



DEVI AHILYA VISHWAVIDYALAYA, INDORE

DEPARTMENT OF LIFE LONG LEARNING

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Head

B.Voc in Fashion Technology

Program Code- LE4B

Program Specification Outcomes

1. Fashion designer:

A Fashion designer is someone who loves to study fashion trends, sketch designs, color scheme, select materials, and have a part in all the production aspects of their designs. As a fashion designer you will work on the design of clothing and fashion ranges.

The main areas of work for fashion designers are:

- **High street fashion** - this is where the majority of designers work and where garments are mass manufactured (often in Europe or East Asia). Buying patterns, seasonal trends and celebrity catwalk influences play a key role in this design process. It is a commercial area and heavily media led
- **Ready-to-wear** - also known as prêt-à-porter. Established designers create ready-to-wear collections, produced in relatively small numbers
- **Haute couture** - requires large amounts of time spent on the production of one-off garments for the catwalk, which are often not practical to wear. Designs are usually created to endorse the brand and create a 'look'.

Students will:

- Students will adapt their artistic abilities to support their future design careers.
- Develop a systematic, critical approach to problem solving at all levels of the design process...
- Research and relate fashion design to a broader socio economic, historical, and environmental context.
- Articulate design ideas verbally, visually, and digitally.

2. Fashion Organiser:

A fashion designer usually has full control of fashion show, often picking the models, determining the prices of each garments & arranging how the garments will be presented

- Students can run their own Apparel manufacturing industry.
- They can run their own Fashion studio.
- They can organise fashion Show.
- They can be Entrepreneur
- Research planner
- Business planner

3. Merchandiser:

Merchandiser is an important person of apparel manufacturing unit. He/she set prices to maximize profits and manage the performance of ranges, planning promotions and markdowns as necessary. They also oversee delivery and distribution of stock and deal with suppliers.

- Students can become Merchandiser, Assistants Merchandiser, and Visual Merchandiser.
- They can become Manager and Sample coordinator.
- They relate the design process to the appropriate manufacturing process

4. CAD Operator:

Computer-Aided-Design (CAD) is being used more and more in the apparel manufacturing unit/fashion design industry.

Although most designer' initially sketch designs by hand, a growing number take these hand sketches and put them on the computer. CAD allows designers to look at designs of clothing on virtual models, in many colours and shapes, therefore saving time by needing fewer adjustments later.

Apparel pattern design software, the advanced pattern making, grading and marker making system that will streamline your production process and reduce operating expenses.

- Students can become pattern makers, Assistant pattern makers, dressmakers.
- They can become CAD Operator. Product designer.
- They assess, propose, and apply various techniques related to drafting, draping, and constructing of garments

5. Quality controller

In the garment industry Quality control practiced right from the initial stage of sourcing raw materials to the stage of final finished garment. It is the synthetic and regular control of the variable which affects the quality of a product. It is the checking, verification and regulation of the degree of excellence of an attribute or property of something.

- To maximize the production of apparels within the specified tolerances correctly the first time.
- To achieve a satisfactory design of the fabric or apparels in relation to the level of choice in design, styles, colors, suitability of components and fitness of product for the customers.
- Demonstrate professionalism by managing time to meet deadlines with quality work and effectively collaborating in teams.
- Students can become Quality controller/ Quality manager/ Quality Supervisor/ analyst, Quality Engineer.

PROFESSIONAL DEVELOPMENT:

Reflect on the motivating forces of one's own behavior and perceptions

- Practice systematic self-assessment and reflection
- Recognize the social–historical-cultural factors that influence one's knowledge
- Understand the ethical principles of one's profession and display high standards of integrity in professional settings.
- Develop an appropriate career path and understand the need for continued learning.

PERSONAL DEVELOPMENT:

- Develop an awareness of the diverse global community and ecology within their physical, biological and social dimensions
- Have a broader sense of social and environmental responsibility

COURSE OUTCOMES

FIRST SEMESTER

1. Advanced Pattern Making / BVFT-101

- To understand the basic knowledge of Pattern Making
- To gain the knowledge about measurement technique, draping, grading, marker making.
- To make the pattern of various garments like shirt, T-Shirt, Trousers, Women's basic bodice. etc.
- To match a tool to their function for drafting patterns.
- To understand the importance of the dart.
- To understand production terms and the associate's tasks related to the terms.
- To know the stitching detail of the garments
- To know the basic detail of stitching.

2. Fashion Merchandising / BVFT -102

- To understand the meaning of marketing and merchandising.
- To understand the Role and Responsibilities of Merchandiser.
- To understand the basics of Marketing, concepts of marketing.
- To understand the market trend.
- To impart the knowledge about the merchandising process
- To impart the knowledge about the new fashion trend.

3. Design Idea /BVFT -103

- Students can adapt their artistic abilities to support their future design careers.
- Develop a systematic, critical approach to problem solving at all levels of the design process.

