

## **Objectives and Outcomes: Textile Design Concentration-BS**

These are the program objectives:

1. To promote an understanding of Fashion and Textile Design in relation to the needs of fashion, contractual furnishings, home textiles, and the business to business textile products.
2. To provide hands-on experience using a set of complex technologies found in industry today to build prototypical solutions to solve current needs.
3. To provide experience in responding to market opportunities with creative and innovative products that integrate a set of academic disciplines such as textile materials, design fundamentals, business fundamentals, sourcing, data mining of market information, and new developments in material science and engineering.
4. To create an educational environment that approximates the actual conditions in industry by building studios and workshops containing state-of-the-art systems, resources, technologies, and a community of creativity and innovation.
5. To develop strong multi-functional teamwork and communication skills using visual and verbal presentation assignments and interfaces with practitioners in the design community and the industry.

**Objective:** To promote an understanding of Fashion and Textile Design in relation to the needs of fashion, contractual furnishings, home textiles, and the business to business textile products.

- a. Students will be able to locate, analyze, and synthesize market research data and apply that data to delineate the needs of specific markets.
- b. Students will be able to critically evaluate textile product design solutions in terms of needs of diverse textile end uses and communicate those evaluations using appropriate vocabulary, terminologies, and structural dimensions.

**Objective:** To provide hands-on experience using a set of complex technologies found in industry today to build prototypical solutions to solve current needs.

- a. Students will use proprietary and off the shelf CAD systems to build virtual prototypes and labs and studios to build the actual prototypes.
- b. Students will be able to successfully execute projects using various software packages for fashion and textile design including LECTRA, Adobe PhotoShop, EAT, and Gerber.

**Objective:** To provide experience in responding to market opportunities with creative and innovative products that integrate a set of academic disciplines such as textile materials, design fundamentals, business fundamentals, sourcing, data mining of market information, and new developments in material science and engineering.

- a. Students will develop innovative and creative fashion, home and contract products for diverse textile markets.
- b. Students will be able to prepare entries and compete in industry and academic competitions and juried exhibitions.

**Objective:** To create an educational environment that approximates the actual conditions in industry by building studios and workshops containing state-of-the-art systems, resources, technologies, and a community of creativity and innovation.

- a. Students will be able to execute design projects utilizing industry design, development and production equipment.
- b. Apply knowledge of design elements and principles, product, market and technology to critique of fashion, textile and textile product design work.

**Objective:** To develop strong multi-functional teamwork and communication skills using visual and verbal presentation assignments and interfaces with practitioners in the design community and the industry.

- a. Students will be able to effectively execute projects utilizing self- critique and criticisms of cohorts, industry guests, and faculty in the collaborative studio environment.
- b. Students will formulate effective design solutions individually and in teams and in response to real world problems.