

BSc (Hons) Textile & Fashion Design - E301

1. Objectives

This programme provides professional and general education covering the whole spectrum of activities in fashion and textiles. It will help to develop 'all round' graduates with a global outlook, a high sense of social responsibility, and the ability to think critically and creatively.

It will offer students the opportunity to explore the creative application of CAD/CAM and information technology in the designing of textiles/fashion. Whilst primarily led by studio-based projects, the programme will be underpinned by a series of taught modules in arts, textiles and marketing.

The aims of the programme are:

- to enable students to develop a greater practical understanding of computer technology and its creative application in the design development process, and manufacture of textiles and garments;
- to develop necessary skills for designing and creativity with the use of modern technology;
- to provide a theoretical and practical understanding of high technology processes, innovation and business enterprise and their interaction with design;
- to develop, through the student's individual research project, organisational and managerial abilities to harness design innovation and problem solving within the context of a business strategy and an organisational framework;
- to develop student's ability to research effectively by identifying, assimilating, interpreting and applying technical, market and business information through sound and innovative research methods;
 - to develop skills, knowledge and understanding applicable to work within the Mauritian textile fashion and manufacturing industry; and
 - to acquire creativity through an interdisciplinary form.

Graduates can seek employment as textile designer, fashion designer, fashion merchandiser or fashion co-ordinator within textile and garment industries or can be self-employed as freelance designers.

2. General Entry Requirements

As per General Entry Requirements for admission to the University for Undergraduate Degrees.

3. Programme Requirements

'A' Level Pass in Art or 'A' Level Pass in Dress and Textiles.

4. Minimum Credits Required for the Award

| MODULES | Minimum Credits Required | | |
|--------------------------|--------------------------|------------------------|----------------------------|
| | Degree | Diploma (Any Level) | Certificate (Any Level) |
| Humanities & Management | 6 | 6 | - |
| Technology & Engineering | 9 | 6 | 6 |
| Departmental | 85 | 48 | 24 |
| TOTAL | 100 | 60 | 30 |

Note:

- For the degree award, students should satisfy the examiners in all core modules.
- Industrial training must be completed satisfactorily for the award of the degree.

5. Programme Duration

| | Normal (Years) | Maximum (Years) |
|--------------|-----------------------|------------------------|
| Degree: | 3 | 5 |
| Diploma: | 2 | 3 |
| Certificate: | 1 | 2 |

6. Credits per Year (subject to Regulation 5 above)

| | | |
|---------|---|------------|
| Minimum | - | 18 credits |
| Maximum | - | 48 credits |

Yearly modules and Semester Modules assessed jointly to be registered for only at the start of the module, at the beginning of the academic year.

7. Assessment

Each module will be assessed over 100 marks (unless otherwise specified).

Assessment will be based on a written examination of 2 to 3-hour duration (normally a paper of 2 hour duration for modules carrying less or equal to 3.5 credits and 3 hour paper for modules carrying five credits or more) and on continuous assessment done during the semester or year.

Written examinations for all modules, whether taught in semester 1 or in semester 2 or both, will be carried out at the end of the academic year (unless otherwise stated).

The continuous assessment will count for 10-40% of the overall percentage mark of the module(s), except for a Programme where the structure makes for other specific provision(s). Continuous assessment may be based on laboratory work, seminars and/or assignments and should include at least 1 class test.

There will be a compulsory class test for all modules taught in semester 1 at the end of semester 1 of the given academic year unless stated otherwise in the Programme Structure.

A minimum of at least 30% should be attained in each of continuous assessment and written examination, with an overall total of 40% for a candidate to pass a module.

The following modules will be assessed solely on continuous assessment:

TXT 1027Y(1), TXT 1037Y(3), TXT 2027Y(3), TXT 2037Y(3), TXT 2047Y(3), TXT 2057Y(3), TXT 2067Y(3), TXT 2077Y(3), TXT 2187(3), TXT 2287(3), TXT 3127(3), TXT 3227(3) and TXT 3017Y(5).

There will be a minimum of 6 class assignments and 2 mini projects per module, which will account for 60%.

The final assessment will be based on 40% and will be conducted at the end of the semester by the Lecturer concerned under examination conditions. A panel, consisting of a minimum of three people including the lecturer and a peer, may carry out the final assessment of the work submitted. In such cases, the Head of the Department would approve the panel. The Dean of Faculty and the Administrative Assistant would be informed accordingly.

Submission deadline for final copy of Project: End-March in the final year of the programme.

8. Modules of Special Nature

A student can take a maximum of 9 credits of Self-Study Subjects and Independent Study, subject to approval of the Department.

