

COURSE DESCRIPTION

COLLECTION AND PRODUCTION

Course title Collection and Production	Kurstitel Kollektion og produktion
Course number BB2KP--KMU	Approved 06.06.23
Level and semester BA, 4th semester	Field of study Fashion Design
ECTS 20	Responsible Christel Arnevik
Exam form Semester exam (see Studieplan/Study Plan on Itslearning) Combination test: Oral defence and design product	Assessment 7-point grading scale The exam will be an overall evaluation of the presented design product and the oral defence.
Censor External	Extent/duration of exam The duration of the total semester exam is 60 minutes, of which: 20 minutes are for the student's presentation 20 minutes are for discussion 20 minutes are for voting and assessment
Group work see Studieplan/Study Plan on Itslearning	Prerequisite As a mandatory prerequisite for participation in the exam, the stu- dent must deliver a learning portfolio before a deadline set by the study administration.

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Course objective

The aim of the course is for the student to gain knowledge about and experience with the fashion industry's work in designing and developing collections. The course aims for a context as close to reality as possible, and a collection is developed for a specific target group or company. At the same time, the aim is for the student to gain knowledge of societal currents that are important to the fashion industry. Theoretical models and practical techniques for identifying upcoming trends are introduced, and a visual material is developed for use in the student's own design project. The student is also introduced to theory and methods within circular economy and sustainability principles which support a design's quality, durability, possibility of recycling and repair. Knowledge of political requirements supports the student's ability to take on extended design responsibility.

Learning outcome

At the examination, the student is expected to:

Knowledge:

- *have knowledge about what a collection is and how collections are developed and used in the fashion industry*
- *have knowledge about the DART model as a system for mapping and substantiating an idea 'hunch'*
- *have a basic understanding of the clothing industry's production methods and conditions*
- *have basic knowledge about circular product design*

Skills:

- *be able to collect inspiration material as a visual management tool for the design project*
- *be able to develop a design based on a selected material and production facilities*
- *be able to use analogue and digital sketching and design techniques, including Adobe Illustrator as a tool in the communication of designs*
- *be able to convey a collection visually and verbally*
- *be able to use strategies linked to circular economy*

Competences:

- *be able to build a collection targeted at a specific target group on the basis of one's own developed idea proposal*
- *have experience with the work process that is generally used in the fashion industry*
- *be able to analyse a given idea 'hunch' and translate it into personal presentations*

Generic learning outcome

In addition to the above-mentioned course-specific learning outcomes, the student is also expected to:

- *be able to present own research and project through an oral and visual presentation, that both explains what, why and how, and contains a reflection on the process and the concrete learning along the way*
- *be able to translate design experiments – regardless of the outcome – into learning and development of their own design practice*