

## Curriculum at Lahti University of Applied Sciences 2016-2017

### Degree Program in Design 16S Fashion Design

The degree programme in Design, major in Fashion Design, provides students with the knowledge and skills to design ethically, aesthetically, technically and economically high-quality products and collections for different target groups.

The studies focus on, for example, user-centred and sustainable design, the functions of clothing, and clothing materials.

Success in fashion design requires idea-generation skills, good interaction skills, project management skills, good visual expression, mastery of computer software used in the field, and skills in gathering and applying information.

A fashion designer can find employment, for example, in the fashion industry, trade, the media, costume design for theatre and film productions, or can become self-employed. The tasks of a fashion designer in the industry include the design of individual pieces of clothing and collections, and making choices about materials and manufacturing techniques. Fashion designers bring their expertise to product development teams, which are part of the marketing organisation of a company.

Code	Name	1 y	2 y	3 y	4 y	ECTS total
<b>MIMUVA16-1020 CORE COMPETENCIES</b>						<b>210</b>
<b>MIMUVA16-1021 BASIC STUDIES</b>						<b>60</b>
<b>MIMUVA16-1022 Introduction to design</b>						<b>15</b>
05MUJOHMUOP	Introduction to design studies	5				5
05MUMUDITOI	Designer's digital environments	6				6
05MUMUTEOKÄ	Design theory and concepts	4				4
<b>MIMUVA16-1023 Artistic basis of design</b>						<b>15</b>
05MUTAHI	Art history	5				5
05MUVIMU	Visual design	7				7
05MUVÄRI	Colour	3				3
<b>MIMUVA16-1024 Design process</b>						<b>30</b>
05MUOPRO1KA	Design process 1					0
05MUDIGIMUO	Digital fashion illustration	3				3
05MUKAAVA	Introduction to pattern and manufacturing technology	7				7
05MUTEKSRA	Textile raw materials and structures	5				5
05MUELÄVÄ1	Life drawing I	3				3
05MUMUPIIRT	Design drawing	4				4
MI00AX89	Swedish language, written skills	1,5				1,5
MI00AX90	Swedish language, oral skills	1,5				1,5

**MIMUVA16-1025 PROFESSIONAL STUDIES 105**

**MIMUVA16-1026 User-centred design 14**

05MUKÄYTMU	User-centred design	5		5
05MUKÄYTTKM	User-centred research and development methods	2		2
MI00AW67	Professional communication	3		3
MI00AW69	Information literacy	1		1
05MUKÄYGROH	Graphic software	3		3

**MIMUVA16-1027 Eco-efficient design 17**

05MUYPTEMU	Eco-efficient design	5		5
05NEULEMUVA	Knitwear design	5		5
05MUSYVKA AV	Advanced pattern and manufacturing technology	7		7

**MIMUVA16-1028 Designer's presentation 13**

05MUPIMA	Drawing and painting	3		3
MI00AW71	Business English basics	3		3
05MUELÄVÄ2	Life drawing II	3		3
05MUMUPF	Designer's portfolio	4		4

**MIMUVA16-1030 Product development and the designer 15**

05MUTUPROF	Product development process, functional products		10	10
05MULUOYRIT	Entrepreneurship in the creative industry		5	5

**MIMUVA16-1031 Professional profile 15**

05MUMUID	Designer identity		4	4
05MUTUTUTK	Futures research		4	4
05MUSTRATE	Strategic design		4	4
05MUTKMOPIT	Research and development methods		3	3

**MIMUVA16-1032 Advanced professional studies 15**

05MUDIGIVI	Digital communication		3	3
05MUNÄYTÖS	Event management		5	5
05MUITSE	Independent pattern design		7	7

**MIMUVA16-1034 Advanced design process 16**

05MUMUOPR2	Design process 2	5		5
05MUMUOHIST	History of design	3		3
05MUPAINO	Printed textiles design	5		5
05MUPLAST1	Sculpture I	3		3

