

P.G. DEPARTMENT OF FASHION DESIGN AND TECHNOLOGY
M.SC. FASHION DESIGN AND TECHNOLOGY

Programme Outcome

PO1.It is designed to provide eligible candidates a specialization in the wide range of applications and research skills used in the fashion industry.

PO2.The students explore their creative side intellectually along with conceptualization, Textile manipulation and designing, prototyping garment, branding, and business, etc.

PO3.To understand the complexity of fashion designing the students need to acquire knowledge, creativity, a mature sense of the fashion industry, learn skills, and specialize.

PO4.MSc Fashion Designing curriculum helps students to develop their signature style and explore the conceptual contexts of their work and enables one to apply advanced theory and practice in the chosen field.

PO5.This course also helps students to develop skills like Creativity and artistic taste, Knowledge of colours, textures, and shapes, technical knowledge of tasks such as pattern cutting and sewing, Knowledge of fashion trends, Drawing and sketching skills, Originality, and innovativeness.

Programme Specific Outcomes (PSO I) :M.Sc. I Fashion Design and Technology

PSO1.To demonstrate professionalism by managing time to meet deadlines with quality work and effectively collaborating in teams.

PSO2.To assess, propose, and apply various techniques related to drafting, draping and constructing of garments.

PSO3.To develop a systematic, critical approach to problem solving at all levels of the design process and to articulate design ideas verbally, visually and digitally.

TEXTILE STUDY

CO1.To impart the knowledge of fibres, sources, identification and properties.

CO2.To introduce students to various chemicals, dyes and auxiliaries used for chemical Processing.

CO3.Identify and discuss concepts related to the historical background of textiles

CO4.Explain the cultivation and harvesting of natural plant fibre and their properties i.e. cotton, jute, hemp, flex.

HISTORIC COSTUMES

CO1. To impart knowledge on history of costumes through the previous centuries with reference to fashion clothing.

CO2.Understand key techniques in the textile history and apply these to the identification of textiles

CO3.Familiar with the beginnings of the textile industry in ancient civilizations

CO4.Recognize and appreciate the design effects in textile masterpieces of the world

PATTERN MAKING AND CONSTRUCTION TECHNIQUES

CO1.To impart skills in basic techniques of pattern making

CO2. To provide the knowledge of different sewing machines

CO3. The ability to apply the knowledge, skills and methodologies of the discipline(s) or field(s) of study to the analysis and solution of complex problems

CO4.To analyse the expression of sophisticated ideas, reflecting on personal practice and modifying it accordingly

TEXTILE TESTING AND QUALITY ANALYSIS

CO1. To familiarize students with textile testing methods

CO2.To impart knowledge of textile product assessment according to standards.

CO3.To acquaint with testing methods involved in testing of textiles for various enduses.

CO4. Be able to understand various finishing techniques of fabrics for enhancing the functional property

SURFACE ORNAMENTATION

CO1.To impart knowledge on surface embellishment.

CO2.To familiarize students with basic embroidery stitches

CO3.To provide the knowledge of various dyeing and printing techniques

CO4.Demonstrate the Enlarged & Reduced forms of design

DESIGN CONCEPTS

CO1.To introduce elements and principles of design and to impart knowledge on fashion art and design and its importance

CO2. To ensure students can practice the methods, processes and tools of design thinking.

CO3. To ensure students can apply the design thinking approach and have ability to model real world situations.

CO4.Evaluate, integrate, and apply appropriate information from various sources to create cohesive, persuasive arguments, and to propose design concepts

FABRIC CONSTRUCTION

CO1.To impart the knowledge of fibres, sources, identification and properties.

CO2.To introduce students to various chemicals, dyes and auxiliaries used for chemical Processing.

CO3. Discuss the channel impairments like losses and dispersion.

CO4.Classify the Optical sources and detectors and to discuss their principle.

SOCIOLOGICAL AND PSYCHOLOGICAL ASPECTS OF FASHION

CO1.Identify and discuss concepts related to the cultural, social, and psychological aspects of textiles, dress and appearance

CO2.To impart knowledge on research concepts in fashion

CO3.To develop an understanding of social and psychological aspects of clothing.

CO4.To study the psychological effects of clothing on the individual in social situations. Contents

COMMUNICATION SKILLS

CO1.Write effectively using field-specific terminology and conventions in a variety of forms for appropriate professional audiences

CO2.Speak and listen effectively in both formal and informal professional settings

CO3.Be able to communicate a concept visually using technology, or graphic display

CO4.Demonstrate increased competence by identifying, explaining, and applying effective communication skills in a variety of contexts (e.g. interpersonal, intercultural, group, public and professional communication, and mass media).

FASHION ILLUSTRATION

CO1. To help students to understand fashion illustration

CO2. Role of sketching and illustration in fashion design.

