

FASHION DESIGN - FASHION ENTREPRENEURSHIP (AAS)

Art, Design and Performing Arts

Program website (<https://www.harpercollege.edu/academics/arts/fashion/fashion-design-degree.php>)

Option 2: Fashion Design Degree – Fashion Entrepreneurship

Program Overview

This 60 credit-hour program is designed to provide students with entry-level skills in apparel textile design, flat pattern design, draping, fashion illustrating and professional design room practices. Facilities will simulate the professional atmosphere of the fashion industry.

This sequenced degree plan is one of two options that students may pursue to earn the Fashion Design Associate in Applied Science (AAS) degree. **While there are multiple specializations, this particular degree can be awarded only once.**

Program Requirements

First Semester		Hours
ENG 101	Composition I	3
FAS 100	Industrial Sewing Methods	3
FAS 101	Flat Pattern I	3
FAS 107	Textiles I	3
FAS 112	Fashion Basics	3
Hours		15
Second Semester		Hours
FAS 102	Flat Pattern II	3
FAS 104	Apparel Design and Construction	3
FAS 110	Costume History ⁺	3
FAS 113	Advanced Industrial Sewing Methods	3
GRA 112	Digital Illustration I	3
Hours		15
Third Semester		Hours
FAS 201	Draping	3
FAS 230	Fashion Forecasting	3
MGT 150	Business Math ¹	3
MGT 154	Entrepreneurship	3
SPE 101	Fundamentals of Speech Communication	3
Hours		15
Fourth Semester		Hours
FAS 208	Computer-Aided Patternmaking	3
FAS 225	Global Sourcing of Apparel and Textiles	3
FAS 229	Promotion of Fashion	3
Humanities ²		3
Social and Behavioral Science ²		3
Hours		15
Total Hours		60

+ This course meets the World Culture and Diversity graduation requirement.

¹ The mathematics requirement for this degree can be met with MGT150 (Business Math) or Math Competency. See Math Competency options (<https://www.harpercollege.edu/testing/docs/math-competency-options.php>) for information. Students who use Math Competency to meet the mathematics requirement must complete an additional three credit-hour AAS General Education elective. See full list of AAS General Education Electives. (<https://catalog.harpercollege.edu/catalog/programs/aas-general-education-electives/>)

² See full list of AAS General Education electives (<https://catalog.harpercollege.edu/catalog/programs/aas-general-education-electives/>).

Program Learning Outcomes

Students who successfully complete this program will be able to:

- apply appropriate terminology in construction, design, historical and technical areas.
- demonstrate mastery of design principles and elements.
- develop and execute illustrated designs in multiple techniques.
- execute design development in multiple fabrics and styles.
- apply both drafting and draping techniques in garment design.
- complete garment details with appropriate construction techniques.
- develop basic patterns using computer-aided design.
- demonstrate knowledge of fashion's response to cultural, scientific and technological advances.
- locate the resources necessary to determine current trends in color, silhouette and fabrics.
- demonstrate ability to work independently and/or as a member of a diverse team.