

GUJARAT TECHNOLOGICAL UNIVERSITY (GTU)

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

Course Title: Fashion Garment
(Course Code: 4355101)

Diploma programme in which this course is offered	Semester in which offered
Computer Aided Costume Design and Dress Making	5 th Semester

1. RATIONALE

Fashion Garments are one of the most profitable sectors of the Garment Industry. By using their creativity students along with their knowledge of garment making and fashion trends then they can make fashion garments which sell with high profit easily. This course tries to make students able to understand the different kind of fabric used for different kind of pattern according to their design. Besides, hands on experience provided by this course will help students in making a garment from ideation to the final product development.

2. COMPETENCY

The course content should be taught and implemented with the aim to develop different types of skills leading to the achievement of the following competency:

- **Show case fashion garment in professional manner integrating all the stages from design ideation to compilation.**

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:

- Create direction boards for color, Silhouette and Surface embellishments.
- Create ideation sketches on fashion croquis, specification sheets and develop range.
- Develop paper pattern and test fit for selected garment.
- Construct garment as per specifications given and with proper finishing.

4. TEACHING AND EXAMINATION SCHEME

Teaching Scheme			Total Credits	Examination Scheme				
(In Hours)				(L+T+P/2)	Theory Marks		Practical Marks	
L	T	P	C		CA	ESE	CA	ESE
0	0	6	3	00	00	50	50	100

(*): For this practical only course, 50 marks under the practical CA has two components i.e. the assessment of micro-project, which will be done out of 10 marks and the remaining 40 marks are for the assessment of practical. This is designed to facilitate attainment of COs holistically, as there is no theory ESE.

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. *They are crucial for that particular CO at the 'Precision Level' of Dave's Taxonomy related to 'Psychomotor Domain'.*

Sr. No.	Practical Outcomes (PrOs)	Unit No.	Approx. Hrs. required
1	Create direction boards		
	1.1 Color direction board based on the consumer/user preferences, season, overall trend and costing limitations.	4315101 II	16*
	1.2 Silhouette /style direction board based on the consumer/user preferences, season, overall trend and costing limitations.	4325103 II	
	1.3 Surface embellishments (if any) and material direction board based on the consumer/user preferences, season, and overall trend and costing limitations.	4325105 IV	
1.4 Develop an overall concept that suites the above mentioned characteristics and constrains. All profile boards in A-3 Size	4355101 I		
2	Design drawings, material sourcing, specification sheets and range development	4345102 IV	16*
	2.1 Draw design ideation sketches on fashion croquis.		
	2.2 Create a minimum of 10-12 design ideas complete with colour references and description of design details.	4345102 V	
	2.3 Source appropriate fabric swatches from the market while mentioning the width, price and composition of the fabric.	4355101	
	2.4 Short list a range of 5-7 ensembles and make specification drawings finished with fabric swatch references.	I	
2.5 Selection of one ensemble from the range for further development. All individual drawings on A-3 format, Collective range in A-3 horizontal format Specification sheets on A-3 format			
3	Develop Pattern for given garment	4335104 III	16*
	3.1 Develop paper patterns for the selected garment through draping or pattern making (as suitable) Compile and present the completed work		
4	Develop test fit garment for given requirement.	4335104	18*
	4.1 Develop test fits garment in muslin cloth.	IV	
5	Make a garment as per given specification.	4335104	
	5.1 Construction of the final garment.	IV	

Sr. No.	Practical Outcomes (PrOs)	Unit No.	Approx. Hrs. required
	Display the final garment after proper finishing.		18*
Minimum Practical Hours		84	

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 required which are embedded in the COs and ultimately the competency.

