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SECTION A: QUALIFICATION DETAILS															
QUALIFICATION DEVELOPER (S)				Department of Teacher Training and Technical Education											
TITLE		Diploma in Fashion Design									NCQF LEVEL		6		
FIELD		Culture, Arts and Crafts			SUB-FIELD		Fashion Design			CREDIT VALUE		360			
New Qualification					√		Review of Existing Qualification								
SUB-FRAMEWORK			General Education					TVET			√		Higher Education		
QUALIFICATION TYPE		Certificate	I	II	III	I	V		Diploma	√	Bachelor or				
		Bachelor Honours		Post Graduate Certificate					Post Graduate Diploma						
		Masters					Doctorate/ PhD								
RATIONALE AND PURPOSE OF THE QUALIFICATION															
<p>RATIONALE:</p> <p>In the past few decades, higher education has seen a paradigm shift: the idea of Education and Training Providers (ETPs) as a place for providing instruction has largely been reimagined as a place for producing learning. In the world of globalization, almost every country in the world wants their education system to be the best so their students can obtain the necessary skills and knowledge taught by the ETPs that meet the challenges of the 21st century. The need to produce competitive and skilled graduates applied to countries in Africa and Southern Africa, too. Furthermore, Botswana, like other countries in Sub-Saharan Africa, recognized Technical Education as one of the vital areas that could contribute to job creation for the youth and diversify the country's economy. It is against this background that Botswana introduced a number of outcome-based Diploma qualifications at its Institutions of higher learning to equip students with lifelong skills and knowledge for the world of work. Hence, this Diploma in Fashion Design qualification was developed.</p>															

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This qualification has been put together in line with the Botswana government's Vision 2036, which acknowledged the Creative Industries as one of the sectors identified as important to the development of Botswana's Human Resources. Furthermore, the Human Resources Development Plan (HRDP 2016) states that Fashion Design has been recognized as one of the occupations in top demand, and the skills that should be built into the fashion qualification include People Management, Administration, Budgeting, CT, Social Media, Database Management, Visionary and Customer Service among others (code no: 2136, page 3 and page 18). Moreover, the Botswana NDP11 (pg. 71) states that the availability of new curriculums in Technical Vocational and Education, such as the Fashion Design curriculum, is essential in providing a conducive environment for economic growth and hastening the country's move from a factor-driven to a knowledge-based economy.

PURPOSE:


The purpose of this qualification is to produce Fashion Design professionals who meet the increasingly sophisticated needs of the Creative Arts sector with advanced technical knowledge, skills and competencies and will be able to:

- Provide technical guidance to supervisors in the production of pattern construction for men's, women's, and children's wear in a fashion studio or factory to ensure quality workmanship of garments.
- Demonstrate to factory workers skills in producing fashion accessories.
- Supervise shooting and presentation of photographs/ images according to a design brief.
- Apply CAD/CAM for fashion design in a fashion environment.
- Apply knowledge and skills in entrepreneurship, marketing, and communication in a fashion apparel manufacturing environment.
- Implement strict adherence to Occupational Health and safety legislations to minimise risks in a fashion environment.


ENTRY REQUIREMENTS (including access and inclusion)


- Minimum entry requirements are NCQF Level 4- Certificate IV or equivalent
- The use of alternative forms of entry, such as recognition of Prior Learning (RPL) and Credit Accumulation and Transfer (CAT), is accepted through the use of ETP policies in line with the national policies.


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SECTION B		QUALIFICATION SPECIFICATION	
GRADUATE PROFILE (LEARNING OUTCOMES)		ASSESSMENT CRITERIA	
1) Analyse and apply advanced knowledge and understanding of the theories in Clothing Production Industries		1.1 Evaluate the concept of producing garments and develop creative ideas for the fashion manufacturing environment. 1.2 Study and evaluate theories of managing production and decide on the most suitable production line method in a fashion apparel factory. 1.3 Produce a portfolio using a chosen theory on using the latest fashion apparel tools and equipment in a fashion environment.	
2) Perform and Design Fashion Illustrations using CAD-CAM techniques in a fashion Apparel Environment		2.1 Draw basic design templates in line with the market segment's needs using CAD-CAM in a fashion factory. 2.2 Illustrate to factory workers specific designs using CAD-CAM in a fashion apparel manufacturing environment. 2.3 Produce detailed technical drawings, graphics, mood boards and backgrounds using CAD- CAM, Adobe Photoshop and Illustrator computer programs. 2.4 Present to a buyer a final design produced Using CAD-CAM in a fashion factory	
3) Plan and design an advanced knowledge and understanding of Colour and Design Development requirements in a fashion house.		3.1 Demonstrate to customers how the colour wheel matches clothing items in a fashion boutique to potential customers. 3.2 Assemble different colour compositions, colouring materials and mediums in a fashion design environment. 3.3 Showcase various colour textures in a fashion boutique to potential customers.	