CO3. Different illustration techniques to be used

CO4. Dynamic figure sketching in fashion merchandising.

APPLIED TECHNIQUES IN DRAFTING AND PATTERN MAKING

CO1. To familiarize students with garments for different sizes and categories

CO2. To impart knowledge on industrial method of pattern making and drafting

CO3. To introduce students to draping and its application in designing and construction of haute-couture.

CO4.Students will be able to judge the right kind of seam finishes that have to be given to different fabrics.

GARMENT CONSTRUCTION-KIDS WEAR (Pr.)

CO1.To make student understand the basic skills related to hand stitches and seams.

CO2.Develop understanding of different terminology used in garments

CO3.To familiarize students with garment construction for different sizes and categories

CO4. To familiarize students with the designing and production of kids wear garments.

Programme Specific Outcomes (PSO II) : M.Sc. II Fashion Design and Technology

PSO1.The students will have strong foundation in designing and have the ability to visually represent it by illustrations, photographs, graphics and visual display of merchandise.

PSO2.The students will be able to understand and analyze the market trends and design market friendly, sustainable, ethically viable and client friendly designs and products.

PSO3.Students will be able to work as a team in any organization and become accomplished or successful Designers, Entrepreneurs or Industry ready professionals

FASHION MARKETING AND MERCHANDISING (TH.)

CO1. Identify and discuss concepts related to the management, marketing, and/or consumption of textile and apparel products

CO2.To make students understand and analyse the role of merchandiser.

CO3. The Importance of visual merchandising.

CO4. It also imparts knowledge of types of marketing and retailing procedure.

COMPUTER APPLICATION IN FASHION DESIGN (PR.)

CO1. To impart knowledge about the commands and tools necessary for professional drawings.

CO2.To create professional designs and drafting using CAD

CO3. Apply intermediate level computer skills to complement traditional design skills.

CO4. To introduce the methods of garments construction which include drafting, cutting and sewing of garments for industrial as well as home production.

WOMEN APPAREL CONSTRUCTION-I (PR.)

CO1. To impart Knowledge about Style reading

CO2.To introduce students with pattern development and material layout

CO3.Develop skills of students to create basic garment parts and various design elements required for a garment

CO4.To create awareness about various construction details

TRADITIONAL EMBROIDERIES AND TEXTILES OF INDIA (PR.)

CO1. To teach students the basic techniques of learning traditional embroidery

CO2. To create awareness of embroidered and Traditional articles.

CO3. To able to make a products with the help of basic embroidery stitches.

CO4. To provide the knowledge of various dyeing and printing techniques

APPAREL PRODUCTION MANAGEMENT AND ENTREPRENEURSHIP (TH.)

CO1. To introduce various departments of an apparel Industry.

CO2. To impart skills in apparel production in an industrial set-up.

CO3. Students will be able to critically analyse the changing nature in fashion entrepreneurship.

CO4. Students will be able to apply principles of entrepreneurship, new venture creation and Business development to make decisions in the fashion industry.

INTRODUCTION TO INFORMATION TECHNOLOGY (TH.)

CO1. The Information Technology (IT) course will educate students to analyse, design, integrate, and manage information systems using information technology.

CO2.Apply the knowledge of mathematics, science and computing in the core information technologies.

CO3.Identify, design, and analyse complex computer systems and implement and interpret the results from those systems.

CO4. Design, implement and evaluate a computer-based system, or process component, to meet the desired needs within the realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability.

PATTERN MAKING THROUGH DRAPING (PR.)

CO1. To develop skills of draping.

CO2.To understand the relevance of draping in fashion

CO3.To learn different types of finishing in garment construction

CO4.To understand draping techniques and incorporating fine design details in a dress.

WOMEN APPAREL CONSTRUCTION-II (PR.)

CO1. To learn about the various garment details and the way they are attached to finish a garment.

CO2. To learn different types of finishing in garment construction (hand and machine)

CO3. To impart knowledge about sources of inspiration for apparel designing

CO4. To understand the basic techniques of designing and construction of garments

INDUSTRY INTERNSHIP AND DOCUMENTATION (PR.)

CO1. To understand professional systems of documentation and / or presentation

CO2. Understand the textile machineries through industrial visit and practise industrial knowledge through internship way

CO3. To understand the various departmental process and their inter relation within the organization.

CO4. To professionally document and present the information gathered during the field work/ industry internship by using different tools.

DESIGN COLLECTION AND PRODUCT DEVELOPMENT (PR.)

CO1.To apply comprehensive textile design skills to design textiles through painting, weaving, screen printing, knit, and demonstrate intermediate or advanced skills in drawing, repeat creation, and color application.

CO2.To be able to understand target customer, market trends and forecast.