9. List of Modules – BSc (Hons) Textile & Fashion Design

CORE MODULES

| Code | Module Name | Hrs/Wk L+P | Credits |
|---------------------|----------------------------|-----------------------|----------------|
| Departmental | | | |
| TXT 1017Y(1) | Textiles | 3+2 | 8 |
| TXT 1027Y(1) | Garment Manufacture | 2+4 | 8 |
| TXT 1037Y(3) | Art & Design | 1+4 | 6 |
| TXT 1047Y(1) | Fabric Construction Design | 1+2 | 4 |
| TXT 1057Y(1) | Colouration Technology | 3+2 | 8 |
| TXT 3000Y(5) | Project | - | 9 |
| TXT 3017Y(5) | Portfolio & Exhibition | 0+9 | 9 |
| TXT 1200 | Industrial Training I | - | - |
| TXT 2200 | Industrial Training II | - | - |

Humanities & Management

| | | | |
|--------------|----------------------|------|---|
| COMS 1010(1) | Communication Skills | D.E. | 3 |
|--------------|----------------------|------|---|

Technology & Engineering

| | | | |
|--------------|--|------|---|
| CSE1010e(1) | Introduction to Information Technology | O.E. | 3 |
| TXT 2067Y(3) | Computer Graphics | 1+4 | 6 |

ELECTIVES

Departmental

| | | | |
|--------------|--|-----|---|
| TXT 2017Y(3) | Historical and Contemporary Textiles & Fashion | 4+0 | 8 |
| TXT 2027Y(3) | Print Design | 0+6 | 6 |
| TXT 2037Y(3) | Draping and Grading | 0+6 | 6 |
| TXT 2047Y(3) | Fashion & Creative Illustration | 0+6 | 6 |
| TXT 2057Y(3) | Garment Construction | 2+4 | 8 |
| TXT 2077Y(3) | Knitted Fabric Design | 0+6 | 6 |
| TXT 2187(3) | Woven Fabric Design I | 1+2 | 2 |
| TXT 2287(3) | Woven Fabric Design II | 2+4 | 4 |
| TXT 3127(3) | Surface Ornamental Design I | 1+2 | 2 |
| TXT 3227(3) | Surface Ornamental Design II | 2+4 | 4 |

Humanities and Management

| | | | |
|-------------|--|------|---|
| ACF 1000(1) | Accounting for Financial Decision Making | 3+0 | 3 |
| MGT 1111(1) | Organisation and Management | D.E. | 3 |
| MGT 1200(1) | Introduction to Marketing | D.E. | 3 |
| MGT 1201(1) | Organisational Behaviour | D.E. | 3 |

10 Programme Plan - BSc (Hons) Textile & Fashion Design

YEAR 1

| Code | Module Name | Hrs/Wk L+P | Credits |
|--------------|--|-----------------------|----------------|
| CORE | | | |
| TXT 1017Y(1) | Textiles | 3+2 | 8 |
| TXT 1027Y(1) | Garment Manufacture | 2+4 | 8 |
| TXT 1037Y(3) | Art & Design | 1+4 | 6 |
| TXT 1047Y(1) | Fabric Construction Design | 1+2 | 4 |
| TXT 1057Y(1) | Colouration Technology | 3+2 | 8 |
| COMS 1010(1) | Communication Skills | D.E. | 3 |
| CSE 1010e(1) | Introduction to Information Technology | O.E. | 3 |
| TXT 1200 | Industrial Training I | - | - |

YEAR 2

| Code | Module Name | Hrs/Wk L+P | Credits |
|------------------|--|-----------------------|----------------|
| CORE | | | |
| TXT 2200 | Industrial Training II | - | - |
| ELECTIVES | | | |
| TXT 2017Y(3) | Historical and Contemporary Textiles & Fashion | 4+0 | 8 |
| TXT 2027Y(3) | Print Design | 0+6 | 6 |
| TXT 2037Y(3) | Draping and Grading | 0+6 | 6 |
| TXT 2047Y(3) | Fashion & Creative Illustration | 0+6 | 6 |
| TXT 2057Y(3) | Garment Construction | 2+4 | 8 |
| TXT 2067Y(3) | Computer Graphics | 1+4 | 6 |
| TXT 2077Y(3) | Knitted Fabric Design | 0+6 | 6 |
| TXT 2187(3) | Woven Fabric Design I | 1+2 | 2 |
| TXT 2287(3) | Woven Fabric Design II | 2+4 | 4 |
| ACF 1000(1) | Accounting for Financial Decision Making | 3+0 | 3 |
| MGT 1111(1) | Organisation and Management | D.E. | 3 |