Sr. No.	Sample Performance Indicators for the PrOs	Weightage in %
1	Planning the process for preparing Direction boards/designs / specification sheets/ range development/pattern /test fit/Final garment	30
2	Preparing the Direction boards/designs/specification sheets/ range development/pattern /test fit/Final garment	20
3	Creativity/ Colour/ Selection of material and technique/ Functionality of the Direction boards/design/ specification sheet/ range development/pattern /test fit/Final garment	30
4	Finishing of the Direction boards/design/specification sheet/ range development/pattern /test fit/Final garment	20
Total		100

6. MAJOR EQUIPMENT/ INSTRUMENTS REQUIRED

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

Sr. No.	Equipment Name with Broad Specifications	PrO. No.
1	Half Shuttle / full shuttle Sewing Machine	4 and 5

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 fulfill the development of this course competency.

- a) Work as a leader/a team member.
- b) Follow safety practices while using instruments and tools.
- c) Follow ethical practices.
- d) Practice environment friendly methods and processes.
- e) Handle tools /components/equipment carefully with safety and necessary precaution in software ethics.
- f) Environment sustainability and environment consciousness whenever suitable.

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 UOs could be included by the course teacher to focus on attainment of COs and competency

Unit	Unit Outcomes (UOs) (4 to 6 UOs at different levels)	Topics and Sub-topics
Unit –I Fashion Design ideation	1a Create direction boards for colors, silhouettes and materials. 1b. Develop an overall concept board.	1.1 Colour direction board based on the consumer/user preferences, season, overall trend and costing limitations 1.2 Silhouette/style direction board based on the consumer/ user preferences, season, overall trend and costing limitations 1.3 Surface embellishments (if any) and material direction board based on the consumer/user preferences, season, overall trend and costing limitations. 1.4 Develop an overall concept that suites the abovementioned characteristics and constrains All profile boards in A-3Size

9. SUGGESTED SPECIFICATION TABLE FOR QUESTIONPAPER DESIGN

Unit – II Design development	2a. Create drawings, material sourcing, specification sheets and range development. 2b. Define range development. 2c. Prepare specification sheet for garment.	2.1 Draw design ideation sketches on fashion croquis 2.2 Create a minimum of 10-12 design ideas complete with colour references and description of design details 2.3 Source appropriate fabrics watches from the market while mentioning the width, price and composition of the fabric 2.4 Short list a range of 5-7 ensembles and make specification drawings finished with fabric swatch references 2.5 Selection of one ensemble from the range for further development All individual drawings on A-3 format, Collective range in A-3 horizontal format Specification sheets on A-3 format				
Unit –III Pattern development	3a. Create paper pattern for Selected garment	3.1 Develop paper patterns for the selected garment via draping or pattern making(as suitable)				
Unit– IV Test fit development	4a.Develop test fit garment in muslin cloth	4.1 Develop test fits for the garment in muslin via draping or patternmaking (as suitable)				
Unit– V Construction of the final garment	5a. Construct final garment. Explain stages of product development	5.1 Construction of the final garment with Appropriate finishes and embellishments (if any)				
Unit No.	Unit Title	Teaching Hours	Distribution of Theory Marks			
			R Level	U Level	A Level	Total Marks
Not Applicable						

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

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 perform following activities in group and prepare reports of about 5 pages for each activity. They should also collect/record physical evidences for their (student's) portfolio which may be useful for their placement interviews:

- a) Course/topic-based seminars
- b) Internet based assignments
- c) Teacher guided self-learning activities

- d) Course/library/internet/lab based mini-projects etc.

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.**

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 micro-project 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) **Creation of mood board:** Design a dress on Indian festival theme/fashion shows/sportswear/ traditional wear etc. suggest materials and paste sample fabric swatch on the sheet.
- b) **Pattern drafting:** Pattern a drafting on brown paper/newspaper conceptual garments for any fashion event.
- c) **PowerPoint presentation:** Make PowerPoint presentations on various designers portfolio, their signature styles etc.
- d) **Design Silhouette:** Design various silhouettes for traditional wear/fashion garment and suggest appropriate surface embellishment.
- e) **PowerPoint presentation** Make PowerPoint presentation on different types of men's and

women's fashion garments.