**MIMUVA16-1035 PROFESSIONAL PRACTICE 30**

05MUERIH	Specialisation practice		15	15
05MUTEH	Professional practice		15	15

**MIMUVA16-1036 THESIS 15**

05MUOPN	Thesis		15	15
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**MIMUVA16-1037 COMPLEMENTARY COMPETENCIES 30**

**MIMUVA16-1038 OTHER PROFESSIONAL STUDIES 15**

05MUERIKAA	Patterning special products			5		5
05MUERITEMA	Special printing methods and material treatments			5		5
05MUTEKSEET	Ethical and environmental aspects of textiles			5		5

**MIMUVA16-1039 ELECTIVE STUDIES**

**15**

**MIMUVA16-1020 CORE COMPETENCIES: 210 ECTS**

**MIMUVA16-1021 BASIC STUDIES: 60 ECTS**

**MIMUVA16-1022 Introduction to design: 15 ECTS**

**Learning outcomes of the study module**

Students

- know how to use the concepts of design, and explain the job description of a designer
- have basic skills in using the working methods, tools and equipment of a designer
- know how work interactively as a member of a team
- know how to set study objectives
- know how to observe their environment in a conscious and goal-oriented manner

**Courses included in the study module**

Introduction to design studies 5 ECTS

Design theory and concepts 4 ECTS

Designer's digital environments 6 ECTS

**05MUJOHMUOP Introduction to design studies: 5 ECTS**

**Learning outcomes**

Students

- know how to study according to the principles and operational environment of the degree programme
- know how to describe the professional studies of a designer, and the fields within design
- know how to describe the parts and flow of the design process
- know how to generate ideas and solve problems together with other design students
- know how to recognise the role of communal interaction in the design process

**05MUMUDITOI Designer's digital environments: 6 ECTS**

**Learning outcomes**

Students

- know how to use the basic digital equipment and information systems of the institute
- know how to use information networks for storing and sharing materials
- know how to use digital image equipment and scanners for information-gathering, note-making, observation and documentation
- know how to use data projectors and laser printers

- know how to use a pressure-sensitive graphics tablet with image-editing and drawing programs
- know how to create presentation materials according to the design principles of commercial graphics
- know how to create electronic or printed presentation materials using presentation graphics, image-editing, vector graphics and desktop publishing programs

## **05MUMUTEOKÄ Design theory and concepts: 4 ECTS**

### **Learning outcomes**

Students

- are familiar with the theoretical basis and starting points of design
- know how to use the basic concepts of design
- know how to work according to the theoretical starting points
- know how to test the theories of design in practice

## **MIMUVA16-1023 Artistic basis of design: 15 ECTS**

### **Learning outcomes of the study module**

Students

- know how to verbally describe and explain the history of visual arts and phenomena in contemporary art
- know how to discuss the theory of visual arts
- know how to use visual skills of image layout, composition and spatial representation
- know how to describe theories of colour and how to apply them as part of design practice
- know how to convey interpretations of their observations using various media
- know how to use art concepts in various situations in which images are interpreted and assessed

### **Courses included in the study module**

Visual design 7 ECTS

Colour 3 ECTS

Art history 5 ECTS

## **05MUTAH1 Art history: 5 ECTS**

### **Learning outcomes**

Students

- know how to describe the basics of Western visual arts, architecture and other visual culture, from prehistory to modern times
- know how to use the research concepts of art history and visual culture, and how to make use of research
- know how to view their professional field as part of artistic practice and the visual environment
- know how to use their knowledge of phenomena in art history in the assignments in their major subject

## **05MUVIMU Visual design: 7 ECTS**

## Learning outcomes

Students

- know how to work creatively and independently in the design and communication process
- know how to apply their broader visual-artistic education and skills in a versatile manner
- know how to present their work to peer audiences and evaluate them critically
- know how to make use of various visual idea generation methods
- know how to use their observations and emotions as a starting point for creative thinking
- know how to make connections between visual arts and other visual culture
- know how to analyse, interpret and explain today's visual culture