CO3. Identify the product to be developed and process of design development.

CO4.Learn the process of product development and the presentation.

P.G. DEPARTMENT OF FASHION DESIGN AND TECHNOLOGY

B.Voc. FASHION DESIGN AND TECHNOLOGY

Programme Outcome

PO1.Bachelor of Vocation (B.Voc.) Fashion Design and Technology is a graduate level program with the objective to provide adequate knowledge and skills related to apparel fashion designing and technology for employment and entrepreneurship.

PO2.Bachelor of Vocation (B.Voc. - Fashion Design and Technology) is a three year Degree program with multiple exits such as Diploma /Advanced Diploma relating to apparel manufacturing.

PO3.The course would provide adequate knowledge and skills for employment in the apparel industry. The student will have flexibility by means of multiple exit points. Curriculum details would include a suitable mix of general education and skill development which are designed for specific job roles in apparel industry.

PO4.The course includes content which equip skill development component in the candidate. Each year includes practical as well as theory courses which impart appropriate and relevant knowledge of the garment industry.

PO5.The candidate will be exposed to project work and on the job training in the industry so as to become ready to work in the apparel industry.

Programme Specific Outcomes (PSO I) :B.Voc I Fashion Design and Technology

Self Employed Tailor

PSO1.The main idea of this course is to instill the skills regarding tailoring of garments by taking measurement, cutting clothes as per measurement and sewing with the help of ordinary sewing machines.

PSO2. To enhance various techniques related to drafting, draping, designing and construction of a garment with a systematic and critical approach to problem solving at all levels of the design process.

PSO3.Develop a systematic, critical approach to problem solving at all levels of the design process.

ENGLISH COMMUNICATION SKILLS I

CO1. Get acquainted with renowned writers and read their stories written on various aspects of life

CO2. Heighten their awareness of correct usage of English grammar in writing and speaking

CO3. Enlarge their vocabulary

CO4. Strengthen their ability to write with proper sentence structure and right usage of vocabulary

PERSONALITY AND CLOTHING

CO1. The students will be able to understand wider aspect of the concept personality.

CO2. To understand how make over and clothing affects personality of the person.

CO3. An individual's style of dressing plays an important role in enhancing his/her personality. The subject allows them to form their own unique style.

CO4. The subject allows them to understand the factors which affect the selection of clothing as consumers.

GARMENT TECHNOLOGY

CO1. The subject initiates learning and applying utility of various components in a garment and to explore the different techniques used for quality application in garments.

CO2. The students will be able to understand the basics of garment construction including handling of sewing machines, how to use sewing, measuring and marking tools.

CO3. To understanding the importance of pattern making, drafting and the right way to construct garments.

CO4. The students will be able to detect mistakes that might take place during the process of garment construction.

PATTERN MAKING

CO1. The subject familiarizes the students with the basic concepts of pattern making.

CO2. It familiarizes them with the tools and terminology of pattern making while developing their ability to create designs through the flat pattern method.

CO3. The students will create Basic bodice blocks and patterns according to the measurements of a child and adult.

CO4. The subject allows them to put into practice what they have learned.

BASICS OF APPAREL CONSTRUCTION

CO1. The students will learn about different types of Hand stitches and techniques using different type of needles and thread.

CO2. They will be able to sew different types of seams and seam finishes.

CO3. They will learn about the application of different types of fasteners and accessories onto the garments.

CO4. The students will be able to put the skills learnt into practice and create samples showcasing that.

GARMENT CONSTRUCTION-I

CO1. Exploration and development of advanced pattern drafting and construction techniques for apparels. An intensive focus on the design and development of basic and creative pattern drafting skills and techniques to create individual design pieces in fabrics.

CO2. Learning and implicating different design construction and finishing techniques to create a final design pieces for apparels and interiors with standard design craftsmanship.

CO3. The student will combine all the skills learned in the first semester to develop and draft basic garments.

CO4. The students will perform the construction process and document under the guidance of their tutor.

Programme Specific Outcomes (PSO I) :B.Voc I Fashion Design and Technology

Fashion Designer

PSO1. Design and develop apparel products to meet the end-user desire by applying basic concepts in design and illustration.

PSO2. Select the right materials and accessories for constructing the garments with respect to changing global fashion.

PSO3. Creating and presenting various product design to attain entry level position in fashion industry.

ENGLISH COMMUNICATION SKILLS II

- CO1.** Get acquainted with various well known poets and will get to know about different poetic devices
- CO2.** Write on different situations in an effective manner
- CO3.** Enlarge their vocabulary
- CO4.** Construct simple sentences using accurate rudiments of syntax and grammar

FUNDAMENTALS OF COMPUTER

- CO1:** Understand the basic concepts of hardware & software, terminology of IT and familiar with the use of IT Tools.
- CO2:** Explore new IT techniques in various applications and to identify the issues related to security.
- CO3:** Understand the various number system techniques and its conversion.
- CO4:** To understand the operating system and various tools of MS-office.

