|  |  |
| --- | --- |
| **MOD 101** | **Introduction to Fashion Design I** |
| **3 hours / 3+0 / 4 ECTS** | **ELECTIVE** |
| **Content:** | Within the scope of this course, students are taught basic professional concepts, encouraged to do research on the subject, and based on a specific theme (senses, avatar, fake, root, contradiction, relationship, reconciliation, self and body perception, decay-deterioration-freezing, Istanbul. -city… etc) by simulating the fashion design process, after freelance artistic work; It is aimed to gain the ability to express themselves with textile materials. |

|  |  |
| --- | --- |
| **MOD 102** | **Introduction to Fashion Design II** |
| **3 hours / 3+0 / 4 ECTS** | **COMPULSORY** |
| **Content:** | Within the scope of this course, students are taught basic professional concepts, encouraged to do research on the subject, and after free artistic studies by simulating the fashion design process on a specific theme with an artistic and proffesional perspective; gaining the ability to create garments with draping and sewing skills. |

|  |  |
| --- | --- |
| **MOD 201** | **Adobe Design Studio I** |
| **6 hours / 4+2 / 6 ECTS** | **COMPULSORY** |
| **Content:** | In this studio class students receive training in vector graphics software-assisted design techniques. Using Mac laboratory resources students will develop their graphic design skills. By using Adobe Creative Suite Illustrator software, students will be enabled to obtain practical experience with digital media. The software will allow students to translate their design ideas into assessable output. Pushing the limits of the possibilities of digital media, students will have the chance to produce their own technical drawings of garment designs, to prepare spec sheets, to design business cards and official documents. Students can decide their own presentation platforms by choosing either to print or to use webpages, tablet PCs or smartphones. |

|  |  |
| --- | --- |
| **MOD 250** | **Fashion Trends Storyboard Studio I** |
| **4 hours / 2+2 / 4 ECTS** | **COMPULSIVE** |
| **Content:** | In this class students will learn how to be inspired by various concepts and to apply them to a product achieving a sense of design harmony.Students will get the knowledge of research methods of fabric, thread, yarn, color, style and up-to-date fashion trends of clothing and the understanding of the stages of design process. They will be given an organic theme and will be expected to express themselves by the means of fabrics. Students in this class can develop skill of creating form and suitable material based on their themes.In this way they can demonstrate the link between their concept and its realisation as an item of clothing.Students are held to use sketch books to conceptualize their designs and to develop a narrative for them.. |

|  |  |
| --- | --- |
| **MOD 271** | **Technial Drawing**  |
| **3 hours / 1+2/ 3 ECTS** | **COMPULSORY** |
| **Content:** | Students will learn how to create technical drawings based on their clothing design ideas. At the same time they will understand how to adapt their design ideas to the basic form of the human body.This course will lead students to understand how to give form to and develop their clothing design ideas in the right proportions. By drafting front and back views of their clothing designs, students will understand the importance of applying correct and proportional measurements when producing single-size pre-production templates. Students will then beable to realize their own designby practicing basic sewing techniques on Singer-Overlock sewing machines**.**  |

|  |  |
| --- | --- |
| **MOD 233** | **Fashion Figures Drawing Techniques** |
| **3 hours / 1+2 / 3 ECTS** | **COMPULSORY** |
| **Content:** | In this class students will understand the relationship between the proportion of the human body and the finished garment. This will develop their fashion drawings skills. This course will allow to visualize their design ideas in a creative and artistic way. Students will be able to practice different drawing techniques by using pencils, chalk and markers. This will allow them to develop their own style of fashion illustration and drawing. |

|  |  |
| --- | --- |
| **MOD 273** | **Fabric Structure (Clothing)** |
| **2 hours / 2+0 / 2 ECTS** | **COMPULSORY** |
| **Content:** | In this class students will learn to differentiate the various types of fabric, understand textile raw materials and explore different textile cultures around the world. Students will be taught how to choose the right fabric for the anticipated design effect in the finished product. They will deepen their understanding of fibres, fabrics and other textile materials in the process. Students will analyze natural and synthetic fabrics. They will classify and categorize fabric types, such as Meryl, Dupont or Woolmark-branded fabrics, and develop a feel for their consistancies. |

