

BUF 2400 PRODUCT DEVELOPMENT IN THE FASHION INDUSTRY

Prerequisites:	MKT 1210	, MKT 1214
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Credits: 3

INSTRUCTOR: Faculty Office: Office Hours: Office Phone: E-mail:

Meeting Date/ Time:

Room:

COURSE DESCRIPTION

An introduction to the study of product development from concept to consumer. In this course students will learn how research is conducted in the fashion industry and how it is ultimately reflected in garment design. Trend cycles, consumer behavior, social, political, and economic influences are discussed as influences on trend development.

LEARNING OUTCOMES

At the conclusion of this course, students will be able to:

Content Specific	Assessment
List the stages involved in product	Class discussion, homework, midterm
development and apparel manufacturing	examination and term project
from concept to consumer.	
Evaluate how the strategic planning process	Class discussion, homework, quizzes,
is utilized in the development of merchandise	midterm examination and term project
plans for business use.	
Explain the apparel manufacturing process,	Class discussion, course assignments,
sizing and measurement specifications.	midterm examination and term project
Assess knowledge of the mass production	Class discussion, homework, midterm
process and implementation of strategies for	examination and term project and oral
developing individual apparel collections.	presentation

GENERAL EDUCATION LEARNING OUTCOMES

Effectively communicate ideas in written,	Class discussion and assignments, midterm
oral, visual, and mathematical forms using	and final examinations, term paper and
appropriate technology.	presentation

Construct knowledge based on concepts,	Class discussion, term paper and oral
principles, theory, and creative connections.	presentation
Identify issues and problems, ask relevant	Course assignments, term paper and
questions, and link them with appropriate	presentations
methods of inquiry.	
Develop professional level skills in the areas	Class discussion and interaction, course
of comprehensive reading, writing and	assignments, homework, term paper and
analytical skills.	presentation

ASSESSMENT AND GRADING:

Grading and add/drop policies are in accordance with University policies. Students need to submit assignments on or before the due date.

Grades are assigned based on total points earned in the course. The total number of points a student earns is divided by the total number of possible points. The total possible points are 500. A student's score is converted into a percentage and grade will be assigned using the scale listed below.

Students are evaluated through the use of two exams, projects, and additional quizzes. The information covered will be acquired from the required text, outside reading, in class notes, homework assignments, and a research term project. A portion of the final grade will reflect consistent participation in classroom discussions.

Major Project:

In teams (of two or three), students select an apparel classification and then create a private label apparel product/line for a moderate priced men's or women's wear shop. Students research and identify the major fashion trends keeping their target market's preference in mind; shop the market and analyze comparable product offerings at higher price points; determine changes in adapting the product to their market; evaluate the fabric selected for the product for performance specifications; discuss construction specifications; determining the cost of the apparel product; discussing the quality control process that will go into the fabric and final product/line; and the methods for merchandising the new private label apparel product/line.

All work must follow the MLA format for documentation, including in-text citations. All papers must be in 12 pt. New Times Roman, double spaced. Separate segments with headings should be shown. Evaluation of the research project will be on quality of content, quality of language, punctuation, grammar overall effectiveness and conclusions. An oral presentation of the term project must be made to the class.

Participation:

Your success in this class depends on your willingness to put effort into your work. You are expected to participate in all large and small group activities, exercises and discussions. Participation will help you understand the subject matter and will be considered when determining your final grade. **Participation** is 10% of your final grade. Coming to class is <u>NOT</u> participation.

Participation involves:

Active Learning. Taking notes, asking questions and taking responsibility for your own learning.

- Working with others in group activities: A chain is only as strong as its weakest link. Don't drag your team down by refusing to get involved.
- Attending class regularly. If you aren't here, you can't learn.

Grading Criteria

TOTAL	500 points
Final Exam	75 points
Midterm Exam	75 points
Term Project/Presentations	200 points
Homework assignments	50 points
5 Quizzes (10 each)	50 points
Participation	50 points

Process for Evaluation:

Outstanding (A)	work went beyond the package and presentation requirements.
Good (B)	work met all grading criteria, performed to top standards.
Average (C)	work met all but one or two of the grading criteria.
Below Average (D)	work met only one or two of the grading criteria.