FASHION MERCHANDISING

- CO1.** Exploration and investigation of varied techniques and processes for the creation and development of visual Arts and Design ideas within the context of thematic and aesthetic interpretation.
- CO2.** To Explore and create an exciting example of 'fashion exposure' that demonstrates the role of images, photography, etc., to create fantasy, desire and the look of garments within a created visual narrative.
- CO3.** Demonstrate understanding of the fashion process i.e. the fashion process i.e. the fashion cycle, the forces that inhibit, encourage and shape fashion change; sources of new styles and their adaptation within the consumer market.
- CO4.** Describe the overall change in the structure of the retail industry over the past years.

DESIGN PROCESS

- CO1.** Students will have a clear foundation in fundamentals of design through elements and principles of design and different topics.
- CO2.** It enhances students drawing skills, colour theories, and presentation of their art works.
- CO3.** Students will understand the concepts of Structural and decorative designs and application of all the concepts with the help of various surface ornamentation techniques.
- CO4.** The course applies critical thinking into the design process and fashion forecasting for the creation of Innovative garments.

FASHION ILLUSTRATION

- CO1.** The subject initiates the understanding of the importance of drawing and different techniques of illustration as the basis of fashion illustration.
- CO2.** To realize the need for understanding clarity and confidence in drawing of the fashion figures with rendering of fabrics and other garment details in fashion.
- CO3.** This subject focuses on enhancing the natural artistic abilities to develop unique Illustration styles.
- CO4.** The subject allows the students to convert their visions into reality by putting them onto paper using various mediums.

GARMENT CONSTRUCTION II

- CO1.** Students will be well equipped with the knowledge and confidence to respond to a design brief within the Industry.
- CO2.** Students will be able to Design, plan, and create an original design through the flat pattern process.
- CO3.** Correct fitting techniques and basic construction will result in a fitted personal pattern by which all designs and styles can be applied and drafted.
- CO4.** Students will be able to design, develop and exhibit their creations.

DRUG ABUSE: PROBLEM, MANAGEMENT AND PREVENTION

- CO1.** The students will understand the causes and consequences of drug abuse.
- CO2.** This course will enable the students to develop the knowledge, skills, and attitudes to appreciate the benefits of living healthily.

CO3. To promote responsibility towards the use of drugs among students.

CO4. The students will learn the management and prevention of drug abuse.about

Programme Specific Outcomes (PSO II) :B.Voc II Fashion Design and Technology

Industrial Engineer

PSO1. An Industrial Engineer is responsible for determining most effective ways to create a product or service in sewing line. Outline of the program is designed accordingly.

PSO2. To impart science based education to develop professional skills that will prepare the student for better employment.

PSO3. To develop an ability to work in teams, innovate, design and evolve project implementing capabilities and skill of production.

ENGLISH LANGUAGE AND CREATIVE WRITING

CO1. Familiarise with the inspirational thoughts of well-known personalities of the world

CO2. Communicate with proper grammatical structures in their daily life

CO3. Sharpen their thinking ability by developing story from hints

CO4. Enable the students to improve their culinary skills

ENVIRONMENTAL AND ROAD SAFETY AWARENESS

CO1. To spread awareness among students regarding increase in different kind of pollutions.

CO2. The students will understand about eco system, its importance and the need to protect it.

CO3. Students will have the skills and knowledge to cross the road safely. Students will identify hazards on or near the road and be careful near these.

CO4. Students will be able to ask for help with a road safety problem.

INTRODUCTION TO FASHION INDUSTRY

CO1. Students will enhance their knowledge about fashion and will be able to Introduce fashion Industry in a more creative way.

CO2. To give an insight about various aspects regarding fashion industry regulations and organizational requirements.

CO3. Students will be able to identify different kinds of markets and techniques to excel in each of them.

CO4. The students will be well versed with the terminology used in the garment Industry.

FABRIC FORMATION AND STRUCTURE

CO1. To impart the knowledge of fibres, sources, identification and properties.

CO2. To provide students with the knowledge of yarn science and their properties.

CO3. The students will be able to make better decisions when choosing fabrics for garment construction.

CO4. They will be informed about the process of Fabric formation and their structure.

SURFACE ORNAMENTATION I

CO1. To develop an understanding about textile industry and utility of different textiles in relation to surface ornamentation.

CO2. Students will be able to use the tools, materials and techniques practiced in the Industry.

CO3. Students will explore new ways of surface ornamentation techniques and practice the traditional ones.

CO4. Students will develop various samples in order to practice the techniques being used in the Industry.