|  |  |
| --- | --- |
| **MOD 275** | **Fundamentals of Clothing Pattern I**  |
| **4 hours / 2+2 / 4 ECTS**  | **COMPULSORY** |
| **Content:** | This course will teach students the fundamentals of the process of making clothes. Students will have hands-on experience of developing and improving on their own design templates. Classes will be supported by a professional textile technician. In practical classes students will practice how to make templates for basic items of clothing such as skirts, blouses, jackets, etc. and will then learn how to adapt these templates to different body sizes and shapes. Students will practice sewing skills by producing and altering their own design templates by using industry-standard sewing machine like Singer and Overlock. |

|  |  |
| --- | --- |
| **MOD 243** | **Nedgraphics Printing Studio** |
| **4 hours / 2+2 / 4 ECTS** | **ELECTIVE** |
| **Content:** | In this computer laboratory-based class students will learn how to transfer their creative and industrial designs onto a digital platform in order to produce print pattern designs and to expediate the printing process. In doing so, they will use Nedgraphics software, which was developed for the printing industry. It will allow students to prepare designs and design drawings, have control over the production process, archive their work onine, realize and present their projects, prepare and assemble catalogues. Students will practice how to develop templates for panel prints and prints of quantities on a digital platform and modify them. They will also learn how to visualize these patterns on 3-D models.  |

|  |  |
| --- | --- |
| **MOD 277** | **Fashion Trends**  |
| **3 hours / 1+2 / 4 ECTS** | **ELECTIVE** |
| **Content:** | On this course students will learn how to analyze fashion trends, past and present. This will allow them to understand and anticipate trends in the fast-moving fashion world. By doing so they will comprehend the relation between fashion design and marketing.In studio session students will learn how to classify fashion trends and to comment on current catwalk shows by developing the intellectual tools used in the fashion business. They will research the purpose and thinking behind some of the world’s best known brands; by doing so they will develop their own understanding of the concepts which should underpin their style choices. At the same time students will learn how to apply the terminology used in the industry both in their own and a foreign language. In addition, students will sharpen their aesthetic sensibilities and start to make connection between fashion trends and social developments. With respect to technical skills, students will learn how to use digital means to present their ideas and develop their own career path. |

|  |  |
| --- | --- |
| **MOD 202** | **Adobe Design Studio II** |
| **6 hours / 4+2 / 6 ECTS** | **COMPULSORY** |
| **Content:** | The aim of this course is to teach students the control and modification of vector-pixel based images using the Ilustrator and Photoshop programs that Adobe has mastered in the fashion industry. |

|  |  |
| --- | --- |
| **MOD 252** | **Fashion Trends Storyboard Studio II** |
| **4 hours / 2+2 / 4 ECTS** | **COMPULSORY** |
| **Content:** | In this class students will be inspired by various concepts and apply them to a product achieving a sense of design harmony.They will be given a geometric or abstract theme and will be expected to express themselves by the means of fabrics. Students are held to use sketch books to conceptualize their designs and to develop a narrative for them They are also expected to create storyboards based on their themes and narratives. Students in this class can develop skill of creating form and suitable material based on their themes. In this way they can demonstrate the link between their concept and its realisation as an item of clothing. |

|  |  |
| --- | --- |
| **MOD 246** | **Allover Printing Studio** |
| **4 hours / 2+2 / 4 ECTS** | **COMPULSORY** |
| **Content** | On this practical course students will learn how to design all-over printing patterns on clothing in response to industrial demands. This course is supported by a professional printing studio. Pattern prints help brands to develop the image and market recognition of their collections. On this course students will gain hands-on experience in composing all-over printing patterns by taking into account the interplay between shapes and colours. Students will have the chance to apply aesthetical principles to their printing pattern by asking basic questions such as what, where, why, who and when about their designs. An understanding of fashion history and the terminology of printing will further help them to critically evaluate the concepts behind their printing pattern designs. Using industry-standard technology such as Nedgraphics and Adobe digital tool will allow them to alter and adjust their designs as needed in an ongoing design process. Students will also learn how to communicate their ideas to technical support staff such as printing technicians. |

|  |  |
| --- | --- |
| **MOD 256** | **Panel Printing Studio** |
| **4 hours / 2+2 / 4 ECTS** | **COMPULSORY** |
| **Content:** | On this practical course students will learn how to design panel printing patterns on clothing in response to industry demands. This course is supported by a professional printing studio.Pattern prints help brands to develop the image and market recognition of their collections. On this course students will gain hands-on experience in composing panel printing patterns by taking into account the interplay between shapes and colours.Students will have the chance to apply aesthetical principles to their printing pattern by asking basic questions such as what, where, why, who and when about their designs. An understanding of fashion history and the terminology of printing will further help them to critically evaluate the concepts behind their printing pattern designs. Using industry-standard technology such as Nedgraphics and Adobe digital tool will allow them to alter and adjust their designs as needed in an ongoing design process. Students will also learn how to communicate their ideas to technical support staff such as printing technicians. |