YEAR 3

| Code | Module Name | Hrs/Wk L+P | Credits |
|------------------|------------------------------|-----------------------|----------------|
| CORE | | | |
| TXT 3000Y(5) | Project | - | 9 |
| TXT 3017Y(5) | Portfolio & Exhibition | 0+9 | 9 |
| ELECTIVES | | | |
| TXT 3127(3) | Surface Ornamental Design I | 1+2 | 2 |
| TXT 3227(3) | Surface Ornamental Design II | 2+4 | 4 |
| MGT 1200(1) | Introduction To Marketing | D.E. | 3 |
| MGT 1201(1) | Organisational Behaviour | D.E. | 3 |

11. Outline Syllabus

ACF 1000(1) - ACCOUNTING FOR FINANCIAL DECISION MAKING

The Role of Accounting Information; Recording and Summarising Transactions; Accounting Concepts & Preparing Final Accounts; Adjustments to Final Accounts; Capital v/s Revenue Expenditure; Bank Reconciliation Statement; Accounting Ratios; Accounting for Internal Decision Making Techniques; Elements of Cost; Costing Methods & Techniques; Decision Making Techniques; Accounting for Manufacturers; Budgets.

COMS 1010(1) - COMMUNICATION SKILLS

Writing skills, non-verbal communication, modes of speech delivery and presentation aids, speeches, perception and listening skills, business and technical writing.

CSE 1010e(1) - INTRODUCTION TO INFORMATION TECHNOLOGY

IT and Computers; Stepping in the Computer; Input and Output Devices; Secondary Storage; Programming; Systems Software; Applications Software; Systems Development; Computer Networks; The internet; Computer Security; Software Utilities; Issues and Trends in IT.

MGT 1111(1) - ORGANISATION AND MANAGEMENT

Introduction to Management. The evolution of Management. Managerial roles and functions. Planning. Decision-making. Organising. Motivation, Leadership, Controlling.

MGT 1200(1) - INTRODUCTION TO MARKETING

Overview of Marketing. The marketing environment. Marketing research. Consumer and organisational buyer behaviour. Market segmentation, targeting and positioning. Marketing mix: product, price, place, promotion. New product development. Social responsibility and ethics in marketing. Marketing planning and strategy.

MGT 1201(1) - ORGANISATIONAL BEHAVIOUR

Overview of organisational behaviour. Managerial work, skills and functions. The individual in organisations: ability, skills, perception and attitudes. The individual: personality, job satisfaction. Learning and behaviour modification. Motivation: theories and practice. Leadership. Organisational structure and culture. Work groups and work teams. Work design: Re-engineering, productivity, TQM. Communication, power and politics. Social responsibility and ethics in OB.

TXT 1017Y(1) - TEXTILES

Fibres: nature, origins, production, structure, properties and end-uses. Identification of fibres. Preparatory processes for cotton and wool. Blending. Spinning systems. Effect of twist on yarn. Yarn preparation for fabric manufacture. Weaving and knitting processes. Basic mechanisms. Knitted and woven fabrics: relation between construction and properties. Fabric performance and end-uses, specifications and quality.

TXT 1027Y(1) - GARMENT MANUFACTURE

Fundamentals of flat pattern making to produce a set of working blocks or slopers (Children's wear, Women's wear, Men's wear). Basic techniques and industrial practices in development of variation in bodice, skirt, sleeve, collars and yokes with emphasis on woven fabrics. Use of computer as a tool for production pattern making and other apparel industry applications. Patterns test fitted in Muslin. Fit analysis and technical documentation. Pattern making and sewing with knit fabrics. Seams and stitches. Sewing machinery. Garment Assembly. Stitching and finishing of garments using various techniques.

TXT 1037Y(3) - ART AND DESIGN

Study of different techniques. Articulate the language of Drawing - Line, tone, colour, texture and mixed media. Exploring of art materials such as pencils, paints, brush, charcoal, black ink, pastel, chalk, etc. Creating motifs from objects.

Elements and principles of design. Each Principle with respect to other element and each principle with respect to other principle. Definition and Explanation of regularly used terms viz. Style, design, classic, fad, high fashion garments, mass fashion, fashion trends etc. Creating inspiration, mood boards and garments design development.

TXT 1047Y(1) - FABRIC CONSTRUCTION DESIGN

Weaving - different weaves - plain, twill, satin and sateen, pile, leno, jacquard and napped fabrics. Creating designs for simple looms, plain, twill and satin weaves. Weaving of samples. Non woven fabrics and Bonded fabrics.

Knitting - weft, circular and warp. Different structures of knitting, representation of loops. Creating Designs for circular, weft knit fabrics and knitting few samples.