TEXTILE SCIENCE

CO1. To impart knowledge about different fibers, yarns and fabrics along with their properties.

CO2. To enable students to practice various techniques used for stain removal while taking into consideration the type of a fabric.

CO3. The students will be able to dye and bleach different fabrics.

CO4. The students will understand how to take care of fabrics and the importance of care labelling.

BASICS OF COMPUTER APPLICATION (PRACTICAL PAPER)

CO1: Understand the basic concepts, terminology of Internet and various means to access Internet

CO2: Explore the Word Processing techniques in various applications.

CO3: Explore the presentation commands to be used practically and professionally.

CO4: To practically understand the concepts of spreadsheets and various other tools of MS-Office.

FASHION COMMUNICATION

CO1. Enhance their reading, writing, listening and speaking skills in English

CO2. Understand group communication, mass communication and interpersonal communications

CO3. Position themselves in a global fashion scenario through effective communication skills

CO4. Develop their ability to maintain fruitful public relations

HUMAN VALUES IN EDUCATION

CO1. The main objective is to develop interaction with society and educational institutions.

CO2. To encourage research activities

CO3. To sensitize the citizens towards the value of human rights and duties in education.

APPAREL INDUSTRY AND QUALITY CONTROL

CO1. To acquaint the students with the working atmosphere of fashion and apparel Industry.

CO2. To develop an understanding regarding supply chain and different strategies for better outcomes.

CO3. The students will understand the importance of management and working of various departments in an Industry.

CO4. The students will understand the importance of quality standards and a good working environment in order to achieve best results.

APPAREL PRODUCTION MANAGEMENT

CO1. The students will understand the quality parameters required for apparel production management.

CO2. The students will carefully learn the process of Sample making in the apparel Industry and different kind of samples made.

CO3. The students will understand the need for documentation and packaging.

CO4. The students will learn in depth the working of cutting, fusing, pressing, Packaging and sampling department and the kind of role each department plays.

BASICS OF COREL DRAW

CO1. To acquaint them with different Fashion designing software and make them understand the importance and usage of CAD in fashion and apparel Industry.

CO2. Students will learn about the tools used in Corel draw.

CO3. Students will be able to develop and conceptualize design ideas using the software.

CO4. The students will learn to create Illustration, Business cards, advertisements, logos and prints.

SURFACE ORNAMENTATION II

CO1. To develop sensitivity among students in regard to dyeing and printing in general and in context to Indian craft.

CO2. The students will explore and apply the old and new techniques in order to create samples.

CO3. The students will learn different techniques of dyeing and printing and creating various surfaces.

CO4. The students will experiment with various hand painting techniques and will create different patterns with it.

INDUSTRIAL TRAINING

CO1. The students will learn the functioning of the apparel and fashion Industry.

CO2. The students will understand the difference between mass and niche market and will learn to create according to the consumers.

CO3. The students will develop their creative skills while working in the Industry and learning the ways of the Industry.

CO4. The students should be able to practically understand what they have learned in classroom.

Programme Specific Outcomes (PSO III) :B.Voc III Fashion Design and Technology

Boutique Manager

PSO1. A Boutique Manager is a skilled designer with business acumen for managing shop to make fashionwear, made ups and home furnishings.

PSO2. The job involves thorough understanding of designs, being aware of latest trends, ability to convince clients for a design, capable of pattern making and skilled in stitching.

PSO3. All the steps involved in the management of a boutique.

ENTREPRENEURSHIP DEVELOPMENT

CO1: Acquire necessary knowledge regarding the concept of entrepreneurship by considering various approaches regarding it.

CO2: Gain professional knowledge regarding business incorporation and business ideas generation.

CO3: Develop the ability of analyzing various entrepreneurial development programmes and their elements.

CO4: Demonstrate the need of various competencies required for entrepreneurial growth.

CO5: Examine

the role of development banks and specialized institutions in entrepreneurship development.

SUSTAINABLE FASHION

CO1. The students will learn how fashion effect our environment and understand the Importance of green fashion.

CO2. The students will understand techniques which could help the apparel Industry move towards zero waste.

CO3. Students will understand the need to inculcate sustainable practices into the process of designing.

CO4. The students will learn about various pollutants in the apparel Industry and how we can reduce them.

MANAGEMENT AND ACCOUNTING

CO1: Managerial skills to understand, organize and operate various kinds of business organization.

CO2: The process of management

CO3: The theoretical framework of accounting as an information system and double entry system.

CO4: The various accounting principles and their implication while accounting.

BUSINESS ECONOMICS

CO1. To boost student's motivation by application of the demand supply equilibrium.

CO2. Understanding the various forms of market will give immense knowledge to the students to increase marketing efficiency.

