

QUALIFICATION SPECIFICATION							
SECTION A							
<b>QUALIFICATION DEVELOPER</b>		Limkokwing University of Creative Technology					
<b>TITLE</b>		Diploma in Fashion Design			<b>NCQF LEVEL</b>		6
<b>FIELD</b>	Manufacturing, Engineering and Technology			<b>SUB-FIELD</b>		Fashion Design	
<b>NEW QUALIFICATION</b>	√	Review of existing qualification					
<b>SUB-FRAMEWORK</b>	General Education			TVET	√	Higher Education	
<b>QUALIFICATION TYPE</b>	Certificate			Diploma	√	Bachelor	
	Bachelor Honours			Master		Doctor	
<b>CREDIT VALUE</b>						<b>371</b>	
RATIONALE AND PURPOSE OF THE QUALIFICATION							
<p>Fashion design is the applied art dedicated to the design of clothing and lifestyle accessories, which generally mirror the cultural and social influences of that time. This includes all designs worn to create a statement about the individual or group of individuals. Fashion Design incorporates all the production activities involved in the development and manufacture of apparel items for men, women and children. These include the manipulation and experimentation of textiles and trims to generate ideas that will then be translated into three-dimensional form through pattern drafting and / or draping and sewing.</p> <p>The Ministry of Trade and Industry has rolled out a National Strategy that is geared at resuscitating the Clothing Industry. Clothing sector was identified as one of the Economic Diversification Drive (EDD) priority sectors that can contribute to economic diversification. However, it is the sub-sector “<i>Clothing or Apparel or Garment</i>” within the textile industry which has the potential to be upgraded into a viable and competitive manufacturing sector because this is the area within the Sector’s value chain where Botswana has comparative and competitive advantage.</p> <p>The need to acquire a vocational qualification and more specially a Basic foundation in Fashion and Textile Design has been demonstrated and shown through various policies of education, economy diversification plans, Botswana development visions, such as vision 2016, and other policies. For example, according to a report titled “2002 A frameworks for a long-term vision for Botswana “The importance of technical training must be stressed throughout the education system. A more difficult task is however, to emphasize the importance of technical skills to the Economy, and to upgrade the status of those who are employed in technical jobs and by HRDC.</p>							

The Clothing sub-sector is very important for Botswana's economy because it is a source of export revenue as the country's third commodity export; a source of employment, more especially for women and youth; and it has favorable export markets, more especially to South Africa (because of the SACU Common External Tariff, such as the 45% duty imposed on the goods from Asia (China in particular) ); The European Union (because of the favorable preferential margins for the countries under the SADC-EC EPA) and the duty free-quota free market access to the United States under the Africa Growth Opportunity Act (AGOA). The Textile and Clothing sector is currently given prominence in the SACU and SADC Industrial Policies in view of its export and employment generation potential. The upgrading of the manufacturing sector is also in the light of the realization of our National Vision 2016 to achieve the goals of a Prosperous and Innovative Nation.

The National Human Resources Development Strategy (NHRDS), through its strategic plan 2009-2022 (Ministry of Education and Skills Development, 2009) "Realizing our Potentials" which provides the basis for matching skills with national labour market requirements and promoting individual's potential to advance and contribute to economic and social development. This strategy reflects government realization that it is an essential requirement to move Botswana's development trajectory forward. To increase citizen ownership of and participation in economic activities of the country is one of the cardinal objectives of Vision 2016 and 2036. The vision points to the need to create job opportunities through diversification of economy into the services sector and the manufacturing industry.

According to industry experts reports and consultations there are no textile industries in Botswana. Secondly, even though more and more fashion designers are joining the industry, there are few textile designers. This has created a need for a qualification that combines the two areas of design.

Information from a survey of various stakeholders such as micro, small and medium sized businesses, academic advisors based in Gaborone students who are currently doing Fashion Design indicate that there is a need for a qualification the Diploma in Fashion qualification in Botswana. They felt that the qualification would facilitate the growth of a dynamic high-end textile and fashion industry in Botswana. Currently designers' credibility is low because they are unable to meet their obligations such as the quality of products and timely delivery of orders, which in turn restricts their ability to generate revenues from sales.