TXT 1057Y(1) - COLORATION TECHNOLOGY

Colour Phenomenon And Measurement: reflection of light from textile substrates and absorbance of light by coloured solutions and their measurements; Coloration of Textile Substrates: dyeing/pigmenting of different textile substrates using a range of suitable colorants; Printing Technology: introduction to various printing methods and styles; production and properties of printing pastes; printing recipes and processes; an overview of textile finishes; an introduction to chemical finishes and their application to textiles; mechanical finishing methods; Laundry Science: garment washing, dyeing and finishing; an introduction to garment care.

TXT 1200 - INDUSTRIAL TRAINING I

Students undertake two months industrial training for gaining a work-based experience in textiles and fashion design or conduct an industry-based project to integrate theoretical and practical aspects of designing and production techniques.

TXT 2017Y(3) - HISTORICAL AND CONTEMPORARY TEXTILES & FASHION

Development of textiles and fashion through the centuries. Costumes of various civilisations and cultures. Present day and upcoming fashion and textiles for fashion and interior.

TXT 2027Y(3) - PRINT DESIGN

Different methods of styles and techniques of printing:-Tie and Dye, Batik, Blocks Printing, Stencils Printing, Marbling, Screen Printing, etc. Repeat, layout of designs and patterning. Abstract, decorative, geometrical, nursery, shirting designs. Designing materials for fashion and interior design. CAD/CAM.

TXT 2037Y(3) - DRAPING AND GRADING

Basic draping methods of developing production patterns for the garment industry. Draping techniques that present free expression of ideas in fabrics. Draping of various collars, sleeves, skirts, slacks. Stitching of draped garments. Study of body and pattern measurements for the purpose of grading larger and smaller sizes Basic and intermediate level of grading of bodice, skirt, trouser, dress, sleeve, collar. Use of computer to grade patterns and make markers.

TXT 2047Y(3) - FASHION AND CREATIVE ILLUSTRATION

Different poses of figures in the proportional scale of 1:8. Face details with/without hairstyles. Illustrations for men, women and children. Elongated fashion figures and illustration techniques using various media. Sketching of live models. Drawing various fabrics/textures. Creating mood boards and designing mini collections for eveningwear, office wear, swimwear, sportswear and lingerie/or nightwear. Technical drawings, client visuals and presentation on CAD.

TXT 2057Y(3) - GARMENT CONSTRUCTION

Further in-depth understanding of the development of variations in bodice, skirt, collars and sleeve. Adapt and apply these to different styles. Pattern cutting to be able to cut different jacket styles for men and women. Advanced knowledge in pattern making of high fashion garments in bifurcates. CAD to produce sample production patterns and other apparel industry applications. Explore various styling for garments including appropriate steaming, fitting and finishing.

TXT 2067Y(3) - COMPUTER GRAPHICS

An understanding of systems and dimensions variable. In-depth approach to drawing, creation, editing and presentation. More specific technology and software to aid design research, communication and general marketing of design work including 2D presentation and Web Design. Use of CAD and IT within textile and fashion design, manufacture and promotion.

TXT 2077Y(3) - KNITTED FABRIC DESIGN

Creating and knitting designs for circular and weft knit fabrics. Knitting fabric designs for fashion garments and interior.

TXT 2187(3) – WOVEN TEXTILE DESIGN 1 (1+2): 2 Credits

Creating designs for simple looms, plain, twill, satin weaves, extra warp & weft designs, Weaving of samples

TXT 2287(3) – WOVEN TEXTILE DESIGN 2(2+4): 4 Credits

Weaving – different weaves structures and their variations. Jacquard dobby weaves. Weaving samples CAD/CAM. Designing for fashion garments and interior

TXT 2200 - INDUSTRIAL TRAINING II

Students undertake two months industrial training for gaining a work-based experience in textiles and fashion design.

TXT 3000Y(5) - PROJECT

Students are required to undertake a project in the relevant field of study.

TXT 3017Y(5) - PORTFOLIO AND EXHIBITION

Preparation of a collection of design for garments / knit wear / textile prints based on a theme, end use or for a season or for an occasion. Students will plan a fashion show or exhibition (or both) of textiles and garments designed and produced by them.

TXT 3127(3) SURFACE ORNAMENTATION DESIGN 1(1+2): 2 Credits

Sourcing of materials and techniques of surface ornamentation: Embroidery (shadow and fused appliqué, machine), craft and other decorative methods such as, cording, braiding, macramé and crotchet

TXT 3227(3) SURFACE ORNAMENTION DESIGN 2 (2+4): 4 Credits

Cataloguing and pricing of various fabrics (woven, printed, painted, embroidered, laces, braids, and decorated by other techniques) Designing and making of accessories and trimmings (belts, bags, hats, buckles, gloves, buttons and footwear), creating mood boards, technical drawings and presentation on CAD