4. History of Fashion / BVFT -104

- Students will be able to identify and discuss concepts related to the historical background of textiles and fashion.
- Students will be able to identify and discuss concepts related to the design, production and evaluation of textile and apparel products
- Students will be able to recognize impact of fashion history in current fashion characteristics
- Students can Judge how apparel production influences the quality of the product.

5. Fundamental English/BVFT -105

- To enable the learner to communicate effectively and appropriately in real life Situation.

6. Basic computer /BVFT -106

- To study the use of Auto CAD – Students are practical to get them the use of CAD by using simple drawing & molding compounds, to dose simple object only.
- Utilize software for word processing for basic reports and specification writing.

7. Drawing Sketching/BVFT -107*

- To build new techniques and skills and create creative process for better learning.

8. Viva Voce/BVFT -108

SECOND SEMESTER

1. Advanced Pattern Making II/ BVFT -201

- To consolidate student's knowledge of advanced pattern making techniques.
- Students will be able to apply various techniques related to drafting, draping, and constructing of garments.
- To give opportunity to learn new skills to students in general. The course will cover two main areas; patterns and sewing.
- The student will be able to demonstrate knowledge of various landmarks on the body, required for making garments.

2. Fashion Illustration/ BVFT -202

- Students will be able to enhance expertise in studio based skills and illustration principles that foster acumen for visual storytelling.
- Students will be able to draw the human figure and environment, from imagination and observation.
- Students will be able to execute drawings and finished illustrations that demonstrate expertise in dynamic composition, spatial relationship, and design.
- Students will be able to assess how consumer's needs and wants influence apparel production.
- Students will be able to identify the integration of multi-cultural fashion symbols into global fashion.

3. Traditional Indian Textile/ BVFT -203

- Students will be able to create awareness about the different traditional textiles of India.
- Students will be able to develop an understanding about different products using traditional textile techniques and the changes in a particular technique over a period of time.
- To present the students' learning in the subject through an exhibition.

4. Computer Aided Design/ BVFT-204

- Student will be able to use design software used in garment industry.
- Students will be able to increase the productivity.
- Students will be able to increase the speed of production.
- Students will learn a variety of digital image making techniques applicable to the fashion industry from design conception through manufacturing and sale
- Students reflect upon and assess the global context of the fashion system, so as to apply their advanced skills for life-long learning and enable to confidently contribute to an industry that is always evolving

6. English and Communication skills /BVFT -205

- Develop vocabulary and improve the accuracy in grammar and communication skills

7. Psychology of design /BVFT-206

- Student will demonstrate familiarity with the major concepts, human mind's perspective & historical trends in design psychology research.
- Understand & apply basic design research, design data analysis & store. Critical thinking skills in design psychology.

8. Drawing and sketching II/ BVFT -207*

- Describe, analyze, and interpret artwork of students' own creation · Analyze, interpret, and evaluate the form and content of works of art.

9. Viva-voce /BVFT -208

THIRD SEMESTER

1. Advance Garment construction/BVFT-301

- The student will able to analyse and adopt construction methodology to industry standards by Critical thinking
- The student will able to demonstrating comprehensive knowledge of industrial equipment e.g.-special sewing machines, pressing machines, packing materials.
- The student will able to demonstrating knowledge of seams, sewing and pressing operations.
- The student will able to applying correct sequence of grain line cutting, marking and assembly.

2. **Textile Finishing Process.** /BVFT -302

- Students will be able to calculate the production and efficiency of winding, warping and sizing process.
- Students will be able to understand the essential and desirable properties of fibre and classification of fibre
- Students will be able to understand the basic concepts of weaving

3. **Art Appreciation** / BVFT -303

- Students will be able to apply fundamental concepts of aesthetics toward the interpretation of art.
- Students will be able to understand the various media used to make art.
- Students will be able to understand the formal elements of art and key works of art.
- Students will be able to recognize major periods of world art history

4. **Quality Control/** BVFT -304

- Be aware of the quality control system and how to control the quality during production
- Students will be able to understand the techniques how to inspection fabric, how to manage the pattern and maker before production
- Students will be able to understand how quality of cutting is import to the quality of garment
- Students will be able to understand what is the characteristic of defect garment what is minor and major defect
- Main points need to be focus on workmanship and how to control them
- Students will be able to understand the top technique how to check garment and measurement
- Students will be able to understanding how to control the finishing and packing

5. **Environmental Psychology** /BVFT -305

- Students will be able to gain the knowledge about how to make portfolio.
- Students will be able to develop a systematic, critical approach to problem solving at all levels of the design process.
- Students will be able to develop an ability to communicate effectively Reports on final concept design and financial model

6. **Life skills education**/BVFT -306

- To develop social and interpersonal skills among students
- Enhance quality of personal and professional life

7. Handicraft and Fashion Accessories Design/ BVFT -307*

- Recognizing traditional and contemporary *fashion as well* the style features of various fashionable *accessories*.

