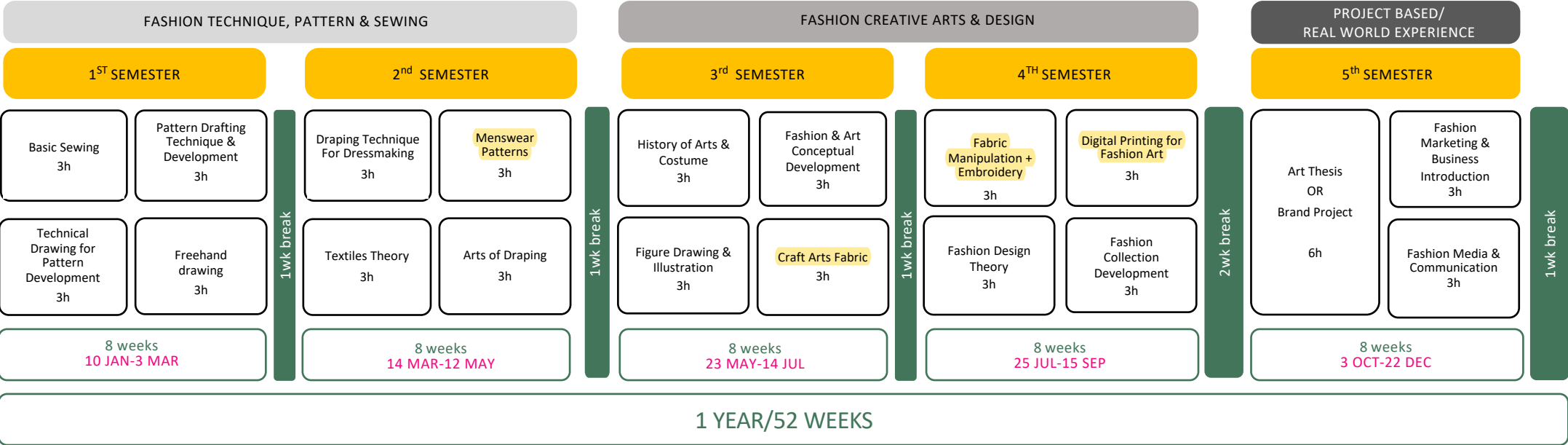
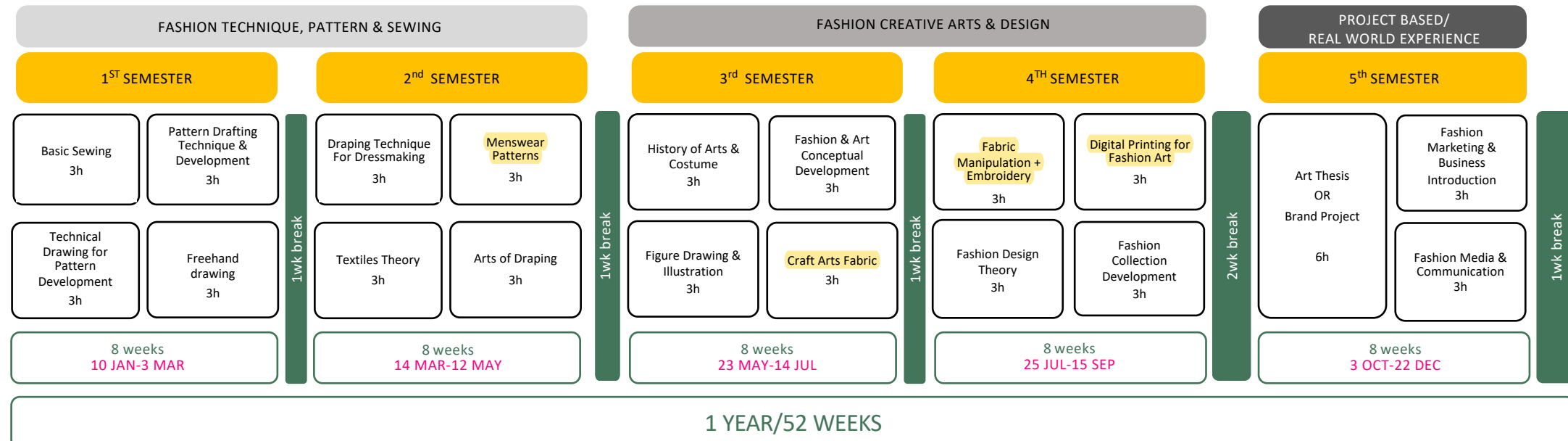


FASHION DESIGN (1 YEAR PROGRAM)



# FASHION DESIGN (1 YEAR PROGRAM)



## LEARNING OUTCOMES

Upon the completion of the semesters 1 and 2, students will be able to:

