GUJARAT TECHNOLOGICAL UNIVERSITY (GTU)

Competency-focused Outcome-based Green Curriculum-2021 (COGC-2021)

Semester - II

Course Title: Basics of Fashion (Course Code: 4325103)

Diploma programmes in which this course is offered	Semester in which offered
COMPUTER AIDED COSTUME DESIGN AND DRESS MAKING	SECOND

1. RATIONALE

This course helps in understanding concept of fashion and the factors that affect fashion. It enables the students to familiarize with fashion terminology. Understanding of the fashion trends is must for garment designers to make their designs acceptable in market. Thus, this is very important course for students of CACDDM program.

2. COMPETENCY

The purpose of this course is to help the student to attain the following industry identified competency through various teaching learning experiences:

• Demonstrate the understanding of fundamental aspects of fashion and theories related to fashion.

3. COURSE OUTCOMES (COs)

The practical exercises, the underpinning knowledge and the relevant soft skills associated with the identified competency are to be developed in the student for the achievement of the following COs:

- a) Distinguish between fashion, style and trend.
- b) Interpret fashion theories and fashion cycle.
- c) Apply different elements of fashion on garments.
- d) Interpret factors affecting fashion.
- e) Choose the clothing / fashion to suit the occasion.

TEACHING AND EXAMINATION SCHEME

Teachi	ng Sch	neme	Total Credits	Examination Scheme						
(In	Hours	s)	(L+T+P/2)	Theory Marks		Theory Marks P		Practica	l Marks	Total
L	Т	Р	С	CA	ESE	CA	ESE	Marks		
3	-	0	3	30*	70	0	0	100		

^{(*):} Out of 30 marks under the theory CA, 10 marks are for assessment of the micro-project to facilitate integration of COs and the remaining 20 marks is the average of 2 tests to be taken during the semester for assessing the attainment of the cognitive domain UOs required for the attainment of the COs.

Legends: L-Lecture; T – Tutorial/Teacher Guided Theory Practice; P - Practical; C – Credit, CA - Continuous Assessment; ESE - End Semester Examination.

5. SUGGESTED PRACTICAL EXERCISES

The following practical outcomes (PrOs) are the sub-components of the COs. Some of the **PrOs** marked '*' (in approx. Hrs column) are compulsory, as they are crucial for that particular CO at the 'Precision Level' of Dave's Taxonomy related to 'Psychomotor Domain'.

S. No.	Practical Outcomes (PrOs)	Unit No.	Approx. Hrs. required
1	Not Applicable.		

Note

- i. More **Practical Exercises** can be designed and offered by the respective course teacher to develop the industry relevant skills/outcomes to match the COs. The above table is only a suggestive list.
- ii. The following are some **sample** 'Process' and 'Product' related skills (more may be added/deleted depending on the course) that occur in the above listed **Practical Exercises** of this course which are embedded in the COs and ultimately the competency.

S. No.	Sample Performance Indicators for the PrOs	Weightage in %
1	Not Applicable	

6. MAJOR EQUIPMENT/ INSTRUMENTS REQUIRED

This major equipment with broad specifications for the PrOs is a guide to procure them by the administrators to usher in uniformity of practical in all institutions across the state.

S. No.	Equipment Name with Broad Specifications	PrO. No.
1	Not Applicable	

7. AFFECTIVE DOMAIN OUTCOMES

The following *sample* Affective Domain Outcomes (ADOs) are embedded in many of the above-mentioned COs and PrOs. More could be added to fulfil the development of this course competency.

- a) Work as a leader/a team member.
- b) Follow ethical practices.
- c) Practice environment friendly method and process.

The ADOs are best developed through the laboratory/field-based exercises. Moreover, the level of achievement of the ADOs according to Krathwohl's 'Affective Domain Taxonomy' should gradually increase as planned below:

- i. 'Valuing Level' in 1st year
- ii. 'Organization Level' in 2nd year.
- iii. 'Characterization Level' in 3rd year.

8. UNDERPINNING THEORY

The major underpinning theory is given below based on the higher level UOs of *Revised Bloom's taxonomy* that are formulated for development of the COs and competency. If required, more such higher level UOs could be included by the course teacher to focus on attainment of COs and competency.

