

Introduction to Fashion Design

Course Overview

Introduction to Fashion Design is a one-semester course intended to introduce students to the basics of fashion design. This course is designed to provide students insight on the history of fashion and its place in the modern world and to help them understand terms and concepts related to fashion. From the inspiration for a garment to creating sketches until the final product takes shape is a long process that involves various activities such as fashion forecasting, predicting consumer demand, drafting the designer's worksheet, pricing, etc. This course has seventeen lessons and four Course Activities.

Course Goals

By the end of this course, you will be able to do the following:

- Describe the meaning of fashion, its key influences, and its place in the modern world.
- Describe the key components of fashion: the elements of design and the principles of design.
- Describe the two basic fashion categories and identify common fashion lines.
- Explain the relevance and state the contributions of key fashion capitals around the world.
- Trace the history of fashion from the seventeenth century to the early nineteenth century.
- Describe fashion in the United States in the late nineteenth and early twentieth centuries.
- Describe fashion in the United States in the mid-twentieth century.
- Compare the influences and contributions of key fashion innovators of the mid-twentieth century.
- Explain the stages in a fashion life cycle and identify the key factors that influence it.
- Describe the different fashion life cycles.
- Describe how fashion is perceived and accepted by a consumer.
- Identify and describe the predominant factors that influence consumer demand.
- Explain the process of fashion forecasting and list the sources that fashion forecasters use.
- Describe the preliminary steps for line and product development.

- Compare natural and man-made fibers and describe the process of textile production.
- Describe the process of garment development.
- Explain the steps in garment production, starting from a garment sample.

General Skills

To participate in this course, you should be able to do the following:

- Complete basic operations with word processing software, such as Microsoft Word or Google Docs.
- Draw using drawing tools available in word processing software.
- Understand the basics of drawing software, such as Corel Draw.
- Perform online research using various search engines and library databases.
- Communicate through email and participate in discussion boards.

For a complete list of general skills that are required for participation in online courses, refer to the Prerequisites section of the Plato Student Orientation document, found at the beginning of this course.

Credit Value

Introduction to Fashion Design is a 0.5-credit course.

Course Materials

- notebook
- drawing tools such as pencils and crayons
- computer with internet connection, speakers or headphones, and a scanner or other device to upload sketches
- Microsoft Word or equivalent
- Microsoft Excel or equivalent
- Microsoft PowerPoint or equivalent

Course Pacing Guide

This course description and pacing guide is intended to help you stay on schedule with your work. Note that your course instructor may modify the schedule to meet the specific needs of your class.

Day	Activity / Terminal Objective	Type
1 day: 1	Syllabus and Student Orientation <i>Review the Plato Student Orientation and Course Syllabus at the beginning of this course.</i>	Course Orientation
3 days: 2-4	What Is Fashion? <i>Describe the meaning of fashion, its key influences, and its place in the modern world.</i>	Lesson
4 days: 5-8	Components of Fashion <i>Describe the key components of fashion: the elements of design and the principles of design.</i>	Lesson
4 days: 9-12	Fashion Categorization <i>Describe the two basic fashion categories and identify common fashion lines.</i>	Lesson
1 day: 13	Space Jumble	Game
3 days: 14-16	Fashion Capitals Around the Globe <i>Explain the relevance and state the contributions of key fashion capitals around the world.</i>	Lesson
4 days: 17-20	Haute Couture and Prêt A Porter Designs	Course Activity
1 day: 21	Modern Design Capital	Online Discussion
3 days: 22-24	Seventeenth and Eighteenth Century Fashion <i>Trace the history of fashion from the seventeenth century to the early nineteenth century.</i>	Lesson
4 days: 25-28	American Fashion in the Nineteenth and Twentieth Centuries <i>Describe fashion in the United States in the late nineteenth and early twentieth centuries.</i>	Lesson

1 day: 29	Space Jumble	Game
4 days: 30-33	Post–World War II (WWII) Fashion Revolution <i>Describe fashion in the United States in the mid-twentieth century.</i>	Lesson
4 days: 34-37	Fashion Innovators Post–WWII <i>Compare the influences and contributions of key fashion innovators of the mid-twentieth century.</i>	Lesson
5 days: 38-42	Fashions of Different Eras	Course Activity
1 day: 43	What Is True Couture?	Online Discussion
3 days: 44-46	Fashion Evolution <i>Explain the stages in a fashion life cycle, and identify the key factors that influence it.</i>	Lesson
1 day: 47	Space Jumble	Game
3 days: 48-50	Types of Fashion Life Cycles <i>Describe the different fashion life cycles.</i>	Lesson
3 days: 51-53	Identification and Fashion Adoption <i>Describe how fashion is perceived and accepted by a consumer.</i>	Lesson
3 days: 54-56	The Consumer <i>Identify and describe the predominant factors that influence consumer demand.</i>	Lesson
5 days: 57-61	Consumer Groups in Fashion	Course Activity
1 day: 62	A Fashion Follower or Leader	Online Discussion
3 days: 63-65	Fashion Research and Forecasting <i>Explain the process of fashion forecasting and list the sources that fashion forecasters use.</i>	Lesson
1 day: 66	Space Jumble	Game

4 days: 67-70	Product Development <i>Describe the preliminary steps for line and product development.</i>	Lesson
3 days: 71-73	Understanding Textile <i>Compare natural and man-made fibers and describe the process of textile production.</i>	Lesson
4 days: 74-77	Sampling <i>Describe the process of garment development.</i>	Lesson
4 days: 78-81	Production <i>Explain the steps in garment production, starting from a garment sample.</i>	Lesson
5 days: 82-86	Fashion Design	Course Activity
1 day: 87	Design for Mass Appeal or Originality	Online Discussion
1 day: 88	Space Jumble	Game
1 day: 89	Course Review	
1 day: 90	End of Semester	Assessment

Appendix—A

Alternative Activities

For the Lesson and Course Activities that require students to visit stores, departmental stores etc., teachers can allow an online research if physical travel (especially to a higher-end store) is impractical for students.