CO3. Understanding of macroeconomic mechanism will strengthen the student's knowledge to apply in different phases of business cycles.

CO4. The Students will have the ability to apply macroeconomic principles with the help of statistical tools for the formulation of policies and planning.

TEXTILE WET PROCESSING

CO1. The students will understand the different types of dyes and techniques to dye various fabrics.

CO2. To understand the various methods of treating fabrics in order to attain best possible results.

CO3. The students will learn about various printing and dyeing techniques and functional finishes.

CO4. The students will learn about eco-friendly methods of pre-treatments and dyeing

ADVANCE PATTERN MAKING

CO1. To impart skills in advance techniques of pattern making.

CO2. To enable the students to execute advance pattern manipulation through drafting and pattern making.

CO3. To teach various methods of advance pattern manipulation by using dart manipulation.

CO4. To develop in students the ability to create designs through different pattern making techniques.

CHILDREN'S APPAREL

CO1. To acquaint the students with construction skills of children's apparel.

CO2. Students will learn elements of drafting, pattern making, cutting and stitching in relation to kids wear.

CO3. The students will learn different ways to create basic garments.

CO4. The students will learn to attach different parts of a children's garment with different seams and finishes.

FASHION DRAPING

CO1. To make the students aware about the draping techniques used in designing and construction of garments.

CO2. The course aims at understanding the process and stages involved in design development from an initial concept to a final creation.

CO3. The students will learn the techniques of draping and understand the relevance of draping in fashion.

CO4. The students will learn dart manipulations according to the need of the design.

FUNDAMENTALS OF DIGITAL MARKETING

CO1. Identify and assess the impact of digital technology in transforming the business environment and also the customer journey;

CO2. Illustrate the measurement of effectiveness of a digital marketing campaign;

CO3. Introduction and importance of AI in Digital Marketing;

CO4. Demonstrate their skills in digital marketing tools such as SEO, Social media, and Blogging for engaging the digital generation;

FASHION STYLING AND GROOMING

CO1. The students will understand the role of styling in the fashion Industry.

CO2. To enable students to understand the trends in Clothing behaviour

CO3. To gain an insight on the planning process involved in Clothing selection.

CO4. The students will be able to understand, develop and exhibit their unique sense of style.

PHYSICAL EDUCATION

CO1: Learn about relationship between sports and politics, sports and economy.

CO2: Familiarize with the balance diet components, source and function of each components.

CO3: Explain and apply the various tools and techniques for the prevention from sports injuries, and learn about the first aid process.

CO4: Evaluating the relationship between food and nutrition in health and/or illness.

HOME SCIENCE

CO1. The course aims at getting maximum satisfaction to the person and their family members through the efficient and scientific use of their resources.

CO2. It helps the students to understand house management in order to enhance the quality of living.

CO3. The students will understand the importance of time, money and energy management in households for better standards of living.

CO4. The students will learn different ways to decorate their homes and take care of all the steps that constitute an ideal living.

INDIAN TRADITIONAL TEXTILES AND EMBROIDERIES

CO1. To introduce students with the creative art of Indian embroidery.

CO2. To impart knowledge regarding traditional textiles of India.

CO3. The students will use these embroidery techniques and will create samples.

CO4. The students will have a deeper understanding of the Indian traditional textiles and techniques.

CONSTRUCTION OF SOFT FURNISHINGS

CO1. To help the students to venture into the field of furnishings by designing and construction of various articles

CO2. To teach the students various methods of making major home decorating articles.

CO3. The students will learn to create different soft furnishing items using different surface ornamentation techniques.

CO4. The students will develop sensitivities to create design collections pertaining to home décor and interior decorating.

ADVANCE GARMENT CONSTRUCTION

CO1. To teach different aspects of drafting and designing.

CO2. To help the students to develop their own design.

CO3. To acquaint the students with skills of innovative clothing construction.

CO4. The students will be equipped with the knowledge and confidence to respond creatively to design briefs within the market.

PORTFOLIO DEVELOPMENT

CO1. The students will learn how to create important documents required in interviews and presentations.

CO2. To prepare students for the world of fashion, where they can grab opportunities by showcasing and explaining their talent through portfolio.

CO3. The students will learn the importance of editing and compiling in order to present in the best possible manner.

CO4. The students will learn to create portfolios digitally as well as manually.

P.G. DEPARTMENT OF FASHION DESIGN AND TECHNOLOGY

B.A. FASHION DESIGNING

Programme Outcome

PO1. The course aims to provide fashion designers a clear perspective on creativity and its application in innovative fashion design.

PO2. The curriculum presents fashion design as a fun, invigorating, topical and rewarding art.

PO3. It introduces techniques for students to get new, fresh and original design ideas.

PO4. Adapt their abilities to support their future design careers.

