

DEPARTMENT OF COSTUME DESIGN AND FASHION TECHNOLOGY
PROGRAMME OUTCOMES AND COURSE OUTCOMES OF UNDER
GRADUATE PROGRAMME (2023 ONWARDS)

NAME OF THE PROGRAMME: BACHELOR OF COSTUME DESIGN AND FASHION TECHNOLOGY– PROGRAMME OUTCOME	
PO1	Disciplinary knowledge: Capable of demonstrating comprehensive knowledge and understanding of one or more disciplines that form a part of an undergraduate Programme of study
PO2	Communication Skills: Ability to express thoughts and ideas effectively in writing and orally; Communicate with others using appropriate media; confidently share one's views and express herself/himself; demonstrate the ability to listen carefully, read and write analytically, and present complex information in a clear and concise manner to different groups.
PO3	Critical thinking: Capability to apply analytic thought to a body of knowledge; analyze and evaluate evidence, arguments, claims, beliefs on the basis of empirical evidence; identify relevant assumptions or implications; formulate coherent arguments; critically evaluate practices, policies and theories by following scientific approach to knowledge development.
PO4	Problem solving: Capacity to extrapolate from what one has learned and apply their competencies to solve different kinds of non-familiar problems, rather than replicate curriculum content knowledge; and apply one's learning to real life situations.
PO5	Analytical reasoning: Ability to evaluate the reliability and relevance of evidence; identify logical flaws and holes in the arguments of others; analyze and synthesize data from a variety of sources; draw valid conclusions and support them with evidence and examples, and addressing opposing viewpoints.
PO6	Research-related skills: A sense of inquiry and capability for asking relevant/appropriate questions, problem arising, synthesising and articulating; Ability to recognise cause-and-effect relationships, define problems, formulate hypotheses, test hypotheses, analyse, interpret and draw conclusions from data, establish hypotheses, predict cause-and-effect relationships; ability to plan, execute and report the results of an experiment or investigation
PO7	Cooperation/Team work: Ability to work effectively and respectfully with diverse teams; facilitate cooperative or coordinated effort on the part of a group, and act together as a group or a team in the interests of a common cause and work efficiently as a member of a team
PO8	Scientific reasoning: Ability to analyse, interpret and draw conclusions from quantitative/qualitative data; and critically evaluate ideas, evidence and experiences from an open-minded and reasoned perspective.
PO9	Reflective thinking: Critical sensibility to lived experiences, with self awareness and reflexivity of both self and society.
PO10	Information/digital literacy: Capability to use ICT in a variety of learning situations, demonstrate ability to access, evaluate, and use a variety of relevant information sources; and use appropriate software for analysis of data.
PO11	Self-directed learning: Ability to work independently, identify appropriate resources required for a project, and manage a project through to completion.
PO12	Multicultural competence: Possess knowledge of the values and beliefs of multiple cultures and a global perspective; and capability to effectively engage in a multicultural society and interact respectfully with diverse groups.
PO13	Moral and ethical awareness/reasoning: Ability to embrace moral/ethical

	values in conducting one's life, formulate a position/argument about an ethical issue from multiple perspectives, and use ethical practices in all work. Capable of demonstrating the ability to identify ethical issues related to one's work, avoid unethical behavior such as fabrication, falsification or misrepresentation of data or committing plagiarism, not adhering to intellectual property rights; appreciating environmental and sustainability issues; and adopting objective, unbiased and truthful actions in all aspects of work.
PO14	Leadership readiness/qualities: Capability for mapping out the tasks of a team or an organization, and setting direction, formulating an inspiring vision, building a team who can help achieve the vision, motivating and inspiring team members to engage with that vision, and using management skills to guide people to the right destination, in a smooth and efficient way.
PO15	Lifelong learning: Ability to acquire knowledge and skills, including, learning how to learn", that are necessary for participating in learning activities throughout life, through self-paced and self-directed learning aimed at personal development, meeting economic, social and cultural objectives, and adapting to changing trades and demands of work place through knowledge/skill development/re skilling.