The survey information also indicated that the qualification would pave a way for progression for those who are studying Certificate in Textile and Fashion Design. The Fashion and Textile industry is a growing and dynamic industry. Botswana is getting more and more involved in local and international events and

activities such cultural events, weddings, entertainment, sports, beauty pageants and many others. Events that require unique textile and fashion designs. Involvement in these events has led to a rise in the demand for well-versed, creative and experienced fashion and textile designers.

In order for Botswana to compete and make a valued contribution in such a dynamic industry, it is essential that they develop their creative expertise as well as acquire effective business acumen skills. Therefore, this textile and fashion design qualification has been designed to maximise the learner's creative and cognitive potential to enable effective and successful service delivery or expansion and development in the textile and fashion industry.

The Fashion and Textile Design also plays a vital part in people's lives, every day everyone has to make at least one decision that is fashion related. Seasonally consumers spend a vast amount of money on Fashion and Textile goods.

### **Purpose**

The purpose of this qualification is to produce graduates who:

- have the technical skills and ability to create, integrate, and communicate fashion ideas.
- have problem-solving skills to solve fashion design related problems in the workplace.
- are grounded in the application of technology, creativity and innovation in the invention in fashion design.
- are creative and versatile to make a positive impact in the fashion design industry.
- can apply the latest technologies to indigenous knowledge and come up with creative and innovative computer-aided fashion illustrations and designs.
- can conduct basic research in order to develop fashion design briefs.

### **ENTRY REQUIREMENTS (including access and inclusion)**

#### **Minimum entry requirement for this qualification is a:**

NCQF level 4, Certificate IV (General Education or TVET) or equivalent

#### **Recognition of Prior Learning (RPL):**

There will be access through Recognition of Prior Learning (RPL) and Credit Accumulation and Transfer (CAT) in accordance with the RPL and CAT national Policies and guidelines.

GRADUATE PROFILE	
SECTION C	
LEARNING OUTCOMES Upon completion of the qualification, candidates will:	ASSESSMENT CRITERIA
<ul style="list-style-type: none"> <li>Conduct basic design research using appropriate methodologies in fashion design.</li> </ul>	<ul style="list-style-type: none"> <li>Define research.</li> <li>Explain why it is important to do research.</li> <li>List down and explain characteristics of research.</li> <li>Describe the different types of research.</li> <li>Explain the purpose/functions of research.</li> <li>List and explain at least five ethical considerations that must be considered in conducting research.</li> <li>Differentiate qualitative research from quantitative research.</li> <li>Successfully conduct research using different research methods.</li> <li>Relate research methods to appropriate types of research.</li> <li>Apply the most suitable research method(s) in order to answer a particular research question in fashion design.</li> <li>Critique sample proposals and research reports.</li> <li>Write a basic research proposal for a fashion business.</li> <li>Write a basic research report.</li> </ul>
<ul style="list-style-type: none"> <li>Apply creativity and innovative process in Fashion design problem solving.</li> </ul>	<ul style="list-style-type: none"> <li>Define creativity in fashion terms.</li> <li>Discuss the creative process of generating new fashion designs.</li> <li>Use problem-solving skills, through lateral thinking and 'mind mapping' techniques to generate new fashion concepts.</li> <li>Generate ideas using juxtaposition, what if technique, Escape technique, and analogy, and random word.</li> <li>Translate concepts visuals into working fashion and apparel models.</li> <li>Interpret different design briefs and create fashion and apparel solutions.</li> </ul>