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<p>4) Market fashion products made in a fashion line.</p>	<p>4.1 Create fashion merchandise in a fashion studio.</p> <p>4.2 Market fashion items to clients in a fashion store.</p> <p>4.3 Sell fashion merchandise to clients in a window display area.</p>
<p>5) Develop creative garment assembly processes in relation to sewing of specific outfits.</p> 	<p>5.1 Measure, estimate, and calculate physical quantities of fabrics needed in the production of a chosen fashion garment in order to confirm production numbers in a fashion environment.</p> <p>5.2 Prepare fabric for cutting processes by picking, laying, sorting, and fusing to Ensure optimum fabric utilization in a fashion company's cutting room.</p> <p>5.3 Cut fabrics according to a lay plan in a fashion factory and label and bundle the different pieces in preparation for stitching.</p> <p>5.4 Assemble and stitch pieces of fabrics according to a customer's specifications, such as the style and sizes.</p> <p>5.5 Produce garments to a given specification to meet the set standards of each garment, such as a dress, skirts, blouses, trousers, shirts, school uniforms, overalls, corsets and other fashion clothes in a fashion environment.</p> <p>5.6 Finish garments using specific techniques in a fashion environment, such as hemming, buttons, buttonholes, zips, etc.</p> <p>5.7 Inspect garments produced against specifications to pass, evaluate, or discuss with customers in a fashion manufacturing environment.</p> <p>5.8 Analyse the results of a quality inspection of garments produced and record the relevant details to ensure that quality standards are met.</p> <p>5.9 Press, pack, and prepare garments for dispatch in a manner that promotes marketing and</p>


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	entrepreneurship skills in a fashion environment to make the garments attractive to a buyer.
6) Select and apply principles of patternmaking in a fashion apparel environment.	<p>6.1 Demonstrate pattern making and garment construction techniques, use of tools and mathematical techniques in a fashion section of a garment manufacturing company.</p> <p>6.2 Produce basic blocks and full-scale patterns to a given specification in a fashion apparel manufacturing environment for a basic garment with mock-up.</p> <p>6.3 Produce and present various styles and ranges of patterns based on the customer's specification and Adapt various patterns which met the set standards.</p> <p>6.4 Construct final Production patterns of various garments and coordinate customer pattern order styles in a fashion factory.</p> <p>6.5 Grade patterns in a production room and present a variety of balanced and graded master patterns for use in a fashion environment.</p>
7) Apply knowledge of historical, social and cultural influences in fashion design.	<p>7.1 Undertake related research in couture and tailored garments design in a fashion environment.</p> <p>7.2 Evaluate and apply trends components of the History, social and cultural impacts of fashion design to develop creative ideas for contemporary garments in a fashion environment.</p> <p>7.3 Identify and evaluate key trends in the history of fashion for fashion forecasting.</p>
8) Design a fashion collection or project in a fashion Apparel environment.	<p>8.1 Produce a fashion collection for a show to a given specification.</p> <p>8.2 Make patterns and sew pieces of garments for a fashion range/project.</p>