NAME OF THE PROGRAMME: B.Sc COSTUME DESIGN AND FASHION TECHNOLOGY– COURSE OUTCOMES

SEMESTER I

FIBER TO FABRIC	<ol style="list-style-type: none"> 1. Classify fibers and understand the manufacturing and properties of natural fibers 2. Discover the manufacturing process of manmade fiber 3. Understand the yarn types and its manufacturing process 4. Describe the weaving methods and its characteristic features 5. Gain an understanding of knitting and non wovens
FASHION DESIGNING	<ol style="list-style-type: none"> 1. Understand the design types, elements and principles of design 2. Appraise the colour combinations with standard colour harmonies 3. Interpret the fashion cycles, consumer groups and fashion theories 4. Develop dress design for unusual figure types 5. Define and describe the fashion terminologies and fashion profiles

FASHIONSKETCHING PRACTICAL	<ol style="list-style-type: none"> 1. Illustrate garment designs for children 2. Illustrate garment designs for women 3. Illustrate garment designs for men 4. Sketch the parts of the body in various perspectives 5. Sketch different views of male and female face
FASHIONDESIGNING PRACTICAL	<ol style="list-style-type: none"> 1. Develop Prang colour chart, value and intensity chart 2. Illustrate human figures-child, women and men 3. Sketch garment designs following the various elements of design 4. Apply the principles of design and colour harmonies in garments design 5. Create garment designs for various seasons
ELECTIVE-I	
A) CARE AND MAINTANENCE OF TEXTILES	<ol style="list-style-type: none"> 1. Identify suitable methods of washing, drying, ironing and storing 2. Understand the wash care labels and act accordingly 3. Appraise the types of equipment used in the care of fabrics 4. Recognize the need for dry cleaning for fabrics 5. Evaluate the methods and equipment to be used for a better life of clothes
B) FASHION APPRECIATION	<ol style="list-style-type: none"> 1. Remember the basics of fashion concepts 2. Understand fashion styling, role of fashion and forecasting. 3. Apply the concepts of styling as freelancing and photo shooting. 4. Analyze the various cultural adoption and world art. 5. Create world art and writing based on fashion concepts
C) NON-WOVEN	<ol style="list-style-type: none"> 1. Define Nonwovens fiber used in textile industry. 2. Understand the wash care labels and act accordingly and summarize the fiber. Preparation Processes of raw materials. 3. Appraise the types of equipment used in the care of fabrics and categorize the web. Bonding process. 4. Recognize the need for drycleaning for fabrics and Interpret polymer technologies. and its sequence. 5. Evaluate the methods and equipment's to be used for a better life of clothes—Analyze the

	structure of non-woven fiber.
SEMESTER-II	
BASICS OF GARMENT CONSTRUCTION	<ol style="list-style-type: none"> 1. Describe the functions of a sewing machine and the tools needed for sewing 2. Compare the methods of preparing pattern 3. Appraise the types of sleeves 4. Analyze the types of collars and yokes 5. Appraise the techniques in pattern layout, alteration and grading
BASICS OF GARMENT CONSTRUCTION PRACTICAL	<ol style="list-style-type: none"> 1. Develop samples for seams, seam finishes and hems 2. Create samples for fullness and neckline finishes 3. Create samples for plackets fasteners and pockets 4. Construct miniature samples for skirt and sleeves 5. Construct miniature samples for collars and yoke
SURFACE EMBELLISHMENTS PRACTICAL	<ol style="list-style-type: none"> 1. Create hand embroidery samples 2. Create machine embroidered samples 3. Develop samples using surface enrichment 4. Design and develop samples for drawn thread embroidery, applique, quilting 5. Create added structural effects using smocking
FIBER TO FABRIC PRACTICAL	<ol style="list-style-type: none"> 1. Distinguish the type of fiber by microscope, flame test and chemical tests 2. Determine the count of the yarn and fabric 3. Test the fabric for fabric weight and course length of the fabric 4. Evaluate the color fastness and shrinkage of fabric 5. Experiment the absorbency of fabric
ELECTIVE II	
A) BASICS OF COSMETOLOGY	<ol style="list-style-type: none"> 1. Importance of cosmetology 2. Understand Equipment used for pedicure, basic pedicure technique 3. Be aware of Equipment and techniques used for Manicure 4. Analyze skin and hair 5. Apply face makeup
B) HOME TEXTILES	<ol style="list-style-type: none"> 1. Classify the home textile products 2. Understand the types of floor and wallcoverings