	<ul style="list-style-type: none"> <li>• Design concept using relevant tools and innovative methods.</li> <li>• Utilise the latest technology and related tools to optimise the dissemination of information.</li> </ul>
<ul style="list-style-type: none"> <li>• Produce a variety of fashion illustrations with body posture to create mood board.</li> </ul>	<ul style="list-style-type: none"> <li>• Define illustration in garment production terms.</li> <li>• Explain the importance of illustrations in fashion design and manufacture.</li> <li>• Describe the process of garment illustration.</li> <li>• Use nine segment technique to make garment illustrations.</li> <li>• Identify fashion proportion and the fashion figure, e.g., proportions and anatomy.</li> <li>• Construct geometrical shapes that represent human body for garment illustration.</li> <li>• Draw the human figure to fashion proportions, e.g., blocking, style lines, balance lines.</li> <li>• Identify a variety of fashion poses, e.g., full front, profile, pelvic thrust.</li> <li>• Create fashion illustrations to incorporate a variety of garment styles.</li> <li>• Incorporate a variety of simple gestures using arm and leg variations.</li> <li>• Draw illustrations using a variety of mediums.</li> <li>• Develop appropriate technical skills for both digital and hand illustration techniques.</li> </ul>
<ul style="list-style-type: none"> <li>• Employ pattern drafting techniques and skills to produce a well-constructed fashion garment.</li> </ul>	<ul style="list-style-type: none"> <li>• Define pattern drafting.</li> <li>• Apply principles of pattern drafting to produce a desired pattern for a garment.</li> <li>• Select suitable materials for pattern making.</li> <li>• Take and record measurements of human body to create patterns.</li> <li>• Use rulers, curves and set-squares to create precise patterns.</li> <li>• Use size charts and match individual sizes.</li> </ul>

	<ul style="list-style-type: none"> <li>• Apply fittings to adapt pattern designs in model making.</li> <li>• Practice tracing, punching and notching in mark making.</li> <li>• Create basic blocks with accuracy and accountability.</li> <li>• Draft a pattern in a manner that economises time, effort and material.</li> <li>• Identify the different elements of a garment used in the construction process.</li> <li>• Apply industry based sewing techniques to construct a variety of fashion and textile products.</li> <li>• Manipulate pattern.</li> <li>• Cut final pattern.</li> </ul>
<ul style="list-style-type: none"> <li>• Apply knowledge in sewing techniques.</li> </ul>	<ul style="list-style-type: none"> <li>• Define sewing in fashion terms.</li> <li>• Relate sewing to fashion materials and texture.</li> <li>• Identify tools and supplies used in sewing.</li> <li>• Describe purpose of each part of a sewing machine.</li> <li>• Use the sewing machine correctly.</li> <li>• Set up the sewing area to suit the user need.</li> <li>• Discuss machine needle and inserting process.</li> <li>• Demonstrate threading and winding the bobbin procedure.</li> <li>• Demonstrate threading the sewing machine.</li> <li>• Identify basic trouble shooting problems.</li> <li>• Prepare cut parts for mending into a garment.</li> <li>• Assemble and sew garment parts.</li> <li>• Apply finishing touches to a garment.</li> <li>• Trim excess threads.</li> <li>• Press finished garment.</li> <li>• Package the finished garment.</li> </ul>
<ul style="list-style-type: none"> <li>• Demonstrate the knowledge and understanding of contemporary and ancient history of fashion through different Fashion eras.</li> </ul>	<ul style="list-style-type: none"> <li>• Define the history of fashion design.</li> <li>• Discuss the importance of history in fashion design.</li> <li>• Analyse historical and contemporary fashion trends to produce concept-boards.</li> </ul>