## 05MUVÄRI Colour: 3 ECTS

### Learning outcomes

Students

- know how to verbally describe the historical foundations of modern colour theory and aesthetics
- know how to present the totality and relativity of colour observation using visual exercises
- know how to verbally describe the impressionistic, expressive and symbolic quality of colour and colour combinations, and how to apply this competence to visual exercises
- know how to creatively apply the laws of colour interaction
- know how to discuss classical colour theory and its applications in art and design

## MIMUVA16-1024 Design process: 30 ECTS

### Learning outcomes of the study module

Students

- know how to work according to the basic principles of design processes
- know how to work according to the basic principles of graphic design
- know how to assess the importance of the manufacturing process in the design process
- know how to define the key materials and their uses
- know how to use various idea-generation techniques and problem-solving skills
- have the oral and written skills in Swedish to be able to communicate about issues in their own professional field
- know how to use presentation techniques as part of the design process
- know how to be able to systematically document their work and understand the importance of a portfolio

## 05MUOPRO1KA Design process 1: 5 ECTS

### Learning outcomes

Students

- know how to work according to the basic principles of design processes
- know how to use various idea-generation techniques and problem-solving methods
- know how to solve tasks related to furniture design, using self-expression and creative thinking
- know how to work in a team

- know how to create three-dimensional models

## **05MUDIGIMUO Digital fashion illustration: 3 ECTS**

### **Learning outcomes**

Students

- know how to use image processing and graphic software to create fashion illustrations with a digital drawing board and pen
- know how to combine scanned freehand drawings and material samples and digital materials into impressive collages
- know how to draw simple 2D technical drawings of clothes of their own design
- know how to apply digital applications as tools for the fashion designer

## **05MUKAAVA Introduction to pattern and manufacturing technology: 7 ECTS**

### **Learning outcomes**

Students

- know how to use the machinery and equipment of the sewing workshop
- know how to take care of the cleanliness and general comfort of the working environment
- know how to recognise the most common seam structures and how to draw their cross-sections
- know how to pattern and manufacture a simple product of their own design
- know how to understand the basic pattern for and the sizing system of women's wear
- know how to choose the correct basic pattern for a product of their own design
- know how to adapt a basic pattern

## **05MUTEKSRA Textile raw materials and structures: 5 ECTS**

### **Learning outcomes**

Students

- know how to recognise the manufacturing techniques of yarns and flat textile structures
- know how to assess the influence of different raw materials, structures, dyeing and treatment techniques for the characteristics of clothing materials
- know how to describe the production chain from fibre to fabric and understand its environmental impact
- know how to assess the physical, chemical and biological characteristics of textile fibres
- know how to assess the origins, manufacturing techniques, uses and care characteristics of fibres
- know how to use yarn numbering systems
- know how to recognise key weaves and markings related to woven and knitted flat textile products
- know how to recognise trade names of clothing materials

## **05MUELÄVÄ1 Life drawing I: 3 ECTS**

### **Learning outcomes**

Students

- know how to make observations and draw a three-dimensional human image on two-dimensional paper
- know how to measure human proportions on papers of different sizes and develop their sense of proportion
- know how to specify and contrast shades of light and shadow, and develop the ability to differentiate between shades
- know how to capture a shape and changes in it, by outlining and shading
- know how to use observations to create a basic image that captures the movement, shape and structure of the human body
- know how to create a croquis book (a portfolio) from their drawings

## **05MUMUPIIRT Design drawing: 4 ECTS**

### **Learning outcomes**

Students

- know how to present product ideas using freehand drawing
- know how to choose appropriate drawing techniques and materials
- know how to create presentation drawings with proportions that reflect reality
- know how to create and interpret technical drawings
- know how to apply the knowledge and skills they have learned in typical presentation situations

## **MI00AX89 Swedish language, written skills: 1.5 ECTS**

### **Learning outcomes**

The course provides skills that correspond to level B1 in the Common European Framework for Languages:

"Can understand the main points of clear standard input on familiar matters regularly encountered in work, school, and leisure. Can deal with most situations likely to arise while travelling in an area where the language is spoken. Can produce simple connected text on topics that are familiar or of personal interest. Can describe experiences and events, dreams, hopes and ambitions. Can give reasons and explanations for opinions and plans."