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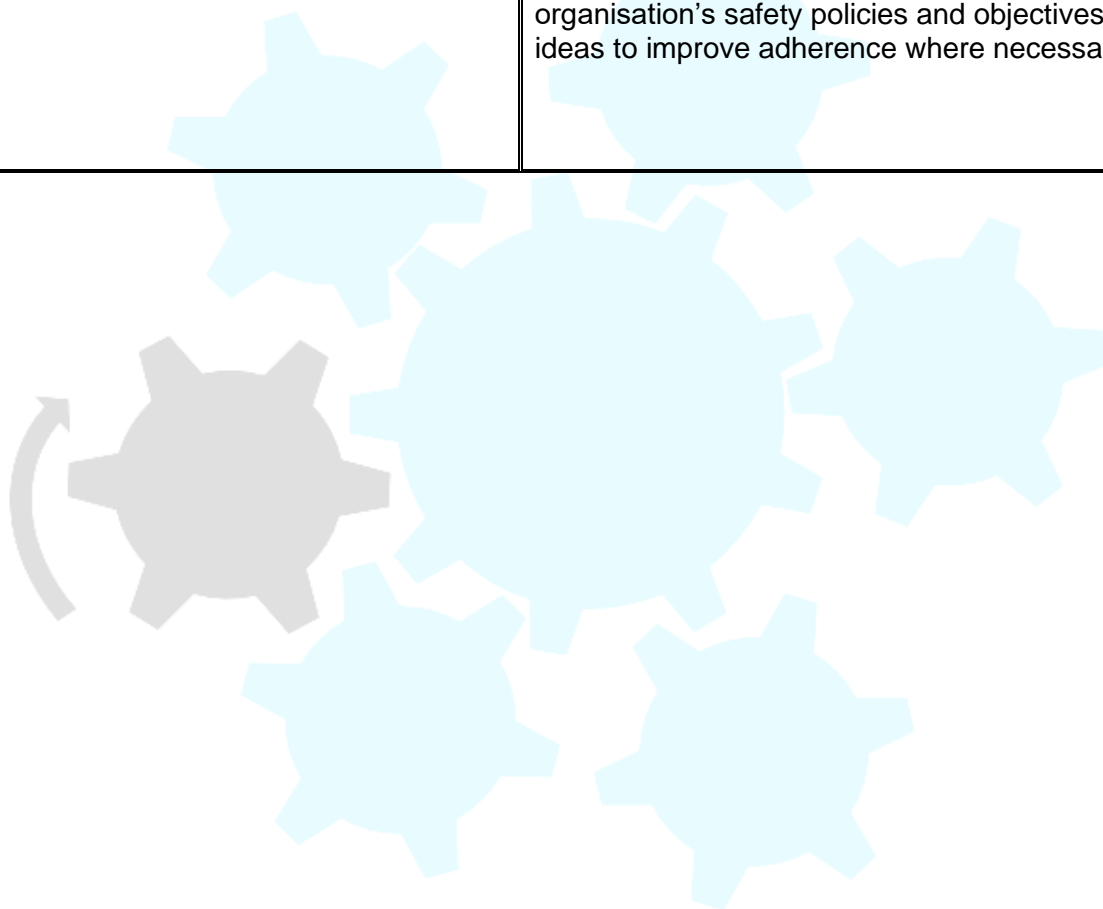
	8.3 Showcase several Avant-garde garments at a fashion show in line with current trends in a professional manner.
9) Produce fashion accessories and leather goods in a fashion studio.	<p>9.1 Design fashion accessories and leather pieces in a design room.</p> <p>9.2 Produce multiple samples of fashion accessories and leather goods in a sewing /stitching room.</p> <p>9.3 Showcase to a potential client a fashion accessory and a leather item produced in a manufacturing factory to a given specification.</p>
10) Demonstrate knowledge and understanding of Fashion Photography in a fashion Apparel manufacturing environment.	<p>10.1 Demonstrate the role of fashion photography and theory in the fashion industry.</p> <p>10.3 Design and apply techniques of photography (shooting) in a fashion environment.</p> <p>10.4 Present a photography production to a client.</p>
11) Apply knowledge and skills of Entrepreneurship, Marketing and Communication in a fashion apparel manufacturing environment.	<p>11.1 Research and apply entrepreneurship theories suitable for a fashion apparel environment in order to maximize profit and grow a fashion business and identify the importance of business enterprise in the economic development of the fashion industry.</p> <p>11.2 Evaluate and apply the concepts of supply, demand, and pricing in accordance with current fashion practices to demonstrate clear, solid entrepreneurship skills and understanding.</p> <p>11.3 Implement e-marketing campaign management using software like call centres, chat groups, voice-over IP (VOIP), knowledge-based searching, customer self-service and interactive selling software and any relevant software to ensure effective sales and management. Customer service in a fashion apparel manufacturing company.</p>