	<ul style="list-style-type: none"> <li>Identify major changes that have taken place in the fashion design industry.</li> <li>Analyse the effect of developments in fashion history modern clothing industry.</li> <li>Assess the influence of Botswana's traditional textile designs on the and fashion industry.</li> <li>Infuse traditional fashion designs in current fashion designs.</li> </ul>
<ul style="list-style-type: none"> <li>Participate in Fashion forecasting and fashion trends.</li> </ul>	<ul style="list-style-type: none"> <li>Analyse the principles of fashion forecasting and trends.</li> <li>Employ current fashion trends to forecast future fashion trends.</li> <li>Utilise demographics to assess future fashion trends.</li> <li>Utilise demographics to identify future target markets.</li> <li>Define the role and importance of fashion marketing.</li> <li>Make use of elementary research analysing historical and contemporary fashion trends to produce concept- boards.</li> <li>Illustrate the correlation between trend research, product development and buying fashion products.</li> <li>undertake a trend research and forecasting project.</li> </ul>
<ul style="list-style-type: none"> <li>Demonstrate knowledge on fabric science, construction and finishing.</li> </ul>	<ul style="list-style-type: none"> <li>Define fabrics.</li> <li>Discuss the scientific formation of fabrics.</li> <li>List the various fibres and describe their characteristics.</li> <li>Classify fibres according to their source.</li> <li>Discuss the process of manufacturing fibres.</li> <li>Describe the fibre characteristics needed for use in fabrics.</li> <li>Explain procedures used to identify fibres.</li> <li>Explain how yarns are formed.</li> <li>Describe the distinguishing characteristics of woven, knitted and other fabrics.</li> <li>Discuss the different dyeing processes.</li> <li>Describe common printing techniques.</li> <li>Identify international care symbols.</li> </ul>

<ul style="list-style-type: none"> <li>• Apply the different communication handling mechanisms in Fashion Design.</li> </ul>	<ul style="list-style-type: none"> <li>• Define communication in fashion business terms</li> <li>• Explain the process of communication and its effect on giving and receiving information.</li> <li>• Apply effective communication skills in a variety of public and interpersonal settings.</li> <li>• Present fashion ideas in a clear effective way</li> <li>• Apply note-taking strategies in fashion research.</li> <li>• Utilize time management techniques to create a study schedule and manage procrastination.</li> <li>• Utilize a variety of resources for information and research.</li> <li>• Apply critical thinking skills to analyze, interpret, and evaluate course content and information.</li> </ul>
<ul style="list-style-type: none"> <li>• Utilise a range of computer applications such as MS Word, Excel, PowerPoint, CAD and Outlook for Fashion enhancement and communications.</li> </ul>	<ul style="list-style-type: none"> <li>• Identify the Desktop Elements.</li> <li>• Log-in to a computer system using log-in credentials.</li> <li>• Using the Basic Features of Windows.</li> <li>• Using Computer Menus and Toolbars.</li> <li>• Create a new document with word, excel and power point.</li> <li>• Open an existing Word, excel and power point document and perform basic text generation.</li> <li>• Open a web browser application.</li> <li>• Type Universal Resource Locator (URL) into address bar to open websites.</li> <li>• Navigate around websites, using links to open web pages and resources available in website.</li> <li>• Add websites of interest to bookmarks.</li> <li>• Download files available on the website, saving them in desired locations.</li> <li>• Create an e-mail account in a free mail host, Gmail.</li> <li>• Draft, read inbox and send e-mail.</li> <li>• Draw garments using illustrator software.</li> <li>• Design garment using illustrator and Photoshop.</li> </ul>

<ul style="list-style-type: none"> <li>• Demonstrate knowledge of entrepreneurial skills in fashion design and manufacturing.</li> </ul>	<ul style="list-style-type: none"> <li>• Define entrepreneurship.</li> <li>• Describe the importance of entrepreneurship.</li> <li>• Discuss the basic principles of entrepreneurship and the concept of innovation in fashion design.</li> <li>• Distinguish the types of entrepreneurship and the financial sources for starting a fashion business.</li> <li>• Design business plan for a small fashion business.</li> <li>• Implement theoretical knowledge acquired by designing a small business venture.</li> </ul>
<ul style="list-style-type: none"> <li>• Employ knowledge of marketing in Fashion design and production.</li> </ul>	<ul style="list-style-type: none"> <li>• Describe the basic marketing concepts in fashion marketing.</li> <li>• Discuss the elements of the marketing environment for any organization.</li> <li>• Explain how companies create customer-driven marketing strategies.</li> <li>• Use marketing material production including posters, flyers, e-newsletters and more for fashion marketing.</li> <li>• Examine in detail the 4Ps marketing Mix – Product, Place, Price, and Promotion.</li> <li>• Evaluate market conditions and consumer needs when forming marketing strategies.</li> </ul>
<ul style="list-style-type: none"> <li>• Utilise photographic knowledge in fashion design and marketing.</li> </ul>	<ul style="list-style-type: none"> <li>• Describe camera, types of cameras and their brands including camera components and their uses.</li> <li>• Set-up and switch on and off a digital camera.</li> <li>• Operate a digital camera in a professional manner to take fashion images and pictures.</li> <li>• Apply principles of photography in imagery to get correct and beautiful photos.</li> <li>• Determine proper lighting through knowledge of how lights are reflected from an object.</li> <li>• Use different lenses in image capturing for their specific duties.</li> </ul>