The above description indicates the skill level, but it is based on objectives related to standard language. The description is adapted for each professional field.

## **MI00AX90 Swedish language, oral skills: 1.5 ECTS**

### **Learning outcomes**

The course provides skills that correspond to level B1 in the Common European Framework for Languages:

"Can understand the main points of clear standard input on familiar matters regularly encountered in work, school, and leisure. Can deal with most situations likely to arise while travelling in an area where the language is spoken. Can produce simple connected text on topics that are familiar or of personal interest. Can describe experiences and events, dreams, hopes and ambitions. Can give reasons and explanations for opinions and plans."

The above description indicates the skill level, but it is based on objectives related to standard language. The description is adapted for each professional field.

## **MIMUVA16-1025 PROFESSIONAL STUDIES: 105 ECTS**

### **MIMUVA16-1026 User-centred design: 14 ECTS**

#### **Learning outcomes of the study module**

Students

- know how to describe the role of user-centred design and ergonomics in products
- know how to use various methods of user research
- know how to use user research for their own design assignment
- know how to write high-quality professional texts
- know how to communicate orally, and in writing, in various business situations
- know how to portray the human body and its movements through drawing

### **05MUKÄYTMU User-centred design: 5 ECTS**

#### **Learning outcomes**

Students

- know how to use the basic principles of user-centred design in their design work
- know how to use research material to determine user groups in their design work
- know how to define and prioritise different usability perspectives in their design work
- know how to use different research methods to gather information about users
- know how to apply the "design for all" principle in their design work
- know how to design a product from a user-centred point of view

### **05MUKÄYTTKM User-centred research and development methods: 2 ECTS**

#### **Learning outcomes**

Students

- know how to use user-centred methods in development and research, and the design process
- know how to apply user information in the design process and how to document it
- know how to find and analyse user information

### **MI00AW67 Professional communication: 3 ECTS**

#### **Learning outcomes**

Students know how to

- assess and interpret the meanings of various messages, and develop their communication skills
- apply oral and written communication skills in an appropriate and dialogic manner in real-life customer service
- apply teamwork skills in meetings and negotiations
- plan and produce customer texts and scientific articles of high linguistic quality



## **MI00AW69 Information literacy: 1 ECTS**

### **Learning outcomes**

Students know how to

- recognise their information needs and the importance of information-gathering at various stages of their studies
- gather the information they need in their studies in an efficient and versatile manner
- use different types of source materials and services in their studies
- apply source criticism to information materials
- use information ethically

## **05MUKÄYGROH Graphic software: 3 ECTS**

### **Learning outcomes**

Students

- know how to use graphic software and how to create technical drawings
- know how to combine materials created using different applications
- know how to create a product brochure for a collection by combining material from different sources
- know how to design, produce and create a layout for a portfolio presenting their work

## **MIMUVA16-1027 Eco-efficient design: 17 ECTS**

### **Learning outcomes of the study module**

Students

- know how to describe the principles and possibilities of eco-efficient and ethical thinking
- know how to assess the environmental impact of various manufacturing technologies
- know how to use eco-efficient manufacturing technology in their work

## **05MUYPTEMU Eco-efficient design: 5 ECTS**

### **Learning outcomes**

Students

- know how to design products considering information on their life cycle, materials, manufacturing methods, and eco-efficient technologies and practices
- know how to find and use information on the environmental legislation that concerns design and their professional field
- know how to discuss the principles of eco-efficient thinking
- know how to choose eco-efficient product development strategies as part of design
- know how to combine eco-efficient thinking, user-centred design and consumer behaviour analysis
- know how to anticipate the effect of environmental issues on business and competitiveness
- know how to create a product design
- know how to report the environmental impact of a product throughout its life cycle