	<ol style="list-style-type: none"> 3. Distinguish curtains and draperies 4. Describe the types of soft furnishings 5. Discover the types and functions of kitchen linen
C) GARMENT ACCESSORIES AND TRIMS	<ol style="list-style-type: none"> 1. Distinguish the types of accessories used in garment 2. Differentiate the types of fibers used in making sewing and embroidery threads 3. Assess the various types of closures used in apparels 4. Learn about the various types of trims used 5. List out the quality requirements for poly bag and carton box
SEMESTER III	
FABRIC STRUCTURE AND DESIGN	<ol style="list-style-type: none"> 1. To classify different types of weaves 2. To draw the design, draft and peg plan of weaves. 3. To differentiate between different type of weaves 4. To construct different types of weaves 5. Apply the methods of fabric representation
GARMENT CONSTRUCTION – CHILDREN’S WEAR PRACTICAL	<ol style="list-style-type: none"> 1. Design garments for child 2. Develop patterns using drafting method 3. Select the necessary tools needed for sewing 4. Construct garments by sewing 5. Discover new techniques in pattern making and garment construction
BUSINESS STARTUP	<ol style="list-style-type: none"> 1. To identify pain points, customer problems and develop prototype 2. To identify and evaluate business opportunities 3. To Prepare business plan and identify competitors 4. To plan financial sources 5. To understand IPR, Brand and copyright
FABRIC STRUCTURE AND DESIGN PRACTICAL	<ol style="list-style-type: none"> 1. Draw the design, draft and peg plan of weaves. 2. Understand the weaving components 3. Analyze the design aspects in the weaving pattern 4. Identify loop structures of knits samples 5. Deduct knitting samples by unravel and graphic representation
ELECTIVE III	
A) HOMETEXTILES PRACTICAL	<ol style="list-style-type: none"> 1. Understand the types of home textiles 2. Analyse the parts and functions of home textiles

	<ol style="list-style-type: none"> 3. Create designs for types of home textiles and show variations 4. Construct home textiles 5. Apply colour combinations and fabric selection throughout the process
B) FASHIONPHOTOGRAPHY PRACTICAL	<ol style="list-style-type: none"> 1. Remember general principles of photography 2. Understand the lighting techniques for indoor or outdoor photography 3. Apply the techniques in the field of modelling, magazine, fashion shows etc... 4. Evaluate the right image selection for the purpose of photography 5. Create images with the help of computer applications
C) ORNAMENTS AND ACCESSORY MAKING PRACTICAL	<ol style="list-style-type: none"> 1. Develop new accessories with fabrics 2. Understand new techniques of creating ornaments. 3. Discover new ideas of creating ornaments and accessories. 4. Create a complete set of ornaments for bridal and other special dress 5. Organize items need for creating accessories and ornaments efficiently
SEMESTER IV	
INDUSTRIAL GARMENT MACHINERIES	<ol style="list-style-type: none"> 1. Understand the stitching mechanism 2. Relate to the cutting and spreading methods in industries 3. Connect to the industrial marking and pressing methods 4. Analyse the type of sewing machines and its functions 5. Classify stitches and seams according to the federal standard
TEXTILE WET PROCESSING	<ol style="list-style-type: none"> 1. Familiarize with the Process sequence in a textile industry 2. Explain the types of finishes 3. Discover the dyes and dyeing methods 4. Understand the various printing methods 5. Analyse the pollution created by the textile industry and the need for effluent treatment
TEXTILE DYEING AND PRINTING PRACTICAL	<ol style="list-style-type: none"> 1. Modify the fabric properties by desizing, bleaching, scouring, and mercerizing 2. Apply and use direct, reactive, vegetable and vat dye to the cotton fabric 3. Apply acid and basic dye to silk fabric 4. Analyze print designs with direct printing method–block and stencil 5. Create print designs with resist printing–Tie and dye/batik

COMPUTER AIDED DESIGN IPRACTICAL	<ol style="list-style-type: none"> 1. Understand and practice the tools and techniques of the CAD 2. Apply the skills in area of garment designing 3. Develop various colours and textures in computers 4. Create garment designs for child, man and woman with CAD 5. Create Jewelry designs using CAD
ELECTIVE IV	
A) DRAPINGPRACTICAL	<ol style="list-style-type: none"> 1. Discover and mark the important structural lines in a dummy form 2. Analyze the fabric, straighten the fabric ends and remove the creases 3. Create draped patterns for basic bodice blocks and skirt 4. Create draped patterns for types of yokes 5. Create draped patterns for types of collars
B) DESIGN PROCESS AND PRODUCT DEVELOPMENT PRACTICAL	<ol style="list-style-type: none"> 1. Remember general principles of design 2. Understand the design process 3. Apply the techniques garment designing in product development 4. Evaluate the garment outfit. 5. Create ready to wear and haute couture outfits
C) PATTERN MAKING FOR KNITSPRACTICAL	<ol style="list-style-type: none"> 1. Understand the measurement chart and specifications and gain knowledge about allowances at various points 2. Apply the knowledge and draft the pattern manually as well as using CAD software 3. Create pattern any given measurement manually as well as using CAD software 4. Grade the pattern for any size from basic size manually as well as using CAD software 5. Calculate the maker efficiency and apply ways to reduce wastage
SEMESTER V	
COSTUMES AND TEXTILES OF INDIA	<ol style="list-style-type: none"> 1. Discover the beginning and origin of costumes 2. Recognize the dyed and printed textiles of India 3. Compare and contrast the various costumes of India 4. Appraise the jewellries of India 5. Value the traditional embroideries of India