8. Viva Voce /BVFT -308

FOURTH SEMESTER

1. Advance Garment Construction/ BVFT-401

- The student will be able to analyse and adopt construction methodology to industry standards by Critical thinking
- The student will be able to demonstrating comprehensive knowledge of industrial equipment e.g.-special sewing machines, pressing machines, packing materials.
- The student will be able to demonstrating knowledge of seams, sewing and pressing operations.
- The student will be able to applying correct sequence of grain line cutting, marking and assembly.

2. Computer Aided Design/ BVFT -402

- Student will be able to use design software used in garment industry.
- Students will be able to increase the productivity.
- Students will be able to increase the speed of production.
- Students will learn a variety of digital image making techniques applicable to the fashion industry from design conception through to manufacturing and sale
- Students reflect upon and assess the global context of the fashion system, so as to apply their advanced skills for life-long learning and enable to confidently contribute to an industry that is always evolving

3. Quality Assurance/ BVFT -403

- Be aware of the quality control system and how to control the quality during production
- Students will be able to understand the techniques how to inspection fabric, how to manage the pattern and maker before production

- Students will be able to understand how quality of cutting is important to the quality of garment
- Students will be able to understand what is the characteristic of defect garment what is minor and major defect
- Main points need to be focus on workmanship and how to control them
- Students will be able to understand the top technique how to check garment and measurement
- Students will be able to understanding how to control the finishing and packing

4. Presentation and portfolio / BVFT -403

- Students will be able to identify process and procedures for company purchases
- Students will be able to identify business strategies for buying and selecting products

Elective course Discipline Centric- Any One

5. Computer and Digital Communication /BVFT -405

- To understand the concept of digital communication
- To gain the knowledge of how to apply different test

6. Apparel manufacturing techniques /BVFT -406

- Students will gain basic understanding of *garments*, machines and their use in *apparel* and fashion *industry*.

7. Waste to wealth /BVFT -407*

- To reduce waste generation, segregation of waste, effective handling, utilization and recycling of waste.

8. Viva Voice /BVFT -408

FIFTH SEMESTER

1. Sourcing Management / BVFT-501

- Students will be able to understand the structure of supply chain and the different ways through which supply chain can become competitive in the market
- Students will be able to use the levers of the logistics strategy to redefine the points necessary to make this harmonization

- Students will be able to analyse the importance of the term “value creation” and to propose actions in the field of management of logistics costs towards the creation of value
- Students will be able to understand international logistics in a global market
- Students will be able to understand to produce and combine effectively the options available for managing inventory and orders per case

2. **Computer Aided Designs/** BVFT -502

- Students will be able to make a Fashion illustration
- Students will be able to make accessories

3. **Fashion Costing/** BVFT -503

- Students will be able to calculate the costing of apparel
- Students will be able to calculate with international price

4. **Project/**BVFT -504

- Develop the skill of doing research and how to make a project report.
- Student can run their own apparel manufacturing industry.

5. **Digital skill & Cyber safety /**BVFT -505

- Contextualization of knowledge, critical thinking and research , communication and cyber safety.

6. **Apparel Manufacturing technology /**BVFT -506

- Students will gain basic understanding of *garments*, machines and their use in *apparel* and fashion *industry*

7. **Entrepreneurship Development/** BVFT -507*

Innovation minors will be able to sell themselves and their ideas

8. **Viva Voce /**BVFT -508

SIXTH SEMESTER

1. Advance in Fashion Technology/ BVFT-601

- Students will be able to create global design products utilizing their advanced knowledge of new technology and traditional craft
- Students will be able to understand and incorporate sustainability decisions into their design aesthetics and creativity;
- Students will be able to function independently with a forward-looking ability to promote their inventive personal design vision through the creative work they present.

2. Entrepreneurship/ BVFT -602

- Students will be able to Know the parameters to assess opportunities and constraints for new business ideas
- Students will be able understand the systematic process to select and screen a business idea
- Students will be able to write a business plan

3. Computer Aided Designs / BVFT -603

- Student will be able to use design software used in garment industry.
- Students will be able to increase the speed of production.
- Students will be able to make a Fashion illustration
- Students will be able to make accessories

4. Internship Project / BVFT -604

- To develop the technique of data collection and evaluation
- Industrial Visit: Industrial visits may be arranged for the students with the briefing it importance. Standard questionnaire / guidelines may be given to the students before visiting the industries
- To develop the skill of doing research and how to make a project report
- To develop the technique of data collection and evaluation

Elective course Discipline Centric- Any One

5. Family Finance and consumer studies /BVFT -605

- Students will be able to demonstrate the application of oral, written, and financial skills to present specifications/information and support decision making in family and society.

6. Apparel Manufacturing Technology /BVFT -606

- Understand *garment production* process at industrial level. To gain knowledge about automatic machine used to *garment*.

Generic Subject

7. E-Marketing / BVFT-607*

It explores how the internet can be used effectively to enhance marketing in present scenario.

8. Viva Voce / BVFT-608



Head

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