## **05NEULEMUVA Knitwear design: 5 ECTS**

### **Learning outcomes**

Students

- know how to distinguish between knitted and woven garments
- know how to design and manufacture a knitted garment
- know how to recognise different knits
- know how to manufacture different knits using an industrial knitting machine
- know how to choose the yarns with the correct characteristics for knitting

## **05MUSYVKAHV Advanced pattern and manufacturing technology: 7 ECTS**

### **Learning outcomes**

Students

- know how to use the machinery and equipment of the sewing workshop
- know how to pattern lined jackets and coats
- know how to pattern trousers and create details
- know how to manufacture a garment set they have designed
- know how to choose the required and compatible accessories for a product
- know how to define the phases in the industrial manufacturing process of clothes
- know how to distinguish between the patterns of womenswear and menswear
- know how to distinguish alternative manufacturing methods

## **MIMUVA16-1028 Designer's presentation: 13 ECTS**

### **Learning outcomes of the study module**

Students

- know how to use visual expression as the designer's instrument
- know how to experiment with and assess various (visual) techniques and methods
- know how to create product presentations
- know how to create commercial graphics
- know how to use many styles to create a presentation in English
- know how to create a representative portfolio presenting the results and processes of their work
- know how to apply the principles of product presentation in creating a portfolio

## **05MUPIMA Drawing and painting: 3 ECTS**

### **Learning outcomes**

Students

- know how to use composition skills and how to apply them in professional assignments
- know how to recognise rhythm, tension, balance, variation and harmony in an image
- know how to recognise and test different image-making methods and materials
- know how to do self-assessment through expression based on observation

## **MI00AW71 Business English basics: 3 ECTS**

### **Learning outcomes**

The course provides skills that correspond to level B2 in the Common European Framework for Languages: "Can understand the main ideas of complex texts on both concrete and abstract topics, also in their field of specialisation. Can communicate with a degree of fluency and spontaneity that enables regular interaction with native speakers without strain for either party. Can produce clear, detailed text on a wide range of subjects and explain their opinion on a current issue, giving the advantages and disadvantages of various views."

The above description indicates the skill level, but it is based on objectives related to standard language.

The description is adapted for each professional field.

## **05MUELÄVÄ2 Life drawing II: 3 ECTS**

### **Learning outcomes**

Students

- know how to make observations and draw a three-dimensional human image on two-dimensional paper
- know how to recognise and name the bones and muscles required to depict the human body
- know how to depict the body of a woman and a man
- know how to draw human proportions and create images of people with correct proportions
- know how to look for and capture the focus and movement of the body
- know how to draw the face
- know how to create expressive images

## **05MUMUPF Designer's portfolio: 4 ECTS**

### **Learning outcomes**

Students

- know how to define the role of a designer's portfolio in marketing their skills and work
- know how to explain the material requirements and cost structures of the printing process
- know how to name printing materials used in the field of graphics
- know how to assess different graphic and typographic alternatives
- know how to create a representative portfolio presenting the results and processes of their work

## **MIMUVA16-1030 Product development and the designer: 15 ECTS**

### **Learning outcomes of the study module**

Students

- know how to describe the principles of interaction between the client and the designer
- know how to analyse the information acquired for a design project
- know how to cooperate with various parties in product development
- know how to assess the prerequisites for outsourcing and procuring products

- know how to appropriately use computer-aided design at different stages of the design process
- know how to find information about the various forms of business and the special characteristics of entrepreneurship in design

### **05MUTUPROF Product development process, functional products: 10 ECTS**

#### **Learning outcomes**

Students

- know how to define the phases in the development process of functional products
- know how to work according to the principles of a need-based design process
- know how to design functional products
- know how to explain the principles of outsourcing products in their professional field
- know how to brief product manufacturers in Finnish and English

