



MERCER
COUNTY COMMUNITY COLLEGE

COURSE OUTLINE

Course Number	Course Title	Credits
FAS 250	Technical Skills for Apparel Production II	3 credits
Hours: Lecture/Lab/Other	Co- or Pre-requisite	Implementation Semester & Year
1 Lecture/ 4 Lab Hrs	FAS150	SPRING 2023

Catalog description:

Advanced sewing/draping skills are developed to produce finished garments from individually designed fashion and apparel pieces. Based on the scope of a student's project or level of study, additional costs for materials and supplies are required.

General Education Category: Not GenEd

Course coordinator: (Name, telephone number, email address)
Kay Lindsay, Assistant Professor of Fashion
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Required texts & Other materials:

A Guide to Fashion Sewing by Connie Amaden-Crawford, 6th edition, Fairchild Books
 ISBN: 978-1-60901-001-0

Course Student Learning Outcomes (SLO):

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

1. Demonstrate sewing skills needed to expand on a commercial pattern. [Supports ILG #1, 4, 8, 9 & 11; PLO # 1,5,6,7,8]
2. Analyze textiles and their tactile qualities to use them appropriately. [Supports ILG #1, 3,4, 8,9 & 11; PLO # 1,4,5,6,7,8]
3. Display a varied range of construction approaches using advanced techniques. [Supports ILG # 4; PLO # 1,5,6,7,8]
4. Identify complex elements of fabric draping and their relation to garment construction. [Supports ILG #1, 3, 4, 8,9 & 11; PLO # 1,5,6,7,8]
5. Design an original garment by draping. [Supports ILG #1, 2, 4,8, 9 & 11; PLO # 1,5,6,7,8]
6. Produce an original pattern based on fabric draping. [Supports ILG #1, 2, 4, 9 & 11; PLO # 1,5,6,7,8]
7. Execute these skills in the creation of a garment for a fit model. [Supports ILG #1,2,4,8, 9 & 11; PLO # 1,3,5,6,7,8,9]
8. Analyze measurements in order to alter commercial flat patterns, understanding how fit and ease relate to design. [Supports ILG # 2, 4,8, 9 & 11; PLO # 1,2,5,6,7]

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 3. Science. Students will use the scientific method of inquiry, through the acquisition of scientific knowledge.

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

Institutional Learning Goal 9. Ethical Reasoning and Action. Students will understand ethical frameworks, issues, and situations.

Institutional Learning Goal 11. Critical Thinking: Students will use critical thinking skills to understand, analyze, or apply information or solve problems.

Program Learning Outcomes for Fashion/Apparel Design (PLO)

1. Develop foundation art skills to apply to fashion/apparel design development.
2. Develop and present ideas effectively in both written and oral formats.
3. Understand current trends in the fashion industry from a global perspective.
4. Demonstrate knowledge of a wide range of textiles and manufacturing processes.
5. Use specialized computer applications to create fashion/apparel design elements.
6. Drape fabrics on a dress form in preparation for patternmaking and sewing.
7. Develop sewing skills/techniques to produce finished garments.
8. Design and produce individual fashion and apparel pieces.
9. Understand the basic principles of merchandising.
10. Create a portfolio for use in transferring or gaining employment.

Units of study in detail – Unit Student Learning Outcomes:

Unit I: Introduction to advanced construction. [Supports Course SLOs # 1-5,9]

Learning Objectives

The student will be able to...

1. Assemble projects that demonstrate proficiency with sewing machines and sergers.
2. Expand on previous technical and professional knowledge of textiles.
3. Pinpoint grain and correct off-grain (block a fabric).
4. Understand fabric cut on the bias and how to work with it.
5. Discuss his/her work during a critique and critically evaluate and justify his/her own artistic and vocational practice and the work of peers.

Unit II: Draping and Advanced Patterns [Supports Course SLOs # 1-9]

Learning Objectives

The student will be able to...

1. Drape a simple muslin garment.
2. Transfer the draped muslin to a more permanent foundation (oak tag or plastic).
3. Assemble accurate measurements and use them to alter a pattern.
4. Execute proper cut and fit on a dress form and fit model.
5. Discuss his/her work during a critique and critically evaluate and justify his/her own choices and the work of peers.

Unit III:
SLOs # 1-3,8]

Technical Skills II: The Bias and Finishing Techniques [**Supports Course**

Learning Objectives

The student will be able to...

1. Demonstrate an understanding of bias treatments and their use.
2. Exhibit understanding of advanced closure details, such as zippers, and buttons.
3. Create original and modified examples of various types of sleeves, plackets, and cuffs.
4. Create original and modified examples of various types of simple collars, facings and neckline finishes.
5. Display knowledge of hems and hem finishes using a serger.

Unit IV:

Design using a fit model.

[Supports Course SLOs # 2,3, & 5-9]

Learning Objectives

The student will be able to...

1. Utilize a fit model to produce a pattern.
2. Create a muslin toile and fit it on his/her model.
3. Isolate appropriate fabric(s) for the style and pattern chosen. Prepare and cut the fabric.
4. Execute the garments including elevated fashion details. Summarize his/her work during a critique and critically evaluate and justify his/her own artistic and vocational practice and the work of peers.

Evaluation of student learning: [Evaluates SLOs # 1 –9]

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

- Participation in weekly Discussion Posts on Blackboard
- Looks 1-3
- Collection Project and Showcase

	% of Grade
Participation with all weekly labs and discussions	20%
Look 1	20%
Look 2	20%
Look 3	20%
Final Collection Project & Showcase	20%
Total	100%