- f) **Pattern development for accessories in align with your prepared fashion garment:** Prepare pattern for accessories in align with your prepared fashion garment.(Any five)
- g) **Prepare accessory in line with your prepared fashion garment:** Prepare accessory in align with your prepared fashion garment.
- h) **Prepare digital designs of fashion garment:** Prepare any five digital designs of fashion garment using design software.

13. SUGGESTED LEARNING RESOURCES

Sr. No.	Title of Book	Author	Publication with place, year and ISBN
1	The Ultimate Fashion Study Guide The Design Process Book	Victoria Hunter	Hunter Publishing Corp.; 1st edition 2007 ISBN-13 - 978-0979445323
2	Fashion Design: Process, Innovation and Practice	By Kathryn McKelvey, Janine Munslow	Wiley; 2012 , ISBN 13 - 978- 0470655771
3	Fashion Thinking: Creative Approaches to the Design Process	Fiona Dieffenbacher	Fairchild Books; 2013 ISBN-13 - 978-1350082755
4	Managing the Design Process- Concept Development: An Essential Manual for the Working Designer	Terry Stone	Rockport Publishers: 2010 ISBN-13 - 978-1592536177
5	A Designer's Research Manual: Succeed in Design by Knowing Your Clients and What They Really Need (Design Field Guide)	Jennifer Visocky O'Grady	Rockport Publishers: 2009 ISBN-13 -978-1592535576
6	The Design Process	Karl Aspelun	Fair child Book: 2010 ISBN-9781628920666

14. SOFTWARE/LEARNING WEBSITES

- a) <https://fashioninsiders.co/toolkit/business-basics/fashion-design-process-part2/>
- b) <https://www.fibre2fashion.com/industry-article/5723/the-design-process-in-fashion-product-development>
- c) <https://www.tutorialspoint.com/origin-and-role-of-pattern-development-in-fashion>

- d) https://www.usha.com/sites/default/files/sewing_tutorials/indian-garment-design-course-book.pdf
- e) [Garment%20Process_8%20head_Fashion_Design_Basics_eng_Oct_2011%20\(1\).pdf](#)
- f) <https://www.quora.com/What-is-fashion-apparel-design>
- g) <https://fashionandillustration.com/en/how-to-create-a-fashion-collection/>
- h) <https://tukatech.com/design-your-own-clothes/>
- i) <https://www.google.com/search?q=range+development+meaning&oq=range+development&aqs=chrome.1.69i57j0i512j46i175i199i512j0i512l6j0i20i263i512.9520j0j7&sourceid=chrome&ie=UTF-8>
- j) <https://www.the-sustainable-fashion-collective.com/2015/06/11/what-is-a-range-plan-for-fashion-designers>
- k) <https://www.google.com/search?q=range+development+meaning&oq=range+development&aqs=chrome.1.69i57j0i512j46i175i199i512j0i512l6j0i20i263i512.9520j0j7&sourceid=chrome&ie=UTF-8>
- l) <https://fashioninsiders.co/toolkit/business-basics/fashion-design-process-part2/>

15. PO-COMPETENCY-CO MAPPING

Semester II	Fashion Garments (Course Code:4355101)						
	POs						
Competency & Course Outcomes	PO 1 Basic & Discipline specific knowledge	PO 2 Problem Analysis	PO 3 Design/ development of solutions	PO 4 Engineering Tools, Experimentation & Testing	PO 5 Engineering practices for society, sustainability & environment	PO 6 Project Management	PO 7 Life-long learning
Competency	Show case fashion garment in professional manner integrating all the stages from design ideation to compilation.						
Course Outcomes							
CO a) Create direction boards for color, Silhouette and Surface embellishments.	2	2	3	2	2	2	2
CO b) Create ideation sketches on fashion croquis, specification sheets and range development	3	2	3	2	2	2	2
CO c) Develop paper pattern and test fit for selected garment.	2	2	2	2	2	2	2
CO d) Construct	3	2	3	2	2	2	2

garment as per specifications given and with proper finishing.							
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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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