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	<p>11.4 Apply advanced Enterprise Resource Planning through an integrated package of business applications in financial and HR management, such as e-business integration strategies that include web-enabling (Enterprise Resource Planning) ERP business functions, linking e-business servers to ERP business functions, and integrating ERP business functions with their business partners.</p> <p>11.5 Employ multimedia, virtual reality and augmented reality technologies in online products and services marketing.</p> <p>11.6 Manage knowledge by creating, storing and sharing knowledge from within and outside the organisation to maximize an organization's performance using up-to-date metadata languages.</p> <p>11.7 Evaluate and apply the various forms of network communication suitable for a fashion manufacturing environment.</p> <p>11.8 Demonstrate a thorough understanding of integrated marketing communication in a Fashion environment.</p>
<p>12) In a team implement strict adherence to Occupational Health and safety legislations to minimise risks in a fashion environment.</p>	<p>12.1 Identify and apply risk and hazards management principles in relation to a fashion environment to adhere to occupational health and safety standards.</p> <p>12.2 Demonstrate and manage Health & Safety in a factory and execute responsibilities to ensure Health and safety labels and equipment are strategically placed in a fashion environment.</p> <p>12.3 Implement strict adherence to health and safety legislation and activities covering, amongst others, Control of Substances Hazardous to Health (COSHH), Manual Handling Operations Regulations, Health and Safety Regulations, Provision of Work Equipment Regulations, Personal Protective Equipment Regulations, etc., in a fashion environment.</p> <p>12.4 Manage required records, policies, strategies & documentation dealing with occupational health and safety in a fashion environment.</p>


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	12. 5 Carry out both internal and external audits to evaluate management systems compliance with the organisation's safety policies and objectives and suggest ideas to improve adherence where necessary.
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SECTION C	QUALIFICATION STRUCTURE				
FUNDAMENTAL COMPONENT <i>Subjects/ Courses/ Modules/Units</i>	TITLE	Credits Per Relevant NCQF Level			Total <i>(Per Subject/ Course/ Module/ Units)</i>
		Level [5]	Level [6]	Level [7]	
	Occupational Health and Safety	8			8
	Supervisory skills	8			8
	Entrepreneurship 2		8		8
	ICT		8		8
CORE COMPONENT <i>Subjects/Courses/ Modules/Units</i>	Clothing Production Industries	9			9
	Sampling Fashion Techniques	12			12
	Colour and Design Development	12			12
	Fashion Illustration		10		10
	History of Fashion and Costume		10		10
	Fashion Marketing		15		15
	Garment Assembly /Manufacturing	20	20	20	60

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	CAD CAM for Fashion Design		25		25
	Pattern Construction	20	40		60
	Fashion Collection / Integrated project		30		30
	Work Placement		60		60
ELECTIVE/ OPTIONAL COMPONENT <i>Subjects/Courses/ Modules/Units</i> (candidates choose one option)	Fashion Accessories		25		25
	Introduction to Leather goods		25		25
	Fashion Photography		25		25

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SUMMARY OF CREDIT DISTRIBUTION FOR EACH COMPONENT PER NCQF LEVEL	
TOTAL CREDITS PER NCQF LEVEL	
NCQF Level	Credit Value
5	89
6	251
7	20
TOTAL CREDITS	360
Rules of Combination: (Please Indicate combinations for the different constituent components of the qualification)	
Level 5 = 50 credits Level 6= 290 credits (including 1 optional component) Level 7 = 20 credits Total credits = 360 credits	

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ASSESSMENT AND MODERATION ARRANGEMENTS

Assessment Arrangements

All assessments leading to the award of the qualification should be based on learning outcomes and associated assessment criteria. The assessment comprises formative and summative assessments.

Formative assessment contributes 40%, while summative contributes 60%.

Moderation Arrangements

The assessments will be moderated internally by subject experts within the organization and externally by subject experts outside the institution. Internal moderation will be done prior to external moderation.

External Moderation Requirements

External moderation is a final check by external subject experts that the examination and marking are at the right standard for the type and level of the qualification. External moderation exercise may lead to a decision to change marks. Each sub-field will have a Substantive External Examiner.

