) Assembly - Toile	
<b>9. Fitting and analyze the practicality and functionality of the outfit</b>	
9.1) n/a	
<b>10. Garment Making: Preparing Final Prototype/ Outfit</b>	
10.1) n/a	

<b>11. Final Prototype/ Outfit &amp; Completion</b> 11.1) n/a
<b>12. Outfit Coordination: Total Look &amp; Accessories</b> 12.1) n/a
<b>13. Refinement, Quality &amp; Finishing (Finesse)</b> 13.1) n/a
<b>14. Project Presentation</b> 14.1) Preparation of Thematic Design Folio and finish products.

Assessment Breakdown		%	
Continuous Assessment		100.00%	

  

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Case Study	Design Research	25%	CLO2
	Individual Project	Idea Development	25%	CLO3
	Presentation	Final Design Presentation	50%	CLO1

  

Reading List	Recommended Text	• Mckelvey K. & Munslow J. 2012, <i>Fashion Design: Process Innovation &amp; Practice</i> , Wiley UK
	Reference Book Resources	<ul style="list-style-type: none"> <li>• Meadows Celia Stall 2000, <i>Know Your Fashion Accessories</i>, Fairchild Publications</li> <li>• Jones Sue Jenkyn 2011, <i>Fashion Design Third Edition</i>, Laurence King Publishing</li> <li>• Keiser G. 2008, <i>Beyond Design: The Synergy of Apparel Product</i>, Fairchild Publications</li> <li>• Tallon, K. 2006, <i>Creative Fashion Design With Illustrator</i>, Page One</li> <li>• Rice J. &amp; Brown P. 2001, <i>Ready To Wear Apperal Analysis</i>, Prentice Hall</li> <li>• Riegelman N. 2006, <i>Colors for Modern Fashion</i>, 9 Heads Media</li> </ul>
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	