- Apply **technical drawing skills** using fashion industry standards to develop detailed **pattern diagrams** and **garment construction plans**.
- Utilise **freehand drawing techniques** to express **fashion design ideas**, silhouettes, and fabric flow through sketching and ideation.
- Understand and apply fundamental **sewing techniques** to construct basic garments and finishings.
- Develop **flat patterns** and translate them into 3D form using draping techniques for both **womenswear and menswear**.
- Demonstrate knowledge of **fabric properties** and **textile behaviour** to inform design decisions and pattern adjustments.
- Analyse and apply **fashion history and draping arts** to creatively interpret styles, proportions, and design principles.
- Produce **well-constructed garments** using pattern drafting, draping, and sewing skills aligned with fashion production standards.
- Confidently present technical and creative fashion work through **style boards, spec drawings, and constructed prototypes**.

## LEARNING OUTCOMES

Upon the completion of the semesters 3 and 4, students will be able to:

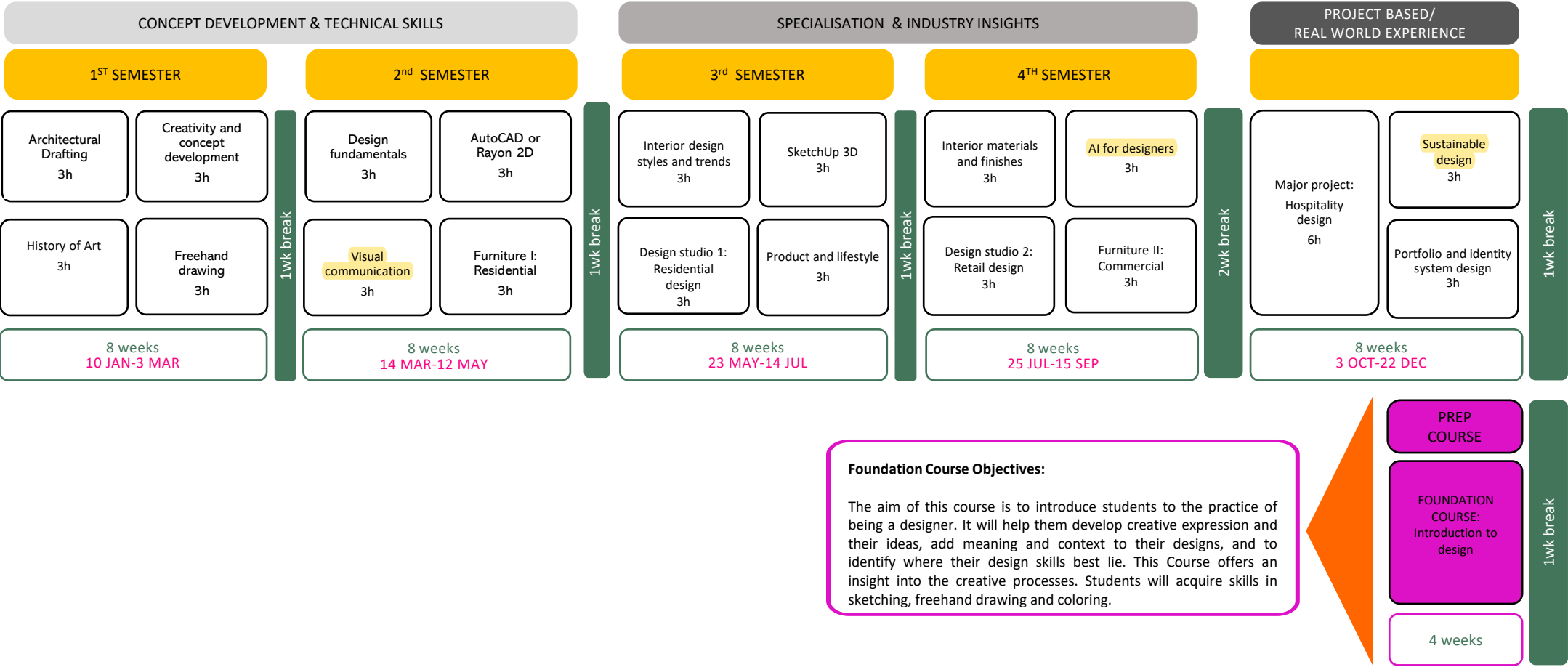
- Develop **fashion concepts and illustrations** through figure drawing, digital tools, and historical costume research.
- Analyse and interpret **art and fashion history** to inform design narratives and visual identity.
- Apply **creative fabric techniques** such as embroidery, textile manipulation, and surface decoration to enhance design expression.
- Create original **fashion collections** by combining concept development, technical research, and experimental processes.
- Use **digital tools** and printing techniques to generate artworks and textiles for contemporary fashion applications.
- Explore personal and cultural themes to produce **unique fashion identities** and storytelling through clothing.
- Understand and apply **fashion theory and design strategies** for both artistic and market-driven outcomes.