|  |  |
| --- | --- |
| **MOD 276** | **Fundamentals of Clothing Pattern II** |
| **4 hours / 2+2 / 4 ECTS** | **ELECTIVE** |
| **Content:** | Students will have hands-on experience of developing and improving on their own clothing patterns. Classes are supported by a professional textile technician. In practical classes students will practice how to make templates for making advanced patterns of clothing such as skirts, blouses, jackets, etc. and will then learn how to adapt these templates to different body sizes and shapes. Students will practice sewing skills by producing and altering their own design templates by using industry-standard sewing machine like Singer and Overlock.  |

|  |  |
| --- | --- |
| **MOD 264** | **Artistic Textiles** |
| **3 hours / 1+2 / 4 ECTS** | **ELECTIVE** |
| **Content:** | This is a creative course supported by a fashion design studio. Students will be encouraged to experiment with various materials and sewing techniques in the process of producing texture in textiles. By applying aesthetic principles and using a three-dimensional approach, students are shown how to make connections between textile design and the plastic arts. Students are held to use sketch books to concetptualize their designs and to develop a narative for them. The course will try to develop an understanding within students that textile designs which serve industry requirements of wearability can at the same time express an artistic ambition. The overall aim of the course is to make students appreciate that the fashion sector overlaps with many other disciplines and fields and is not a self-contained entity. |

|  |  |
| --- | --- |
| **MOD 266** | **Adobe Portfolio and Spec Sheet Studio** |
| **4 hours / 2+2 / 4 ECTS** | **ELECTIVE** |
| **Content:** | In this studio class students receive training in vector graphics software-assisted design techniques. Using Mac laboratory resources students will develop their graphic design skills. By using Adobe Creative Suite Illustrator software, students will be enabled to obtain practical experience with digital media. The software will allow students to translate their design ideas into assessable output. Pushing the limits of the possibilities of digital media, students will have the chance to produce their own technical drawings of garment designs, to prepare spec sheets, to design business cards and official documents. Students can decide their own presentation platforms by choosing either to print or to use webpages, tablet PCs or smartphones. |

|  |  |
| --- | --- |
| **MOD 333** | **Fashion Design I** |
| **4 hours / 2+2 / 5 ECTS** | **COMPULSORY** |
| **Content**: | On this course students will be able to further develop the fashion design skills they have learnt in their second year by working on their own design project. After agreeing on a theme, students will be asked to develop their own concept and to produce first sketches of their collection. These sketches will be evaluated and have to be approved by the course teacher. Students will then be able to work on their collection with the support of professional staff at a fashion studio. At the end of the course students will have work on their own collection from its conception to its completion.  |

|  |  |
| --- | --- |
| **MOD 347** | **Clothing History** |
| **2 hours / 2+0 / 6 ECTS** | **COMPULSORY** |
| **Content:** | On this course students will start to analyze the sociological relationship between economic and societal events and developments within the fashion industry; they will develop a deepened understanding of the periodic chances within fashion styles. By learning about the history of fashion, students will become aware of the background to their own fashion ideas and designs. This deepened knowledge will allow them to correctly label their designs “vintage” or “retro” and to more expertly comment on current fashion trends. |

|  |  |
| --- | --- |
| **MOD 350** | **Fashion Trends Storyboard Studio III** |
| **4 hours / 2+2 / 7 ECTS** | **COMPULSORY** |
| **Content**: | In this class students will learn how to be inspired by various concepts and to apply them to a product achieving a sense of design harmony.Students will get the knowledge of research methods of fabric, thread, yarn, color, style and up-to-date fashion trends of clothing and the understanding of the stages of design process. They will be given an organic theme and will be expected to express themselves by the means of fabrics and by digital media. Students in this class can develop skill of creating form and suitable material based on their themes. In this way they can demonstrate the link between their concept and its realisation as an item of clothing.Students are also held to use sketch books to conceptualize their designs and to develop a narrative for them. |