PO5. Assess, propose, and apply various techniques related to drafting, draping and construction of garments.

Programme Specific Outcomes (PSO I) :B.A Fashion Designing

PSO1. Illustrate ideas in visual form by using various media.

PSO2. The students will design and create garments and products by using conventional methods.

PSO3. Students will be able to articulate design ideas verbally, visually and digitally

Fashion Designing I

CO1. To impart skills in basic techniques of pattern making

CO2. To provide the knowledge of different sewing machines

CO3. To promote an understanding of Fashion and Textile Design in relation to the needs of fashion, home textiles, and the business to business textile products.

CO4. Students will develop innovative and creative fashion, home and contract products for diverse textile markets.

Fashion Designing I (Pr.)

CO1. To impart knowledge on surface embellishment.

CO2. To familiarize students with basic embroidery stitches

CO3. The ability to apply the knowledge, skills and methodologies of the discipline(s) or field(s) of study to the analysis and solution of complex problems

CO4. To analyse the expression of sophisticated ideas, reflecting on personal practice and modifying it accordingly

Fashion Designing

CO1. Identify and discuss concepts related to the cultural, social, and psychological aspects of textiles, dress and appearance

CO2. To develop understanding and basic skills of drawing and colors along with introduction to various art media

CO3. To introduce students to various elements required to create a design

CO4. To learn about the various garment details and the way they are attached to finish a garment

Fashion Designing (Pr.)

CO1. To provide the knowledge of various dyeing and printing techniques.

CO2. To help students to understand fashion illustration

CO3. To develop an ability to identify and categorize different fibres, yarns and fabrics.

CO4. To develop an ability to understand different textile materials used to develop products

Programme Specific Outcomes (PSO II) :B.A Fashion Designing

PSO1. To familiarize students with the design elements and principles and its application in fashion designing.

PSO2. To induce an organized methodology in developing a successful collection / line of garments.

PSO3. Demonstrate professionalism by managing time to meet deadlines with quality work and effectively collaborating in teams.

Basic and Traditional Textiles

CO1. To teach students the basic techniques of learning traditional embroidery

CO2. To create awareness of embroidered and Traditional articles.

CO3. To gain knowledge regarding the care and maintenance of fabric.

CO4. To impart skills to develop different fabrics by using construction techniques

Garment Design Construction

CO1. To familiarize students with garment construction for different sizes and categories

CO2. To impart knowledge on history of costumes through the previous centuries with reference to fashion clothing

CO3. To gain knowledge about design process followed by designers for creating a collection of garments.

CO4. To provide skills for development of inspiration and mood boards relevant to a particular theme or season

Fashion and Indian Costumes

CO1. To be able to understand target customer, market trends and forecast.

CO2. To understand female figure form (both natural and fashion).

CO3. To explore the ability and skill to draw fashion figures and drape garments on them.

CO4. To enable students to transfer the complete idea of design (colour, texture, silhouette and technique) on paper.

Fashion Illustrations and Sketching

CO1. To apply comprehensive textile design skills to design textiles through painting, weaving, screen printing, knit, and demonstrate intermediate or advanced skills in drawing, repeat creation, and color application.

CO2. To introduce patternmaking to students to develop garments.

CO3. To introduce to the students the basics techniques of patternmaking

CO4. To equip students with a working knowledge of patternmaking

Programme Specific Outcomes (PSO III) :B.A Fashion Designing

PSO1. To demonstrate professionalism by managing time to meet deadlines with quality work and effectively collaborating in teams.

PSO2. Research and relate fashion design to a broader socio economic, historical, and environmental context.

PSO3. To assess, propose, and apply various techniques related to drafting, draping and constructing of garments.

Fundamentals of Pattern Making

CO1. To impart Knowledge about Style reading

CO2. To introduce students with pattern development and material layout

CO3. To introduce students with different dyeing and printing techniques.

CO4. To enable students to develop articles using dyeing and printing techniques

Fashion Sketching and surface ornamentation

CO1. To create awareness about various construction details

CO2. To introduce elements and principles of design and to impart knowledge on fashion art and design and its importance

CO3. To introduce student with the creative art of embroidery.

CO4. To develop understanding regarding surface ornamentation.

Introduction to Fashion Industry

- CO1.** To impart knowledge on surface embellishment to use on final garments.
- CO2.** To give knowledge about stitching components of garments.
- CO3.** To give knowledge of various finishing techniques related to stitching.
- CO4.** To give knowledge about how to complete a garment with different styles.

Garment Construction

- CO1.** To familiarize students with basic embroidery stitches to use on final garments
- CO2.** To provide the knowledge of various dyeing and printing techniques
- CO3.** To familiarize students with various techniques of surface ornamentation for value addition.
- CO4.** To able to make a products with the help of basic embroidery stitches.