Unit	Unit Outcomes (UOs)	Topics and Sub-topics
	(4 to 6 UOs at different levels)	

Unit – I Introduction to fashion	1a. Define fashion1b. Explain principles of fashion.1c. Identify intangibles of fashion.1d. Differentiate between fashion, style and trend.	1.1 1.2 1.3 1.4 1.5	What is fashion Principles of fashion Intangibles of fashion Trends in fashion Difference between fashion, style and trend.
Unit – II Fashion Theory	 2a. Explain Veblen's theory of leisure class. 2b. Interpret various fashion terminologies. 2c. Identify fashion adoption theories 2d. Explain fashion cycle/ bell curve 2e. Assume reasons for changes in fashion cycle 2f. Analyze lengths and breaks in fashion cycle. 	2.1 2.2	2.4.1 Stages of fashion cycle2.4.2 Changes in fashion cycle2.4.3 Lengths and breaks in
Unit- III Elements of Fashion	 3a. Use appropriate elements of fashion for making garment. 3b. Choose appropriate fabric in given situation. 3c. Suggest colour and its effects. 3d. Explain importance of fitness in garment. 3e. Analyze fabric fall. 3f. Distinguish between shape and proportion. 	3.1 3.2 3.3 3.4 3.5	fashion cycle Fabric: fabric quality, weave, texture, ornamentation etc. Color Fit Fall Shapes and Proportions
Unit- IV Factors	4a. List factors affecting fashion 4b. Differentiate accelerating and	4.1	Factors affecting fashion 4.1.1 Accelerating factors

П	T	
Affecting	retarding factors of fashion	4.1.2 Retarding factors
Fashion	movements	4.2 The factor of age and gender
	4c. Explain accelerating factors of	4.3 The factor of geography
	fashion movements.	4.4 The factor of culture
	4d. Explain retarding factors of	4.5 The factor of economy and class
	fashion movement	4.6 The factor of technology
	4e. Analyze the given situation for	4.7 The factor of 'icon'
	identification of factors affecting	4.8 The factor of popularity (fashion
	fashion	leaders and fashion followers)
		4.9 The factor of taste
		4.10 Time period
Unit- V	5a. List apparel categories.	5.1 Street wear
Apparel	5b. Categorize clothing / fashion on	5.2 Formal wear (business formals)
Categorization	the basis of given criteria	5.3 Business casuals
	5c. Distinguish various apparel	5.4 Ethnic wear
	categories.	5.5 Bridal wear (Western, Indian)
	5d. Suggest the category of apparel	5.6 Kids wear
	for any given situation	5.7 Denim wear
		5.8 Lounge wear
		5.9 Resort wear
		5.10 Beach wear
		5.11 Sports wear
		5.12 Active sports wear

9. SUGGESTED SPECIFICATION TABLE FOR QUESTION PAPER DESIGN

Unit Unit Title		Teaching	Distribution of Theory Marks					
No.		Hours	R	U	Α	Total		
			Level	Level	Level	Marks		
I	Introduction to fashion	08	8	6	2	16		
II	Fashion theory	12	4	10	6	20		
Ш	Elements of fashion	8	4	4	4	12		
IV	Factors affecting fashion	6	2	6	2	10		
٧	Apparel categorization	8	2	4	6	12		
	Total	42	20	30	20	70		

Legends: R=Remember, U=Understand, A=Apply and above (Revised Bloom's taxonomy)

<u>Note</u>: This specification table provides general guidelines to assist student for their learning and to teachers to teach and question paper designers/setters to formulate test items/questions to assess the attainment of the UOs. The actual distribution of marks at different taxonomy levels (of R, U and A) in the question paper may vary slightly from above table.

10. SUGGESTED STUDENT ACTIVITIES

Other than the classroom and laboratory learning, following are the suggested student-related *co-curricular* activities which can be undertaken to accelerate the attainment of the various outcomes in this course. Students should conduct following activities in group and

prepare reports of about 5 pages for each activity. They also collect/record physical evidences for their (student's) portfolio which will be useful for their placement interviews:

- a) Students will maintain a learning diary.
- b) Students will prepare presentation boards/charts.
- c) Student will collect photographs from internet which is related to the field.
- d) Visit fashion week/fashion shows being arranged in the town/online.

11. SUGGESTED SPECIAL INSTRUCTIONAL STRATEGIES (if any)

These are sample strategies, which the teacher can use to accelerate the attainment of the various outcomes in this course:

- a) Massive open online courses (*MOOCs*) may be used to teach various topics/sub topics.
- b) Guide student(s) in undertaking micro-projects.
- c) 'L' in section No. 4 means different types of teaching methods that are to be employed by teachers to develop the outcomes.
- d) About **20% of the topics/sub-topics** which are relatively simpler or descriptive in nature is to be given to the students for **self-learning**, but to be assessed using different assessment methods.
- e) With respect to **section No.10**, teachers need to ensure to create opportunities and provisions for **co-curricular activities**.
- f) Guide students on how to address issues on environment and sustainability.
- g) Students should be guided to visit the market and do surveys on latest fashion trends and give presentation in class.
- h) Video clippings from latest fashion shows should be shown and discussed to make concepts of fashion clear to students.