### **05MULUOYRIT Entrepreneurship in the creative industry: 5 ECTS**

#### **Learning outcomes**

Students

- know how to explain the personal characteristics required for running a business in the fashion industry
- know how to assess their strengths and development areas in working as an entrepreneur
- know how to compare different forms of business, and describe the fundamentals of responsibility, ownership and taxation that influence the selection of a form of business
- know how to list methods of user-driven marketing for a product or service provided by a creative business
- know how to use a company's profitability figures
- know how to assess business ideas and their profitability in the creative industry
- know how to create a preliminary business plan
- know how to assess a business idea and related business model

### **MIMUVA16-1031 Professional profile: 15 ECTS**

#### **Learning outcomes of the study module**

Students

- know how to assess the importance of product development for the business strategy of a company
- know how to assess the importance of design as a strategic tool and its influence on a company's business
- know how to create a plan to develop their professional profile
- know how to use the methods of futures research and explain the importance of futures research in the work of a designer
- know how to act and make decisions in multidisciplinary operating environments

### **05MUMUID Designer identity: 4 ECTS**

## **Learning outcomes**

Students

- know how to explain the importance of developing their professional profile and identity to progress into employment and further studies
- know how to develop a professional profile as a designer
- know how to assess the influence of various operational environments and their special characteristics on a designer's work
- know how to assess the influence of design on a company's business

## **05MUTUTUTK Futures research: 4 ECTS**

### **Learning outcomes**

Students

- know how to use the principles of futures research as part of the design process
- know how to analyse and anticipate consumer needs and operational environments based on information from futures research
- know how to use information from futures research on weak signals
- know how to create various scenarios to assess the importance and influence of future changes on a company's operational strategy

## **05MUSTRATE Strategic design: 4 ECTS**

### **Learning outcomes**

Students

- know how to explain the role of design as a strategic factor in business
- know how to interpret the changing practices of design work
- know how to create their own collection concept from a strategic starting point

## **05MUTKMOPIT Research and development methods: 3 ECTS**

### **Learning outcomes**

Students

- know how to use key theories of design research in development and research
- know how to act according to the principles of reliability and ethicality
- know how to acquire research data
- know how to write well-argued formal text

## **MIMUVA16-1032 Advanced professional studies: 15 ECTS**

### **Learning outcomes of the study module**

Students

- know how to choose a research method
- know how to conduct background research for a design project

- know how to report the results of their background research
- know how to assess the importance of self-regulation skills for project success
- know how to choose suitable means of communication for a project
- know how to create expert materials to support decision-making in cooperation projects
- know how to assess their time management in the various stages of a project
- know how to work in a team of experts and as an expert in various cooperation projects

## **05MUDIGIVI Digital communication: 3 ECTS**

### **Learning outcomes**

Students

- know how to assess the role of communication in marketing
- know how to systematically implement internal and external communication
- know how to select appropriate methods and channels in communication
- know how to create recipient-oriented messages and information
- know how to create a positive image through texts

## **05MUNÄYTÖS Event management: 5 ECTS**

### **Learning outcomes**

Students

- know how to work in a multidisciplinary team
- know how to assess their special strengths in teamwork
- know how to develop an event as a group effort, from idea to implementation
- know how to compare the values of different ideas and the consequences of solutions
- know how to use an event to build a positive image of a company and of themselves as experts
- know how to work in positions of responsibility in a project

## **05MUITSE Independent pattern design: 7 ECTS**

### **Learning outcomes**

Students

- know how to design and pattern a broad collection
- know how to assess the requirements that the material places on pattern-making
- know how to analyse the challenges related to designing a specific shape
- know how to assess the time required for different techniques

## **MIMUVA16-1034 Advanced design process: 16 ECTS**

### **Learning outcomes of the study module**

Students

- know how to define the principles of textile printing for flat textile materials
- know how to design a print-ready print pattern
- know how to combine textile printing and clothing design

- know how to use ideas from sculpture in clothing design
- know how to apply industrial and commercial goals in product and collection development

## **05MUMUOPR2 Design process 2: 5 ECTS**

### **Learning outcomes**

Students

- know how to work in design processes using different methods
- know how to see design from different perspectives
- know how to assess their knowledge of materials and manufacturing technologies

