

DEPARTMENT OF LIFELONG LEARNING

M.Voc in Fashion Design & Technology

Program Code-

Program Specific Outcomes

- Every designer's primary objective is to design clothing that will sell, and designs may undergo multiple revisions before a designer settles on a final design.
- Knowledge in the field towards the growth and development of the company.
- If you feel ambitious and dedicated enough, you could even start your own fashion design business.
- This course prepares the graduates of this discipline or corresponding subjects into skillful designers in textile and fashion apparel.
- Fashion Design is the field where you will learn to make styling decisions, from clothes to accessories

COURSE OUTPUT

FIRST SEMESTER

MVFT-101: Concept Development-I

Students will be able to project their ability of building strategies for developing, simulating and maintaining creativity

MVFT-102: Fashion Retail Management-I

- Students will be able to portray the knowledge of Retail Management at the level of national and global fashion business.
- They will be able to evaluate the performance of different fashion retailers with a particular focus on how they meet the needs and wants of their customers at different market levels.

MVFT-103: Introduction to Couture-I

- Students will be able to understand the global platform of Fashion.
- They will be able to design collection using latest software's.

MVFT-104: Trend Forecasting & Analysis-I

Learning Outcome:

- Students will be able to understand trend forecast analysis as well as the forecast interpretation.
- They will be able to predict the future trends for their chosen market and its analysis.

MVFT-105: Visual & Design Culture-I

- Students will be able to understand and analyze various visual and culture elements.
- They will be able to draw inspiration from those elements
- They will be able to convert those elements in form of new design collection

MVFT-106: Apparel Designing-I

- Students will be able to design clothes which are functional as well as aesthetically pleasing.
- They consider who is likely to wear a garment and the situations in which it will be worn, and they work within a wide range of materials, colors, patterns and styles.

MVFT-107: Fancy Art & Fashion-I

- Art urges Students to engage with unusual techniques and processes, and incorporate them into their design process for the human body.
- Students can bring variety of clothing products ranging from Sari, lehenga, skirts, kurta and many more.

SECOND SEMESTER**MVFT-109: Fashion Image-II**

- Students will be able work as a stylist for various activities of fashion industry.
- They will also be able to work as a freelance stylist
- They will be able work as Image Consultants.

MVFT-110: Fashion Communication-II

- Students will be able to work in the affiliate stream of Fashion Communication.
- Students will be able to promote their work through fashion advertising & communication.
- Students will be able to plan and execute events & activities of fashion industry.

MVFT-111: Entrepreneurship Development-II

- Students will be able to plan and organize the daily running of a business.
- They will be able to ensure that the business thrives and develops

MVFT-112: Digital Design-II

- Students will be able to work on dedicated software's
- They will be able to project their ideas through the use of latest technology in an effective way

MVFT-113: Ultra Materials-II

- Students will be able to work on various innovative materials
- They will be able to project their ideas through the use of different material's exploration in an effective way

MVFT-114: Apparel Designing-II

- Students will be able to design clothes which are functional as well as aesthetically pleasing.
- They consider who is likely to wear a garment and the situations in which it will be worn, and they work within a wide range of materials, colors, patterns and styles.

MVFT-115: Fancy art & Fashion-II

- Art urges Students to engage with unusual techniques and processes, and incorporate them into their design process for the human body.
- Students can bring variety of clothing products ranging from Sari, lehenga, skirts, kurta and many more.

THIRD SEMESTER**MVFT-117: Commercial Design Studies-III**

- Students will be able to create commercial product line
- They will be aware of the legal as well as global aspects of markets.

MVFT-118: Fashion & Luxury Brand Management-III

- Students will be able to critically analyze how different organizations in fashion and luxury goods manage their brands and their market offerings in order to compete in different market environments.

MVFT-119: Design Innovation-III

- Students will be able to understand the concept of innovation and its methodology
- They will be able to review, consolidate, extend and apply the knowledge and skills they have learnt in order to create innovative fashion designs and garments

MVFT-120: Fashion Ergonomics-III

- Students will be able to understand the human ergonomics
- They will be able to design fashion products as a solution for challenges related to specific needs.

MVFT-121: Craft Studies-III

- Students will be able to understand the world of craft preferably through ethnographical research
- They will be able to design solution for artisans related to the craft sector

MVFT-122: Apparel Designing-III

- Students will be able to design clothes which are functional as well as aesthetically pleasing.
- They consider who is likely to wear a garment and the situations in which it will be worn, and they work within a wide range of materials, colors, patterns and styles.

MVFT-123: Fancy art & Fashion-III

- Art urges Students to engage with unusual techniques and processes, and incorporate them into their design process for the human body.
- Students can bring variety of clothing products ranging from Sari, lehenga, skirts, kurta and many more.

FOURTH SEMESTER

MVFT-125: Industry Project-IV

- To create an educational environment that approximates the actual conditions in industry.
- Students will be able to locate, analyze, and synthesize Industry research data and apply that data to delineate the needs of specific Industry.
- To create an educational environment that approximates the actual conditions in industry

MVFT-126: Dissertation-IV

- Student will be able to do research, develop and resolve all creative ideas while producing an ambitious, professional and contemporary collection (creative skills).
- They will be able to critically implement an individual program of work demonstrating organizational and managerial skills in planning, organizing and completing the project (business skills).
- They will be able to evaluate the procedures involved in setting up and operating a business venture (business skills).
- They will be able to relate appropriately and effectively within various organizational contexts.
- Student will be able to identify/define problems, generate questions and/or hypotheses, review and summarize the literature, apply appropriate research methods.
- They will be able to collect data systematically , discuss findings in the broader context of the field and can produce publishable results

MVFT-127: Costume Studies-IV

- Students will be able to **understand different styles of fashion design segments**
- They will also get to know the working of various international & national popular designers

MVFT-128: Apparel Designing-IV

- Students will be able to design clothes which are functional as well as aesthetically pleasing.
- They consider who is likely to wear a garment and the situations in which it will be worn, and they work within a wide range of materials, colors, patterns and styles.

MVFT-129: Fancy art & Fashion-IV

- Art urges Students to engage with unusual techniques and processes, and incorporate them into their design process for the human body.
- Students can bring variety of clothing products ranging from Sari, lehenga, skirts, kurta and many more.