12. SUGGESTED MICRO-PROJECTS

Only one micro-project is planned to be undertaken by a student that needs to be assigned to him/her in the beginning of the semester. In the first four semesters, the micro-project are group-based (group of 3 to 5). However, **in the fifth and sixth semesters**, the number of students in the group should **not exceed three**.

The micro-project could be industry application based, internet-based, workshop-based, laboratory-based or field-based. Each micro-project should encompass two or more COs which are in fact, an integration of PrOs, UOs and ADOs. Each student will have to maintain dated work diary consisting of individual contribution in the project work and give a seminar presentation of it before submission. The duration of the microproject should be about 14-16 (fourteen to sixteen) student engagement hours during the course. The students ought to submit micro-project by the end of the semester to develop the industry-oriented COs.

A suggestive list of micro-projects is given here. This has to match the competency and the COs. Similar micro-projects could be added by the concerned course teacher:

- a) Fashion in Movies/Sports/Media Case Study
- b) Draw garment designs as per apparel categorization as mentioned in unit no. 5.
- c) Report on fashion changes during past 3 decades. Students will include following contents Political influence Social influence Environmental influence Geographical influence Cultural influence
- d) A study on fashion of any specific era.
- e) Draw different types of silhouettes and garments showing various silhouettes.

f) Comparison of fashion between any two eras.

13. SUGGESTED LEARNING RESOURCES

Sr. No.	Title of Book	Author	Publication with place, year and ISBN
1	Fashion Design Essentials:100 Principles of Fashion Design	Jay Calderin	Rockport publication-2012 ISBN 13 - 9781592538270
2	The culture of Fashion	Christopher Breward	Manchester university press-1995 ISBN 13- 9780719041259
3	Fashion and Modernity	Christopher Breward	Berg publication-2005 ISBN 13- 9781845200282
4	Fashionology : An Introduction to Fashion Studies	Yuniya Kawamura	Berg publication-2005 ISBN 13 -9781859738146
5	Fashion and Its Social Agendas: Class, Gender, and Identity in Clothing	Diana Crane	University of Chicago press-2001 ISBN 13 -9780226117997
6	Fashion Cultures: Theories, Explorations and Analysis	Stella Buzzi	Routledge -2013 ISBN 13- 9780415680066
7	Fashion from Concept to consumer	Gini Stephens Pearson	Prentice Hall- 2007 ISBN-13- 9780131590335
8	The Dynamics of Fashion	Elaine Stone	Fairchild Publication-2008 ISBN-13 2901563676863
9	Fashion Source Book	Kathryn McKelvey	Blackwell Publishing New Delhi- 1996 ISBN-13- 978-0632039937
10	Individuality in clothing,	Kafgen Mary	Houghton Mifflin Company-1971 ISBN-13 -978-0023621901
11	Elements of Fashion and Apparel Design	Sumathi, G.J.	New Age International Publishers, New Delhi-2002 ISBN-13 - 978-8122413717

14. SOFTWARE/LEARNING WEBSITES

- a) http://www.purushu.com/2010/08/elements-of-design-in-fashion.html
- b) https://www.proprofs.com/quiz-school/story.php?title=elements-principles-design-1
- c) https://www.khanacademy.org/humanities/ap-art-history/start-here-apah#elements-of-art-apah
- d) http://www.invisionapp.com/design-defined/principles-of-design/
- e) https://www.femina.in/fashion/how-to/common-fashion-terms-and-their-meaning-68484.html

15. PO-COMPETENCY-CO MAPPING

Semester II	Basics of Fashion (Course Code:4325103)						
	POs						
Competency & Course Outcomes		•	development	PO 4 Engineering Tools, Experimentation &Testing		PO 6 Project Management	PO 7 Life-long learning
<u>Competency</u>	Demonstrate the understanding of fundamental aspects of fashion and theories related to fashion.						
Course Outcomes CO a. Distinguish between fashion, style and trend.	3	-	-	-	-	-	2
CO b. Interpret fashion theories and fashion cycle.	3	2	2	-	2	-	3
CO c. Apply different elements of fashion on garments.	3	2	2	2	2	2	3
CO d. Interpret factors affecting fashion.	3	2	2	-	2	-	3
CO e. Choose the clothing / fashion to suit the occasion.	3	3	3	3	3	2	3

Legend: '3' for high, '2' for medium, '1' for low and '-' for no correlation of each CO with PO.

16. COURSE CURRICULUM DEVELOPMENT COMMITTEE

GTU Resource Persons

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