Grade Scale

Α	=	93 – 100
A-	=	90 – 92.9
B+	=	87 – 89.9
В	=	83 – 86.9
B-	=	80 – 82.9
C+	=	77 – 79.9
С	=	70 – 76.9
D	=	60 - 69.9
F	=	59.9 and below

RECOMMENDED TEXTBOOK:

Keiser, Sandra J., Garner, Myrna B.H. (2012). Beyond Design: The Synergy of Apparel Product Development, (3rd ed) Fairchild Publications: New York

COURSE POLICIES AND PROCEDURES:

QUIZZES, EXAMINATIONS, AND GRADING:

In-class learning assignments are given and completed during class time. These are *unscheduled* but occur frequently. In-class assignments may consist of group activities, short reaction papers and so forth. QUIZZES are in the format of problem solving questions and given at the start of the class.

Should you arrive late on that day, you risk missing the quiz. **There are no make-ups on quizzes**. Students who

miss any quiz for reasons that are recognized by CUNY City Tech (e.g., documented family emergencies, documented illness and the like) need to contact the instructor prior to missing the quiz.

There are two exams scheduled during the semester: a **comprehensive midterm** and a **final exam** which will be given during final week. **There are no make-up exams.** A student who is unable to take the exam at the scheduled time will result in a **0** on that exam unless absence is recognized by City Tech policy.

NO LATE WORK POLICY:

Assignments and projects are due at the beginning of class as scheduled. **NO LATE work will be accepted**. Assignments delivered to the Faculty Office will *not* be accepted.

COLLEGE POLICIES (ACADEMIC INTEGRITY, ADA, RESOURCES):

SCHEDULE OF TOPICS:

WEEK	TOPIC	ASSIGNMENT
1	The Role of Product Development in the Apparel Supply Chain	Chapter 1
2	Analysis of Product Development Defining the trading area Pre-Production Research	Chapter 2
3	Consumer Markets Data for Defining the Customer Pre-Production & Production Planning & Scheduling	Chapter 3
4	Industry & Product Development Research	
5	Creative Planning .	Create Mood Boards Assignment
6	Creating a Line	Chapter 4, 9
7	Design Development & Style Selection Midterm Exam	Chapter 5, 6
8	Color and Fabrication management	Chapter 7, 8 Create a Custom Palette from the mood board assignment
9	Line Planning and development Groupings & Assortment Planning Production Planning Packaging & Distribution Flats Introduction.	Chapter 15
10	Technical Design	Chapter 10

	The Technical Package	
	The Design Sheet	
	The Illustration Sheet	
11	Garment Analysis and Measurements	Chapter 11
		Create specification and
		Component sheet using Excel
12	Product Standards and Specifications	Chapter 12
	Labeling requirements	
	Label/Packaging sheet	
13	Production Planning and Sourcing	Chapter 13, 14
	Costs, Pricing and Profit (Keiser)	
14	Final Project Presentations	
15	Final reviews and Exam	

BIBLIOGRAPHY:

Koumbis, Dimitri. *Fashion Retailing. From Managing to Merchandising*. New York: Fairchild Publications, 2014.

Rosenau, Jeremy and Wilson, David. *Apparel Merchandising, The Line Starts Here* New York: Fairchild Publications, 2014.

Manovich, Lev. Software Takes Command. Bloomsbury Publications, 2013

Myers-McDevitt, Paula. Apparel Production and the Technical Package. New York: Fairchild, 2010.

Centner, M., & Vereker, F (2007). Fashion Designer's Handbook for Adobe Illustrator. Oxford: Wiley-Blackwell. [ISBN 978-1405160551]

Colussy, M. K., & Greenberg, S. (2005). *Rendering fashion, fabric, and prints with Adobe Photoshop*. New Jersey: Pearson Prentice Hall. [ISBN 978-0-13-119274-4]

Lazear, S. M. (2008). *Adobe Illustrator for Fashion Design*. New Jersey: Pearson Prentice Hall. [ISBN 978-0-13-119274-4]

Hagen, Kathryn (2011). *Fashion illustration for designers*. New Jersey: Pearson Prentice Hall. [ISBN0-13-501557-X]

Black, Sandy, ed. Fashioning Fabrics: Contemporary Textiles in Fashion. London, Black Dog, 2006.

Rosenau, Jeremy A. and David Wilson. *Apparel Merchandising: The Line Starts Here*. New York: Fairchild Publications, 2001.