	<ul style="list-style-type: none"> <li>• Apply different angles and angle techniques in taking images.</li> <li>• Evaluate the socio-economic impact of photography in a contextualized environment.</li> <li>• Produce creative, aesthetic and persuasive images.</li> <li>• Apply composition and knowledge of assessing captured images to improve image quality.</li> </ul>
<ul style="list-style-type: none"> <li>• Demonstrate a sense of accountability and personal responsibility for the work in the organization.</li> </ul>	<ul style="list-style-type: none"> <li>• Create good relationships with colleagues and customers in the organisation.</li> <li>• Demonstrate ability to apply different approaches in managing the business in the organisation.</li> <li>• Communicate professionally with all stakeholders in the organisation.</li> <li>• Report to work on time and on daily basis.</li> <li>• Write the weekly report and submit it as required by the workplace or the university.</li> <li>• Follow instructions as given by the supervisor at work and the mentor at the institution.</li> <li>• Perform duties given by the supervisor ethically and responsibly.</li> <li>• Link theoretical knowledge from lecture room to practicability in the workplace.</li> <li>• Prepare the materials for writing the final internship report.</li> <li>• Correctly fill in the logbook as required by the institution.</li> </ul>

QUALIFICATION STRUCTURE			
SECTION C			
FUNDAMENTAL COMPONENT	Title	Level	Credits
Subjects / Units / Modules /Courses	Introduction to Research	5	10
	Introduction to Computer Skills	5	10
	Communication and Study Skills	5	10
	Entrepreneurship	6	12
CORE COMPONENT	Fundamentals of Design	5	10
Subjects / Units / Modules /Courses	Fashion conceptual drawing	6	10
	History of Fashion	6	10
	Creative and Innovative Studies	6	10
	Fashion Photography	6	15
	Fashion Illustration	6	36
	Pattern Drafting	6	54
	Computerized Fashion Design	6	15
	Sewing Techniques	6	27
	Fabric studies	6	34
	Trend Forecast	6	12
	Fashion and apparel studies	6	22
	Fashion Marketing	6	12
	Interior Decoration & Styling	7	12
	Industrial Attachment	6	40
ELECTIVE COMPONENT	Textile Printing	6	10
Subjects / Units / Modules /Courses (Select one)	Batik & Dyeing Techniques		
	Knitted and woven fabrics		
<b>Total</b>			<b>371</b>
RULES OF COMBINATIONS, CREDIT DISTRIBUTION (WHERE APPLICABLE):			
<p>The table below shows module distribution in relation to fundamental component, core component and elective component. Students are to choose 1 module out of the 3 as electives The total number of credits required for a student to graduate in this qualification is <b>371</b> credits including 10 credits from elective modules.</p>			

Module Classification	Module status	Total number of modules	Total number of Credits
Fundamental Component	Compulsory	4	42
Core Component	Compulsory	24	319
Elective Component	Students choose 1 out of 3 modules	1	10
<b>Totals</b>		<b>29</b>	<b>371</b>

Level 5 – 40 credits

Level 6 – 319 credits

Level 7 – 12 credits

**Total - 371 credits**

## ASSESSMENT AND MODERATION ARRANGEMENTS

### Assessment arrangements

The qualification will encompass both formative and summative assessment. The weightings for the assessments will be as follows;

Assessment Method	Weight
Formative Assessments	60
Summative Assessments	40

### Moderation arrangements

Internal and external moderators to be engaged will be BQA accredited subject specialists in relevant fields with relevant industry experience and academic qualifications.