Assessment and moderation will be carried out by BQA-registered assessors and moderators in line with relevant ETP and national policies.

RECOGNITION OF PRIOR LEARNING (If applicable)

Recognition of Prior Learning (RPL) and Credit Accumulation Transfer (CAT) will be applicable for award of this qualification. Implementation will be done according to the appropriate ETP and national RPL and CATS policies.

CREDIT ACCUMULATION AND TRANSFER

The qualifications will be awarded through the use of CAT, by means of ETP CAT policy in line with national CAT policy.

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PROGRESSION PATHWAYS (LEARNING AND EMPLOYMENT)

Learning Pathways

Horizontal articulation

- Diploma in Textile Design
- Diploma in Garment Manufacturing
- Diploma in Leather Goods

Vertical articulation

- Degree in Fashion Design
- Degree in Footwear
- Degree in Leather Goods Design
- Degree in Graphic Design

Employment Pathways


- Junior Fashion Designer
- Fashion Merchandizer
- Fashion Blogger
- Apparel Junior Buyer
- Footwear Junior Designer
- Hat/ Millinery Junior Buyer
- Retail Store Supervisor
- Quality control Inspector
- Millinery Junior Designer
- Fashion Sales and Marketing executive
- Junior Fashion Trainer/ Educator

QUALIFICATION AWARD AND CERTIFICATION

For a Candidate to achieve this qualification, they must have acquired a minimum of 360 credits.

Candidates meeting the prescribed requirements will be awarded a Diploma in Fashion Design.

A certificate shall be awarded to candidates upon successful completion of the qualification.

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REGIONAL AND INTERNATIONAL COMPARABILITY

The qualification compares well with those offered by the following institutions:

- Diploma in Fashion Design - Durban University of Technology - South Africa
- Diploma in Fashion Design - Elisabeth Galloway Academy of Fashion – South Africa
- Diploma in Fashion Design – Tshwane University of Technology – South Africa
- Diploma in Fashion Design - Nottingham Trent University - United Kingdom
- Diploma In Fashion Design - Kent Institute of Art and Design –United Kingdom

The Design Academy of Fashion offers a Diploma in Fashion at the SAQA, NQF level 6. And its duration is three years This is similar to the BQA, NQF level 6. Furthermore, the modules Design Development, History of Costume and Fashion Drawing are similar to the ones in this qualification, Although the difference is slight in the names of the modules. Moreover, Nottingham Trent University's year two and year 3 modules are similar to the ones in this qualification, such as Pattern Construction and Garment Production. Besides, the Nottingham Trent University diploma is three years, and the Nottingham Trent University Degree is four years. University for the Creative Arts (Formerly Kent Institute of Art and Design) offers modules such as Fashion Photography, Fashion Illustration and Research Design, which are also available in this qualification. However, it is worth noting that Kent offers a UK Diploma and a Degree in Fashion Design. Both the Durban University of Technology and the Tshwane University of Technology offer a similar qualification to this one, equally at level 6 and correspondingly, the durations are three years and a total of 360 credits. This is in line with the SADC Framework, SAQA and BQA. In addition, another independent ETP, Elizabeth Galloway Academy of Fashion Design, based in South Africa, offers Similar modules in its level 6, 360 credits Diploma in Fashion Design Qualification, and the duration is three years. Similar modules include Creative Computing, Garment Construction, Drawing and illustration, Pattern Making and Focus on Production. All the named modules' contents are similar to this qualification. However, the only difference is the slight changes in the titles of some modules.

LEARNING PATHWAYS

Horizontal and/or Diagonal Articulation (related qualifications of similar level in the above comparable institutions that graduates may consider)

Diploma in Leather Goods
Diploma in Arts
Diploma in Costume Design

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Diploma in Textile Design
Diploma in Accessory Design
Diploma in Garment Manufacturing

Vertical Articulation(qualifications to which the holder may progress in the above comparable institutions)

Degree in Costume Design
Degree in Fashion Design
Degree in Fine Arts
Degree in Multi-Media Graphics
Degree in Footwear Design
Degree in Leather Goods Design
Degree in Graphic Design

REVIEW PERIOD

This qualification will be reviewed 5 years upon registration.