## LEARNING OUTCOMES

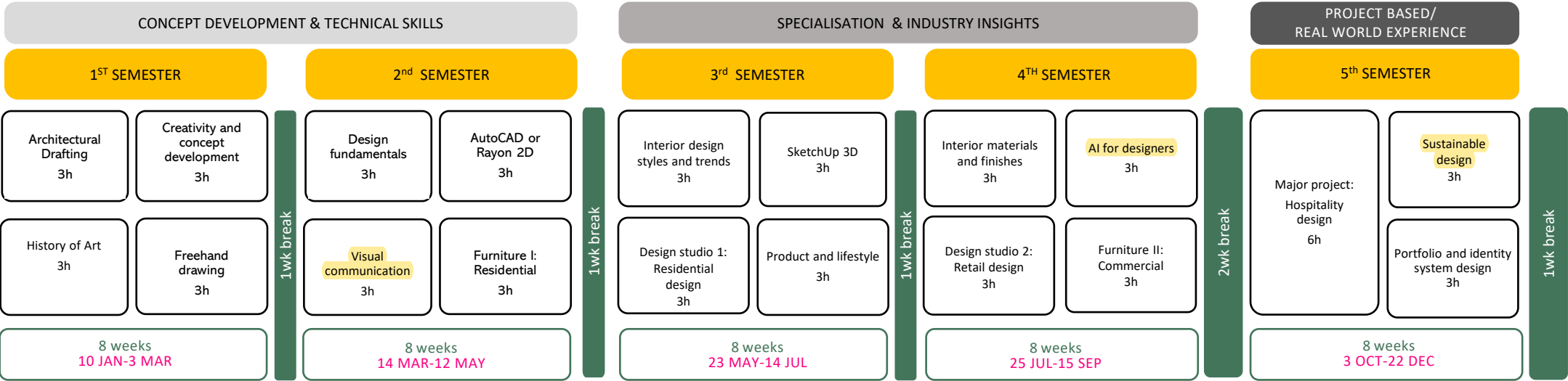
By the end of the final semester, students will be able to:

- Examine **sustainable materials and ethical practices** in fashion design to reduce environmental impact across production, sourcing, and marketing.
- Develop a **branding and identity system** for a personal fashion brand or business, with a clear concept, visual language, and positioning.
- Create a **digital portfolio** showcasing concept development, design work, styling, and communication assets suitable for job applications, freelance work, or launching a brand.
- Develop a comprehensive **fashion thesis or brand project** that integrates creative direction, business strategy, and visual storytelling.

INTERIOR AND PRODUCT DESIGN (1 YEAR PROGRAM)



INTERIOR AND PRODUCT DESIGN (1 YEAR PROGRAM)



LEARNING OUTCOMES

Upon the completion of the semesters 1 and 2, students will be able to:

- Apply technical drawing skills using industry standards to create **accurate architectural and furniture design plans**.
- Utilise hand drawing techniques to **express design concepts**, perspectives, and quick ideation.
  - Analyze historical **art movements**.
- Use creativity techniques to **develop original design ideas** and problem-solving strategies.
  - **Design** functional and aesthetic **residential furniture**.
- Produce precise **digital drawings** and technical documentation for interior and product design projects.
- Enhance floor plans, elevations, and perspectives with **digital rendering** and effectively present design concepts.

LEARNING OUTCOMES

Upon the completion of the semesters 3 and 4, students will be able to:

- **Develop 3D models** and render realistic interior and product designs.
- Apply space planning, ergonomics, and client requirements to **create well-balanced home interiors**.
  - Analyze and **apply interior design styles and trends**.
- **Design products and home accessories** that enhance modern living experiences.
  - Create innovative **retail design concepts**.
- **Design commercial furniture** solutions by applying materials, ergonomics, and functionality.
  - **Utilize AI tools** in design workflows.
  - **Select and apply interior materials and finishes**.

LEARNING OUTCOMES

By the end of the final semester, students will be able to:

- **Examine sustainable materials**, energy-efficient design, and strategies for reducing environmental impact in interior and product design.
- **Develop branding and identity system** for personal or business use in the design industry.  
**Develop digital portfolio** for job applications, freelancing, or entrepreneurship.
- Develop a comprehensive **hotel interior design concept**.  
This module will serve as the capstone project, allowing students to showcase their creativity, technical proficiency, and ability to handle complex interior design challenges in the hospitality industry.