Both internal and external moderation shall be done in accordance with applicable national policies and regulations.

## RECOGNITION OF PRIOR LEARNING (if applicable)

There shall be provision for award of the qualification through Recognition of Prior Learning (RPL) in accordance with institutional Policies in line with the National RPL Policy.

Candidates may submit evidence of credits accumulated in related qualification in order to be credited for the qualification they are applying for.

## **PROGRESSION PATHWAYS (LEARNING AND EMPLOYMENT)**

This qualification is designed to facilitate vertical, horizontal and diagonal progression.

### **Horizontal Progression**

Other comparable qualification to this diploma that a learner may progress to horizontally include,

- Diploma in Textile Design
- Diploma in Fashion Business
- Diploma in garment sewing and manufacturing

### **Vertical progression**

Students graduated from this qualification may progress to the following:

- Bachelor of Arts in Fashion Design
- Bachelor of Arts in Textile Design
- Bachelor of Fashion Marketing
- Bachelor of Fine Arts in Dress making

### **Employment Pathways**

Other than progressing academically Graduates of the course may find employment in a range of public and private organisations for the following posts:

- Assistant Fashion Designers
- Assistant Textile designers
- Accessory designers
- Fashion Merchandiser
- Technical Designers
- Assistant Pattern Makers
- Assistant Pattern Graders
- Assistant Textile Printers
- Assistant Retail Store Manager/ Boutique Owners

- Assistant Fashion Buyer/ Assistant Retail Merchandisers
- Junior Apparel Designer
- Fashion Buyer
- Production Assistant
- Sales Assistant
- Fashion Forecaster
- Fashion Magazine Editor
- Pattern Maker/Grader
- Garment Technician
- Quality Assurance Assistant

#### **QUALIFICATION AWARD AND CERTIFICATION**

For a Candidate to achieve this qualification they must have acquired a minimum of **371** credits. The Candidate should pass all the **Core, Fundamental and 1 Elective** module.

#### **Certification**

A Diploma in Fashion Design will be awarded to a Candidate upon completion of the qualification in accordance with applicable policies. A certificate and transcript will be issued at award.

#### **3.0 REGIONAL AND INTERNATIONAL COMPARABILITY**

The qualification was benchmarked with regional and international universities and colleges. The qualification is comparable to regional and international university standards.

Comparable qualifications are;

- Elizabeth Galloway Academy of Fashion Design PTY LTD from (**South Africa**)
- LaSalle College from (**Canada**)
- Swarnim Institute of Design from (**Gujarat, India**)

Criteria	Elizabeth Galloway Academy of Fashion Design PTY LTD (South Africa)	LaSalle College (Canada)	Swarnim Institute of Design (Gujarat, India)
Title	Diploma In Fashion Design	Diploma in Fashion Design	Diploma Fashion Designing
Level	Level 6	Level 6	Level 6
Duration	3 Years	2 Years	3 Years
Credits	360	90	180
Structure	<ul style="list-style-type: none"> <li>• Fashion Design I</li> <li>• Creative Computing I</li> <li>• Drawing and Illustration I</li> <li>• Basic Fashion Photography I</li> <li>• Patternmaking I</li> <li>• Garment Construction I</li> <li>• Technical Drawing I</li> <li>• Business Studies I</li> <li>• Design Management I</li> <li>• Research for Practice I</li> <li>• Textiles Studies I</li> <li>• Fashion Design II</li> <li>• Creative Computing II</li> <li>• Drawing and Illustration</li> <li>• Textile Surface Design I</li> <li>• Basic Fashion Photography II</li> <li>• Patternmaking II</li> <li>• Garment Construction II</li> <li>• Technical Drawing II</li> </ul>	<ul style="list-style-type: none"> <li>• Drawing</li> <li>• Fundamentals of Design</li> <li>• Colour Theory</li> <li>• Digital Imaging</li> <li>• Survey of the Fashion Industry</li> <li>• Fashion Illustration</li> <li>• Fundamentals of Construction</li> <li>• Textiles Fundamentals</li> <li>• Product Development</li> <li>• History of Fashion Concept Development</li> <li>• Digital Illustration for Fashion</li> <li>• Intermediate Construction</li> </ul>	<ul style="list-style-type: none"> <li>• Drawing and illustrations (Fashion Drawing)</li> <li>• Sewing Technique</li> <li>• Pattern Making and Garment Construction 1</li> <li>• Draping 1</li> <li>• Embroidery 1 (Basic Stitches)</li> <li>• Fashion Overview (looks and styling)</li> <li>• Fabric Study</li> <li>• Embroidery 2 (Traditional Embroideries)</li> <li>• Design Project 1</li> <li>• Pattern Making and Garment Construction 2</li> <li>• Digital Representation</li> <li>• Craft Documentation</li> <li>• Fiber and Yarn</li> <li>• Basic Dyeing</li> <li>• Pattern Making and Garment Construction 3</li> </ul>

