

Teaching guide

IDENTIFICATION DETAILS

Degree:	Design		
Field of Knowledge:	Arts and Humanities		
Faculty/School:	Communication Science		
Course:	FASHION DESIGN		
Type:	Compulsory	ECTS credits:	6
Year:	3	Code:	1530
Teaching period:	Fifth semester		
Area:	Fashion		
Module:	Areas of Creation		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

SUBJECT DESCRIPTION

The Fashion Design course, which is mainly practical, seeks to acquaint students with the basics of design, creativity techniques, design methodologies, techniques, languages and methodologies for undertaking fashion projects. It proposes ways of understanding the historical evolution of fashion products and focuses on what fashion design consists of today. The course is useful for establishing criteria for decision-making and resolution in the creation of fashion products and for undertaking personal projects, models and prototypes.

SKILLS

Basic Skills

Students must have demonstrated knowledge and understanding in an area of study that is founded on general secondary education. Moreover, the area of study is typically at a level that includes certain aspects implying knowledge at the forefront of its field of study, albeit supported by advanced textbooks

Students must be able to apply their knowledge to their work or vocation in a professional manner and possess skills that can typically be demonstrated by coming up with and sustaining arguments and solving problems within their field of study

Students must have the ability to gather and interpret relevant data (usually within their field of study) in order to make judgments that include reflections on pertinent social, scientific or ethical issues

Students must be able to convey information, ideas, problems and solutions to both an expert and non-expert audience

Students must have developed the learning skills needed to undertake further study with a high degree of independence

General Skills

To develop students' creative capacity based on firm theoretical and practical foundations allowing them to raise, solve and present design problems in a unique, original manner.

To form designers capable of working in the experimental field, using basic aesthetic tools, such as drawing and colour treatment, along with the latest technological tools applied to graphic design, audio-visual design, space design and other techniques specific to this field.

To train students to work as independent, self-sufficient professionals on design projects.

To teach students to give explanations, arguments and defence for their projects at university level and in a professional setting when dealing with customers or other design professionals.

Specific skills

To design and make models and prototypes.

To acquire the ability to find and assess alternative design solutions.

To solve problems, acquire design methods and design projects.

To gain a basic understanding of relevant research methods and design them.

To develop the ability to communicate and make oneself understood, both orally and in writing (preparing a brief, defending proposals, drafting reports, viewing information, etc.).

To acquire a basic understanding of manufacturing.

To acquire an ability to decide on criteria for construction, the correct choice of materials and production systems.

To gain a critical understanding of the history, theory and current discourse of art.

To gain a critical understanding of the evolution of aesthetic, historical, material, economic and conceptual values.

To gain a basic understanding of the research methodology of sources, analysis, interpretation and synthesis.

To clearly set out, orally and in writing, complex artistic problems and projects.

To develop the capacity for independent work.

To have the ability to work well in a team.

To gain a critical understanding of the pre-formative dimension and social impact of design.

To develop an ability to cooperate in conjunction with other design disciplines.

To develop interpersonal skills and awareness of one's own resources and capabilities.

To raise and solve design problems.

To acquire aesthetic taste.

DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
60 hours	90 hours