|  |  |
| --- | --- |
| **MOD 305** | **Printing Handcrafts** |
| **3 hours / 1+2 / 4 ECTS** | **ELECTIVE** |
| **Content:** | On this course students will learn how to produce creative and innovative print patterns using traditional Turkish handcrafts techniques.By exploring traditional printing crafts, students will be enabled to continue these historic techniques and will help preserve this valuable cultural knowledge. Students will learn how to use lithography, tie-dyeing and block printing and at the same time will be ask to apply contemporary aesthetical principals to this ancient art. In this way students will make a connection between Turkey’s cultural heritage and contemporary textile design. |

|  |  |
| --- | --- |
| **MOD 311** | **Basic Weaving** |
| **4 hours / 2+2 / 4 ECTS** | **ELECTIVE** |
| **Content:** | The aim of this course is to enable the learner to recognize weaving methods, to learn the dobby weaving loom and weaving preparation stages at the basic application level, to do research on weaving design, to gain the ability to use the acquired knowledge in creating original, modern designs and artistic works. |

|  |  |
| --- | --- |
| **MOD 338** | **Fashion Design II**  |
| **6 hours/ 2+4 / 9 ECTS** | **COMPULSORY** |
| **Content:** | It is an applied project course in which our students develop their creative aspects by using the basic fashion design principles and methods they learned in the second year. The concept is developed within the framework of the determined theme and material and sketching work begins. Our students, who develop their skills of preparing collections by considering a target audience and revealing their designs with fashion illustrations, develop their artistic and creative aspects. They learn to complete their collections (consisting of at least 6 pieces) from the concept stage to the illustrations, from the selected appropriate material to technical drawings, and make them ready for application and sewing. The designs developed by the students are evaluated to form a fashion collection. |

|  |  |
| --- | --- |
| **MOD 348** | **Fashion Brands History**  |
| **2 hours/ 2+0 / 6 ECTS** | **COMPULSORY** |
| **Content:** | On this course students will develop their ability to analyze the interrelatedness of the creative process and demands for economic success. The link between consumer demands and industry response to these demands will be explored on this course. As the fashion industry represents a large part of the Turkish and global economy, students will learn how large, internationally know companies such as LVMH and Printemps create added-value in the various sectors of the fashion market. Students on this course will be equipped with the intellectual tools to analyze the economic processes behind the fashion industry. By doing so, students will become aware of how different companies create their brand value and will understand the social and human cost involved. |

|  |  |
| --- | --- |
| **MOD 352** | **Fashion Trends Storyboard Studio IV**  |
| **4 hours/ 2+2 / 7 ECTS** | **COMPULSORY** |
| **Content:** | In this class students will be inspired by various concepts and apply them to a product achieving a sense of design harmony.They will be given a geometric or abstract theme and will be expected to express themselves by the means of fabrics and digital media. Students are held to use sketch books to conceptualize their designs and to develop a narrative for them They are also expected to create storyboards based on their themes and narratives. Students in this class can develop skill of creating form and suitable material based on their themes. In this way they can demonstrate the link between their concept and its realisation as an item of clothing. |

|  |  |
| --- | --- |
| **MOD 306** | **Weaving Handcrafts** |
| **3 hours / 1+2 / 4 ECTS** | **ELECTIVE** |
| **Content:** | On this course students will learn how to produce creative and innovative woven textiles using traditional Turkish handcrafts techniques. This course will be held in our own weaving studio where students will be instructed on hand-operated looms. By exploring basic weaving techniques, students will be encouraged to produce their own unique creative and artistic textiles.  |

|  |  |
| --- | --- |
| **MOD 450** | **Brand Case Studio** |
| **4 hours / 2+2 / 10 ECTS** | **COMPULSORY** |
| **Content:** | On this course students will work on their own collection in cooperation with a pret-a-porter/mass market company. The essential skills developed here are the students’ ability to listen to a client’s demands and to carry out their work in line with these wishes. Students on this course will be supervised by industry professionals. Students’ collections will have to closely follow the client’s demands and be faithful to the client’s brand’s image, so as to be of interest to the brand’s core consumer. Sketches produced by individual students or in groups will be evaluated by the project supervisor. Chosen items will then be realized in the Okan Fashion studio with the support of Professional technicians. This simulation will allow students to operate in a realistic Professional context. They will gain experience in the industry and at the same time improve their own skills in project management, cooperation, self- and time management. Working closely under the critical supervision of professionals will help students understand what is involved in successfully working in the fashion industry. |