## **05MUMUOHIST History of design: 3 ECTS**

### **Learning outcomes**

Students

- know how to describe the periods, characteristics and pivotal representatives of Finnish and international design
- know how to analyse the key stages and characteristics of design history from the point of view of the professional field
- know how to establish the social factors that influence design and analyse the links between design and visual arts

## **05MUPAINO Printed textiles design: 5 ECTS**

### **Learning outcomes**

Students

- know how to distinguish between different printing methods for textile materials
- know how to recognise the principles of different printing techniques
- know how to use different printing techniques and how to create a print on a base material
- know how to design a print using a silk-screen printing technique

## **05MUPLAST1 Sculpture I: 3 ECTS**

### **Learning outcomes**

Students

- know how to discuss contemporary sculpture, using relevant concepts and expressive language
- know how to analyse and use shape, material, space, light and movement and their relationships in three-dimensional work
- know how to use the basic materials and working methods of sculpture
- know how to describe the relationship of mass and volume to people and the surrounding space
- know how to design exhibitions, and lighting for three-dimensional works

## **MIMUVA16-1035 PROFESSIONAL PRACTICE: 30 ECTS**

## **Learning outcomes of the study module**

Students

- know how to observe and identify workplace practices
- know how to assess their competencies in relation to the requirements of working life
- know how to make a plan to develop their competencies
- know how to manage real-life work situations and tasks that the degree qualifies them to do
- know how to develop their special competencies to prepare them for expert tasks in the field

## **05MUERIH Specialisation practice: 15 ECTS**

### **Learning outcomes**

After the practice period, students

- know how to assess their special competencies in relation to the practical requirements of working life
- know how to systematically develop their professional skills
- know how to work jobs in their field of specialisation
- know how to describe their extended professional network
- know how to interact with people and organisations in working life

## **05MUTEH Professional practice: 15 ECTS**

### **Learning outcomes**

After the practice period, students

- know how to assess their competencies in relation to the practical requirements of working life
- know how to plan their specialisation track according to the requirements of their professional field
- know how to work jobs in their field of study
- know how to develop their professional network

## **MIMUVA16-1036 THESIS: 15 ECTS**

### **Learning outcomes of the study module**

Students

- know how to work according to the design process in their professional field and related professional practices
- know how to express themselves visually and in writing
- know how to gather information using a variety of means and exercising source criticism
- know how to use the design and research methods of their professional field in their thesis

## **05MUOPN Thesis: 15 ECTS**

### **Learning outcomes**

Students



- know how to work according to the design process in their professional field and related professional practices
- know how to express themselves visually and in writing
- know how to gather information using a variety of means and exercising source criticism
- know how to use the design and research methods of their professional field in their thesis

## **MIMUVA16-1037 COMPLEMENTARY COMPETENCIES: 30 ECTS**

## **MIMUVA16-1038 OTHER PROFESSIONAL STUDIES: 15 ECTS**

### **05MUERIKAA Patterning special products: 5 ECTS**

#### **Learning outcomes**

Students

- know how to define the special characteristics of making patterns for and manufacturing garments
- know how to adjust the functional characteristics of products that they have designed
- know how to adapt the pattern of and manufacture a garment or set of garments that they have designed

### **05MUERITEMA Special printing methods and material treatments: 5 ECTS**

#### **Learning outcomes**

Students

- know how to recognise special printing methods for textiles
- know how to shape textiles using different methods
- know how to apply special methods in their own work
- know how to analyse and compare the environmental impact of different techniques
- know how to use textile materials creatively in design work

### **05MUTEKSEET Ethical and environmental aspects of textiles: 5 ECTS**

#### **Learning outcomes**

Students

- know how to assess textiles in view of the principles of sustainable development
- know how to compare the environmental impact of various textiles
- know how to interpret and assess ethical and environmental aspects
- know how to apply ethical and environmental principles in their design work
- know how to give reasons for specific choices in product development in view of ethical and environmental principles

## **MIMUVA16-1039 ELECTIVE STUDIES: 15 ECTS**