GARMENT QUALITY AND COST CONTROL	<ol style="list-style-type: none"> 1. Define and establish quality standards 2. Describe functions of quality control 3. Analyze on garment cost and cost control 4. Appraise on different quality management systems 5. Evaluate the quality based on the parameters
GARMENT CONSTRUCTION – ADULT WEAR PRACTICAL	<ol style="list-style-type: none"> 1. Design garments for women and men 2. Develop patterns for women and men using drafting method 3. Select the necessary tools needed for sewing 4. Construct garments by sewing 5. Discover new techniques in pattern making and garment construction
PROJECT WITH VIVA – PORTFOLIO DEVELOPMENT	<ol style="list-style-type: none"> 1. Design garment collection based on an inspiration/theme 2. Develop various boards like theme board, mood board, story board, colour board, fabric swatch board, patten board and flat pattern 3. Select suitable fabrics and accessories for the garment collection 4. Create a portfolio album 5. Compile and present the portfolio effectively
ELECTIVE V	
A) ECO DYEING AND PRINTING PRACTICAL	<ol style="list-style-type: none"> 1. Understand the types of flowers and leaves in the neighborhood 2. Analyse the colours that can be created from flowers and leaves 3. Dye the fabric with natural colors 4. Create prints with flowers, leaves and rust 5. Create garment designs with eco dyes and prints
B) KNITTING PRACTICAL	<ol style="list-style-type: none"> 1. Analyze and identify the type of fabric structure of knitted Fabrics 2. Evaluate the machine requirements for producing knitted fabric structures 3. Understand single jersey knit structure and its derivatives 4. Understand double jersey knit structure and its derivatives 5. Understand Auto stripe and Jacquard knit structures
C) DESIGN FOR HIGH END KNITS PRACTICAL	<ol style="list-style-type: none"> 1. Remember the qualities of knitted fabrics 2. Understand the properties of knitted fabrics 3. Apply knitted fabrics in innovative areas 4. Analyze the ornamentation methods in knitted fabrics

	5. Evaluate the usage of knitted fabrics as a home textile material
SEMESTER VI	
THE BUSINESS OF FASHION	<ol style="list-style-type: none"> 1. Describe the factors influencing fashion changes 2. Weight The contributions of the fashion designers nationally and internationally 3. Understand the steps involved in new product development and sales promotion 4. Analyze the scope and functions of retailing and pricing 5. Evaluate the environmental pollution created by fashion products and move towards sustainable fashion
COMPUTER APPLICATIONS IN GARMENT INDUSTRY	<ol style="list-style-type: none"> 1. Articulate the specifications and functions of a computer and its peripherals 2. Appraise the inevitable role played by computers in various sections of a textile and garment industry 3. Understand the application of CAD and CAM in the areas of textile and garment designing 4. Discover the use of computers in the field of body measurements, pattern making and grading 5. Weigh the advantages of computer technology in the process sequences and there by increase production
COMPUTER AIDED DESIGN II PRACTICAL	<ol style="list-style-type: none"> 1. Create garment designs with different colour harmonies in computers 2. Develop garment designs with various elements of design in computers 3. Design garment sketches following the principles of design in computers 4. Create garment designs for various seasons in computers 5. Draft and grade patterns digitally
COMMUNICATION AND WORK ETHICS FOR APPAREL INDUSTRY	<ol style="list-style-type: none"> 1. Understand communication and its types 2. Improve work place communication 3. Maintain professionalism in workplace 4. Manage workplace harassment 5. Plan and organize work effectively
ELECTIVE V	
A) MARKETING AND MERCHANDISING	<ol style="list-style-type: none"> 1. Understand the basic concepts of marketing and fashion marketing 2. Describe the types of fashion products and the consumer behavior 3. Explain the process of communication, marketing research and forecasting

	<ul style="list-style-type: none"> 4. Discover the importance of merchandisers and their types 5. Interpret types of stores, design, layouts and merchandise presentation
B) KNITTING	<ul style="list-style-type: none"> 1. Understand the basics knitting process and the functions of a knitting machine 2. Discover the weft knitting process and machineries used 3. Discover the warp knitting process and machineries used 4. Appraise the recent technology in the knitting industry 5. Articulate the significant role played by the knitting industry locally and nationally
C) APPAREL BRAND MANAGEMENT	<ul style="list-style-type: none"> 1. Understand concepts and strategies involved in Branding for effective Brand Building 2. Learn about the brand positioning strategies 3. List out the various Brand appraisal methods 4. Learn develop and implement winning Brand Strategies in an array of competitive contexts 5. Learn about the variables that drives the success of Brands