	<ul style="list-style-type: none"> <li>• Business Studies II</li> <li>• Design Management II</li> <li>• Research for Practice II</li> <li>• Textiles Studies II</li> </ul>	<ul style="list-style-type: none"> <li>• Fundamentals of Patternmaking</li> <li>• Intermediate Patternmaking</li> <li>• Draping</li> <li>• Trends and Forecasting</li> <li>• Apparel Evaluation and Production</li> <li>• Professional Development and Portfolio</li> <li>• Design Studio: Women's Wear</li> <li>• Advanced Sewing Techniques</li> <li>• Advanced Construction</li> <li>• Computer Patternmaking</li> <li>• Computer Patternmaking II</li> <li>• Final Collection Concept</li> <li>• Final Collection Production</li> <li>• Introduction to Fashion Marketing</li> <li>• Website Development</li> </ul>	<ul style="list-style-type: none"> <li>• Draping 2</li> <li>• Design Management 1</li> <li>• Design Project 2</li> <li>• Fashion History</li> <li>• Design Project 3</li> <li>• Garment Manufacturing Technique</li> <li>• Basic Print Design</li> <li>• Pattern Making and Garment Construction 4</li> <li>• Traditional Textiles of India</li> <li>• Internship</li> <li>• Design Project 4</li> <li>• Design Management 2</li> <li>• Pattern making and Garment Construction 5</li> <li>• Portfolio Design</li> <li>• Work Organizing</li> <li>• Portfolio Design</li> <li>• Graduation Project (Internship)</li> </ul>
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Learning outcomes	<ul style="list-style-type: none"> <li>• Relate principles and functions of business management to design sectors.</li> <li>• Solve advanced problems relating to design technology processes.</li> <li>• Evaluate and apply historical, social and cultural influences on design.</li> <li>• Select and apply advanced visual, oral and textual communication techniques.</li> <li>• Solve design problems relating to changes influencing fashion and textiles.</li> </ul>	<ul style="list-style-type: none"> <li>• Turn design ideas into garments and accessories.</li> <li>• An understanding of the business side of the fashion industry.</li> <li>• Solid understanding of technology, theory, and industry practices and expectations.</li> <li>• Knowledge and skills required working with emerging technologies available in the industry.</li> <li>• To develop, analyze and implement proven marketing strategies.</li> </ul>	<ul style="list-style-type: none"> <li>• Harness creativity and knowledge in innovative thinking through incubating those ideas on a practical terminology.</li> <li>• Integrate application of technology and its workflow process</li> </ul>
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### 3.1 Similarities

- Duration of training is almost similar.
- Modules offered for the qualification are 80% to 100% the same.
- Graduates at diploma level also progress to degree level and the modules covered are exempted.

### 3.2 Differences

Key differences are noted in the following areas:

- Modules have different notional hours and hence credits awarded to each module.
- The credits per modules are different.
- Number of modules offered for the qualification is not the same.

- Total number of credits is not the same.

<b>REVIEW PERIOD</b>
The qualification will be reviewed every five <b>(5) years</b> .