P.G. DEPARTMENT OF FASHION DESIGN AND TECHNOLOGY

B.A. HOME SCIENCE

Programme Outcome

- PO1.** Developed professional skills in food, nutrition, textiles, housing and human development.
- PO2.** Acquire professional and entrepreneurial skill for economic empowerment of self in particular and community.
- PO3.** Understand the science and technology that enhance the quality of life of people.
- PO4.** Bringing science from laboratory to the people.
- PO5.** Appreciate use of sustainable practices for improved physical, emotional, social, psychological environment.

Programme Specific Outcomes (PSO)

- PSO1.** Use of practices for physical emotional social and psychological environment at micro and macro level.
- PSO2.** Environment and sustainability
- PSO3.** Critically evaluate the impact of household and industrial practices on environment.

HOME MANAGEMENT AND HYGIENE

- CO1.** Understand and take action to enhance human growth and development.
- CO2.** Take control of their health and develop health promoting behaviour.
- CO3.** Holistic development of students as well as environment
- CO4.** Evaluate impact of household and industrial practices on environment.

RESOURCE MANAGEMENT AND HUMAN PHYSIOLOGY

- CO1.** To develop knowledge, attitudes, skills to perform various tasks required by their jobs.
- CO2.** To ensure that students understand how the body works.
- CO3.** To develop skills for entrepreneurship
- CO4.** Learning by doing

Programme Specific Outcomes (PSO)

- PSO1.** Learning various elements and principles of design to understand clothing.
- PSO2.** Critically evaluate impact of clothing on society.
- PSO3.** Learning Suitable clothing needs of various age groups.

CLOTHING

- CO1.** To understand the roles of weather and occasion in clothing choice.
- CO2.** To understand primary functions of clothing.
- CO3.** To distinguish between casual and formal wear.
- CO4.** To understand working of various sewing machines and their working

TEXTILES

- CO1.** Students will gain practical understanding of different textile materials (fibre, yarn, fabric).
- CO2.** Students will develop understanding regarding the identification and testing parameters of fabric.
- CO3.** Students will learn various techniques of domestic dyeing.
- CO4.** Students will learn different types of laundry and finishing techniques

Programme Specific Outcomes (PSO)

PSO1. Evaluate Impact of diet plans on curing different type of diseases.

PSO2. Learning Various developmental theories for all round development

PSO3. Appreciate use of practices for improved physical emotional social psychology and environmental health and wellbeing of society.

FOOD SCIENCE & CHILD DEVELOPMENT

CO1. Students will be able to identify and apply food principles,

CO2. Modify recipes for individual and group

CO3. Dietary and volume production for entrepreneurship

CO4. Students will learn theories of development for early childhood care, education and services.

NUTRITION, DIET THERAPY & CHILD CARE

CO1. Students will be able to interpret and applied nutrition concepts

CO2. To evaluate and improve the nutritional health of individual and community

CO3. To imbibe good nutrition routines,

CO4. To develop healthy habits, hygiene practices and self-help skills

P.G. DEPARTMENT OF FASHION DESIGN AND TECHNOLOGY

ADD-ON COURSE IN FASHION DESIGNING

Programme Outcome

PO1.To promote an understanding of Fashion Design in relation to the needs of fashion, contractual furnishings, home textiles and business to business textile products.

PO2.To provide experience in responding to market opportunities with creative and innovative products.

PO3. Integrate a set of academic disciplines in students such as textile designer, merchandiser, export houses etc.

PO4.To understand the complexity of fashion designing the students need to acquire knowledge, creativity, a mature sense of the fashion industry, learn skills, and specialize.

CERTIFICATE COURSE IN FASHION DESIGNING

CO1. To understand current scenario in fashion forecasting and movement of fashion on local and global level.

CO2. To provide skills for development of inspiration and mood boards relevant to a particular theme or season.

CO3.To create awareness about various construction details

CO4.To introduce elements and principles of design and to impart knowledge on fashion art and design and its importance

DIPLOMA COURSE IN FASHION DESIGNING

CO1.To promote an understanding of Fashion Design in relation to the needs of fashion, contractual furnishings, home textiles, to textile products.

CO2.To impart knowledge on surface embellishment

CO3. Students will have a clear foundation in fundamentals of design through elements and principles of design and different topics.

CO4. It enhances students drawing skills, colour theories, and presentation of their art works.

ADVANCE DIPLOMA COURSE IN FASHION DESIGNING

CO1. Students are able to identify a trend and identify its movements in local markets.

CO2.Students will gain practical understanding of different textile materials (fiber, yarn, fabric).

CO3.To explore the ability and skill to draw fashion figures and drape garments on them.

CO4.To enable students to transfer the complete idea of design for development of inspiration and mood boards relevant to a particular theme or season.