



Satyam Fashion Institute (College Code 302)
Affiliated to S.N.D.T. Women's University, Mumbai

Name of Program: P.G. Diploma in Fashion Design

Program Code: 104

Program Outcomes

After successful completion of the program, the graduates will be able

1. To recognize the skills necessary as a professional in the fashion industry by developing the abilities to solve the real time problems in field.
2. To prepare students to deliver on specific assignments related to design development, design production management, fashion history, apparel quality management, fabric designing, printing, fashion merchandising, textile science, marketing and fashion forecasting
3. To enable students for evaluating and developing design solutions by conducting market research and to understand as well as analyze the needs of specific markets.
4. To illustrate designing skills with the ability to conceptualize ideas as Merchandiser, Designers Coordinators & Entrepreneur in the garment Industry at global level.

Program Specific Outcomes

At the end of program the student should

PSO1- be able to understand the fashion Design field, the designing tools, skills and the way to create their own designs.

PSO2- be able to understand the History of Fashion and Design and its effect on the contemporary practices.

PSO3- be able to meet the fashion design industry standards.

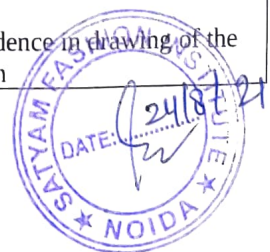
Course Outcomes

P.G. Diploma in Fashion Design (Semester-I)

Course Code	Course Name	Course Outcomes
1001	Textile Science	1) To have through knowledge of fabrics this would help them to execute professional duties effectively.
1002	Elements of Design – I	1) To develop an understanding of the Elements of Design & explore various mediums
1003	Fashion Illustration-I	1) To understand the importance of Anatomical Studies as the basis of fashion illustration. 2) To realize the need for understanding, clarity and confidence in drawing of the human body as a mode of visual communication in fashion

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		3) To develop the ability to anticipate strategies and plan design activities within the context of market forces & consumer aspirations.
1004	Fashion Studies	1) Develop an understanding of Aesthetic aspects – Identification with reference to products and environment. 2) Nature of Aesthetic experience and its effects on the body and mind. 3) Develop an understanding of the Elements and Principles of Design with reference to Apparel 4) Familiarize with different types of design details 5) Identify apparel categories and their guidelines 6) Understand market influences on Fashion Designers, Fashion centers and brands.
1005	Pattern Making I	1) Understanding of human body 2) Familiarization with tools of pattern making 3) Understanding the terminology of pattern making 4) Draft Basic Bodice Blocks 5) Dart Manipulation and its assignments 6) Sleeve, collar, Skirt block and its variations
1006	Garment construction I	1) Developing skill and dexterity in proper machine handling and operating Enabling students to gain basic standard of professional sewing by undertaking a variety of exercises and projects.
1007	Computer	1) To introduce the basic principles of computer hardware and software and to familiarise with core elements of DOS/Windows and basic applications in the areas of word-processing, spreadsheet operations, and presentation with computers. 2) To familiarise students with the scope and utility of the Internet


P.G. Diploma in Fashion Design (Semester-II)

2001	Principle of Fashion Marketing	1) To familiarize with marketing mechanisms that affects and governs fashion Trade
2002	Fashion Merchandising	1) To make students understand the basic concepts of merchandising and its importance in the Apparel industry.
2003	Fashion Illustration-II	1) To realize the requirement for illustration skills as an essential tool of visual communication for the industry 2) To develop skills in Fashion Model Drawing and rendering
2004	Pattern Making II	This area of instruction should enable students to understand concepts in pattern making develop garments
2005	Garment Construction-2	1) Developing skill and dexterity in proper machine handling and operating 2) Enabling students to gain basic standard of professional sewing by undertaking a variety of exercises and projects
2006	Textile Design & Surface Ornamentation	1) The student should have a fair idea of the various kinds of surface ornamentations in textile to effectively utilize the same in one's profession.
2007	Computer Aided Design	1) CAD has found its way into all major disciplines that have got anything to do with designing or drafting techniques. 2) This course focuses on the usage of computer graphics in achieving the results for Fashion Designing. 3) The objective is to expose professionals in the field of fashion to computer aided designing techniques, and their application in the industry.

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P.G. Diploma in Fashion Design (Semester-III)		
3001	Design of Fashion History	1) Exploration of important development from industrial revolution to digital age in history of decorative arts, interiors, furniture, textiles, product and graphic design.
3002	Operations Research and Fashion Forecasting	1) To introduce to tools and techniques of operations research. 2) To apply these in making optimal managerial decisions in the context of retail operations.
3003	Customer Service and CRM	1) Providing the students with techniques for high quality and professional service and also familiarizing them with the importance of customer relationship management.
3004	Visual Merchandising	1) Understanding of architectural tools required for store planning 2) Exposure to variety of material used in industry 3) Understanding advance features of Adobe Photoshop & Illustrator 4) Usage of Lighting
3005	Apparel Quality Management	1) This course will make the students to understand different manufacturing departments, their functions and the different methods of sewing garments, their classification and applications. This course will also expose Pre-production activities and delve into garment breakdown with machine and attachment details. This course will further enable the students to the growing importance of quality in today's world in general and apparel industry in specific, and its relevance to apparel production and merchandising.
3006	Internship	1) To follow the process in the industry and submit a report and give a presentation of the same.
P.G. Diploma in Fashion Design (Semester-IV)		
4001	Range Development	1) The student should be able to present a professional collection in front of industry people.
4002	Brand Management	1) The aim of this is to develop an application for integrative approach of various functional areas of merchandise sourcing and logistics and to familiarize the students with a basic supply chain management system.
4003	Portfolio Development	1) To enable students develop a comprehensive portfolio showcasing their professional competencies and skills.
4004	Business Economics and Statistics	1) To introduce economic concepts relevant to modern business management. 2) To perform various forms of economic analysis extracting useful information from economic data. 3) To develop the analytical skills of the students and familiarize them with the statistical methods.
4005	Trend Research And Forecasting	1) The aim of this course is to cover retail and trend research, and design development to carry forward into product development and make a presentation of fashion ranges for specific markets.


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