|  |  |
| --- | --- |
| **MOD 420** | **Innovation and Formalizing** |
| **4 hours / 2+2 / 9 ECTS** | **COMPULSORY** |
| **Content:** | On this course students will develop their basic collection by learning how to analyze fashion trends, develop concepts, design a story board and how to define a target consumer. This course is intended to support students’ diploma projects. Students will be able to further hone their skills in concept development and in realizing a collection which is faithful to their concept. By doing so, they will understand how to choose fabrics which will give their ideas shape. |

|  |  |
| --- | --- |
| **MOD 429**  | **Technical and Smart Textiles**  |
| **2 hours / 2+0 / 4 ECTS** | **ELECTIVE** |
| **Content:** | On this course students will be familiarized with a fast-growing segment of the fashion industry, smart textiles. This innovative course will endeavor to introduce students to the various developments in the cutting-edge World of these textiles.Students will find out about developments in sports wear with integrated monitors of vital functions such as heart beat, home textiles which change colour according to temperature. Students will thereby learn how to link textiles, functionalities and performance enhancement. The course will use an interdisciplinary approach, this means students will familiarize themselves with the terminology of not only the fashion industry but also sectors such as textile engineering and computer sciences. |

|  |  |
| --- | --- |
| **MOD 424** | **Diploma Project** |
| **2hours / 2+4 / 10 ECTS** | **COMPULSORY** |
| **Content:** | On this diploma project course students will be asked to bring together the practical and theoretical knowledge they have accumulated over the course of their studies. They will need to develop a concept for a collection and an accompanying business plan. After students have presented their ideas to a jury, they will be required to produce their collection with the help of support technicians in our fashion studios. When the collection is finished, students will have to present it to a final jury. |

|  |  |
| --- | --- |
| **MOD 452** | **Designing Fashion Show and Organisation** |
| **3 hours / 1+2  / 12 ECTS** | **COMPULSORY** |
| **Content:** | On this practical course students will explore the link between a brand and its communication with its consumers. Catwalk shows and fashion photography are tools of marketing in the fashion industry; they are the primary way in which brand image and new collections are communicated to the consumer. Students will be introduced to organizing catwalk shows. In doing so, they will learn how to budget a show, choose models and create a conceptual idea for the presentation of their collection. Students will also have the chance to learn how to communicate their Show concept to the support professionals involved such as photographers, hair dressers, stylists and choreographers. Students will be asked to do so by using digital Technologies. |

|  |  |
| --- | --- |
| **MOD 438** | **Angel Investors** |
| **2 hours / 2+0 / 4 ECTS** | **ELECTIVE** |
| **Content:** | On this course students will consolidate their basic skills and talents. They will also be shown how to think outside the box to attract third-party interest in their project. As students enter the fashion industry they will require the assistance of investor; one such group of investors are venture capitalists. This category of investors focuses on young start-up type businesses. These have no proven track-record of industry success but appear to be offering an interesting idea which merits financial support. In order to attract this kind of investors, students on this course will be trained to prepare a well-designed portfolio in support of their application. They will gain practical experience in formulating a detailed business plan and in presenting their ideas in a dynamic and energetic fashion. In doing so, students will understand the value of networking in professional life and will gain self-confidence in conveying their ideas in a creative way in order to better compete for the interest of potential investors. |

|  |  |
| --- | --- |
| **MOD 462** | **Sustainibility and Ethics in Fashion** |
| **4 hours / 2+2 / 4 ECTS** | **ELECTIVE** |
| **Content:** | This course aims to introduce students to the current debates of the fashion industry they are about to enter, and to give them an idea of sustainability and ethical values. In the course, students will be taught the necessity and methods of adopting a more conscious attitude with their designer identities in the fashion sector, where the production and consumption rate is increasing, and the issues such as the damages caused by the sector to the nature and alternative solutions to these damages, working conditions in the sector, and theft of artifacts will be discussed. In the light of the theoretical information given to the students, students will be expected to develop projects on the subject. |

**LEJAND**

|  |  |  |
| --- | --- | --- |
| 1.Grade | FALL SEMESTER |   |
|  | SPRİNG SEMESTER |   |
| 2.Grade | FALL SEMESTER |   |
| SPRİNG SEMESTER |   |
| 3.Grade | FALL SEMESTER |   |
| SPRİNG SEMESTER |   |
| 4.Grade | FALL SEMESTER |   |
| SPRİNG SEMESTER |   |