

Course Number Course Title Credits
FAS 220 History of Costume Design 3 credits

Hours: Co- or Pre-requisite Implementation Semester & Year

3 Lecture FAS 105 Spring 2023

<u>Catalog description</u>:

Comprehensive overview of fashion history and its development as a globalized industry. A survey of chronological geographic and cultural trends that have influenced modern fashion addresses men's and women's clothing and accessories.

General Education
Category:
Not GenEd

<u>Course coordinator</u>: Katina "Kay" Lindsay, Assistant Professor of Fashion

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A History of World Costume and Fashion, Daniel Delis Hill, ISBN: 10:0-13-1594-10-9

Course Student Learning Outcomes (SLO):

Upon successful completion of this course the student will be able to:

- 1. Explain the global nature of the fashion industry and its evolution. [Supports ILG 1, 4, 5, 6, 7, 8; PLO 4,5,7]
- 2. Utilize electronic and physical archives for research, inspiration, and artistic projects. [Supports ILG 1, 4, 5, 6, 7, 8; PLO 4,5,7]
- 3. Identity historically relevant fashion objects and trends and their impacts on the industry [Supports ILG 6, 7, 8; PLO 4,5,7]
- 4. Analyze and communicate the role of diversity in the globalized economy as it relates to fashion [Supports ILG 1, 2, 7; PLO 4,5,7]
- 5. Name the influential and prolific designers, stylists, and individuals, with an emphasis on the emergence of fashion branding. ([Supports ILG 1, 6, 7, 8; PLO 4,5,7]

Course-specific Institutional Learning Goals (ILG)

Institutional Learning Goal 1. Written and Oral Communication in English. Students will communicate effectively in both speech and writing.

Institutional Learning Goal 2. Mathematics. Students will use appropriate mathematical and statistical concepts and operations to interpret data and to solve problems.

Institutional Learning Goal 4. Technology. Students will use computer systems or other appropriate forms of technology to achieve educational and personal goals.

Institutional Learning Goal 5. Social Science. Students will use social science theories and concepts to analyze human behavior and social and political institutions and to act as responsible citizens.

Institutional Learning Goal. 6. Humanities. Students will analyze works in the fields of art, music, or theater; literature; philosophy and/or religious studies; and/or will gain competence in the use of a foreign language. **Institutional Learning Goal 7. History:** Students will understand historical events and movements in World,

Western, non-Western, or American societies and assess their subsequent significance.

Institutional Learning Goal 8. Diversity and Global Perspective: Students will understand the importance of a global perspective and culturally diverse peoples

Program Learning Outcomes for (PLO)

- 1. Apply computational skills relevant to the fashion and retail industries.
- 2. Demonstrate knowledge of the fashion industry from concept to consumer.
- 3. Use the principles of marketing to perform duties required of entry-level fashion merchandising/marketing positions.
- 4. Develop an appreciation for style and product quality.
- 5. Communicate and present ideas in both written and oral formats.
- 6. Demonstrate customer service and management techniques applicable to the fashion industry.
- 7. Understand how the global economy and international events affect domestic business decisions.

Units of study in detail – Unit Student Learning Outcomes:

Unit I The Origins of Fashion: Prehistory, Africa, Ancient Americas [Supports Course SLOs # 1-5]

Learning Objectives

The student will be able to:

- 1. Understand the importance of non-woven textiles
- 2. Articulate non-western fashion influences specific to the above regions.
- 3. Describe other forms of body decoration and adornment, including hairdressing and jewelry

Unit II: Draping, Wrapping, Pleating: Mesopotamia, Greece, Ancient Egypt [Supports Course SLOs # 1-5]

Learning Objectives

The student will be able to...

- 1. Relate woven textile structure to early garments.
- 2. Articulate the visual contributions of the above regions.
- 3. Understand the history of basic garment construction and its current relevancy.

Unit III: Eastern Asian Influences: China, Japan, India [Supports Course SLOs # 1-5]

Learning Objectives

The student will be able to...

- 1. Trace the early process of globalization through the silk industry
- Articulate non-western fashion influences specific to the above regions including robe based garments

Unit IV: Islamic Empire and Late Middle Ages [Supports Course SLOs # 1-5]

Learning Objectives

The student will be able to...

- 1. Identify the technology necessary to create textiles and their modern influence.
- 2. Articulate the rise of major modern religions and how they have shaped global fashion.

Unit V: The Renaissance [Supports Course SLOs # 1-5]

Learning Objectives

The student will be able to...

- 1. Pinpoint the cultural shifts that pinpoint the transition into modern fashion
- 2. Analyze the social, economic, and cultural occurrences that allowed this to take place.
- 3. Evaluate the visual components that characterized this period and their relevance.

Unit VI: 17th and 18th Century [Supports Course SLOs # 1-5]

Learning Objectives

The student will be able to...

1. Assemble information on the origins of ready-to-wear fashion and how they shaped early retail businesses.

Unit VII: Innovation, Technology, Retail: Western 19th Century[Supports Course SLOs # 1-5]

Learning Objectives

The student will be able to...

- 2. Trace the emergence of the global economy through raw material sourcing
- 3. Describe the emergence of class and gender roles through individual garment choices.
- 4. Evaluate how the technology development of the industrial revolution shaped the industry.
- 5. Analyze the origins of ready-to-wear fashion and how they shaped early retail businesses.

Unit VIII: Western 20th Century Fashion and Globalization

Learning Objectives

The student will be able to...

- 1. Identify the great designers, especially concerning early branding
- 2. Discuss the emergence of the American Ready to Wear industry, including sportswear,

- 3. Cosmetics, and accessories
- 4. Identify how war and global politics have shaped the fashion economy.
- 5. Explain the evolution of modern fashion esthetics based on previous units.
- 6. Evaluate the role of new media forms and how they influence the industry.
- 7. Conclude how fashion reflects the modern global economy and trace its evolution.
- 8. Relate how subcultures and youth cultures influence the industry.
- 9. Summarize the multicultural influences in the fashion industry.
- 10. Predict how technological innovations in raw materials a

Evaluation of student learning: [Evaluates SLOs # 1 – 5]

Achievement of the course objectives will be evaluated by the following tools:

- Two completed course assignments to be done at home and uploaded for review by the instructor.
- Participation to weekly Discussion Posts on BlackBoard
- Three timed Quizzes based on Units of Study

Evaluation Tools	% of Grade
Participation with all weekly labs and discussions	20%
Chapter Challenges	20%
Midterm	20%
Swatch Kits Final Submission	20%
Final Project	10%
Fashion Show Participation	10%
Total	100%