

Master's Degree Fashion Design





Master's Degree Fashion Design

- » Modality: online
- » Duration: 12 months
- » Certificate: TECH Global University
- » Credits: 60 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/us/design/master-degree/master-fashion-design

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01

Introduction

In today's society, the fashion industry is gaining more and more importance, and it is considerably influencing people's way of life. The cult of image and the possibility of accessing prêt-à-porter and low-cost garments have favored the increase in consumption, so the emergence of new designers who are willing to adapt to a constantly evolving market are now more in demand than ever to create innovative trends adapted to customer requirements. This program aims to provide students with specialized knowledge about fashion design in order to increase their skills to become leading figures in the field, whose collections can be seen on the main national and international catwalks.





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You are just one step away from showcasing your collections in London, Paris or New York. Enroll in this program and develop the skills to make it happen”

Fashion design has evolved by leaps and bounds in recent decades. Technological advances, access to more information and changes in consumer habits and lifestyles have all increased customer demand, who expect high-quality garments and accessories at affordable prices. But these requirements also include a commitment to innovation, the creation of trends and even the use of increasingly sustainable materials.

Furthermore, modern society has gone from a digitally-oriented environment to being fully focused on developing tools and alternative virtual realities from the perspective of sustainability and innovation. Augmented reality applications and 3D design systems are no longer a gaming-related option, but part of everyday life, becoming the future business model for the field. All of this means that fashion designers have transitioned from being garment creators to multidisciplinary professionals who must possess broad knowledge of the fashion industry in general and must be able to manage all the phases of the process.

This Master's Degree in Fashion Design is aimed at all those who want to develop in this discipline from an agile and current perspective, oriented toward adapting to change, both from the area of visual identity and the production of a collection, as well as in the use of new materials and technologies that are transforming the world. A program designed with the primary objective of promoting professional growth, guiding students toward excellence.

One of the main advantages of this program is that it is offered in a 100% online format, so students themselves plan their study, choosing the place and time that best suits them. That way, students can continue with their training while carrying out the rest of their daily obligations, whether work or personal.

This **Master's Degree in Fashion Design** contains the most complete and up-to-date academic program on the market. Its most notable features are:

- ♦ Practical cases presented by experts in fashion
- ♦ The graphic, schematic, and practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- ♦ Practical exercises where the self-assessment process can be carried out to improve learning
- ♦ Special emphasis on innovative methodologies in fashion design
- ♦ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



If you want your collections to be as recognized as those of Giorgio Armani or Tom Ford, you just have to strive to improve your skills with this program"

“

TECH gives you the opportunity to acquire a higher level of specialization in fashion design through a 100% online methodology, which is essential to balance your studies with the rest of your obligations”

Its teaching staff includes professionals from the fashion industry, who bring to this program the experience of their work, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide an immersive training experience designed to train for real-life situations.

This program is designed around Problem-Based Learning, whereby the student must try to solve the different professional practice situations that arise throughout the program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

Fashion is constantly evolving, so your designs must keep up with changes in society and lifestyles.

Have you always dreamed of designing the costumes for major Hollywood movies? Thanks to this program, you will be one step closer to achieving it.



02 Objectives

Fashion design is a booming sector, which is why new programs that seek to specialize students in this industry are appearing all the time. However, this Master's Degree at TECH Global University goes a step further, and aims to turn students into successful designers who are able to take their collections to the main international catwalks, thereby influencing consumer buying habits.



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*Create the next fashion trends and
influence people's style with your designs”*



General Objectives

- ♦ Develop virtual skills for the new fashion environment, managing current codes and fostering a creative and artistic spirit
- ♦ Elaborate a professional design project with global impact capacity based on new opportunities
- ♦ Design while being aware of the use of materials thanks to a deep knowledge in the use of fabrics
- ♦ Face changes with agility and flexibility through an interdisciplinary perspective
- ♦ Materialize the connection between the imaginary world and the real world



Rub shoulders with today's most important designers thanks to the specialization offered by TECH in this program"





Specific Objectives

Module 1. Structural and Integral Fashion Design

- ◆ Conceive ideas and visually represent them
- ◆ Gain in-depth knowledge of the structure of the human figure to communicate garment function
- ◆ Know how to handle traditional techniques, together with technological tools to sketch a pattern almost without having graphic notions

Module 2. Textile Products

- ◆ Take a deeper look into silhouette structure and measurements
- ◆ Know the basics of garment and accessory design
- ◆ Conduct testing for designed products

Module 3. Accessory and Jewel Design

- ◆ Conceptualize and design a collection of accessories at a professional level while ensuring its feasibility
- ◆ Develop technical and handcrafted pattern making, paying special attention to the choice of materials
- ◆ Obtain specialized knowledge on gems and precious stones, but also on digital tools specific to the field

Module 4. Costumes for Special Garments

- ◆ Learn to design costumes for film, theater and television
- ◆ Create sports collections that appeal to the public
- ◆ Specialize in haute couture garments

Module 5. CLO Virtual Fashion Design

- ◆ Use different 2D and 3D design tools
- ◆ Gain in-depth knowledge to manage the CLO Virtual Fashion program
- ◆ Know how to design digital costumes for videogames

Module 6. Styling and Fashion Trends

- ◆ Know how to prepare a predictive trend report that minimizes risks and optimizes designer resources
- ◆ Know new fashion trends and consumer lifestyles to create designs that arouse interest

Module 7. Visual Identity = UX + Branding

- ◆ Develop artistic creativity through scientific data analysis
- ◆ Learn to think critically and analyze the right fashion variables
- ◆ Predict fashion trends by identifying behavioral patterns, constructing sequences of facts and translating them into representation schemes
- ◆ Master the main Data Science tools and programs, understanding artificial intelligence and what it is used for, as well as when to apply it
- ◆ Understand how programming languages work and become familiar with them
- ◆ Develop the use and practice of the main technological tools used in digital fashion marketing, applying essential and specific metrics to evaluate decision-making from an innovation department
- ◆ Build a representable, exponentially growing identity of a fashion brand by creating a living storyline
- ◆ Replicate the use of technological tools in most of the sectors that make up the fashion industry: cosmetics, jewelry, clothing and footwear





Module 8. Collection Marketing

- ◆ Project an appropriate image of the brand or collection
- ◆ Present collections to the public in an attractive and coherent manner
- ◆ Know how to coordinate fashion events and promote the use of sustainable garments

Module 9. Purchasing Management for Fashion

- ◆ Learn how to manage each of the processes involved in garment marketing
- ◆ Conduct comprehensive analyses to understand the customer purchasing intentions
- ◆ Source the best-selling products before the end of stock
- ◆ Master the technological tools that are the basis of Big Data and that will allow you to gain an advantage over your competitors by reducing lead times

Module 10. Entrepreneurship and Creative Direction Workshop

- ◆ Design successful ideas with a differential value proposition through the different business models that exist in fashion
- ◆ Develop analytical skills and a market vision capable of building a consistent and lasting brand ecosystem
- ◆ Commercialize the differential value of a fashion firm thanks to a creative and innovative attitude.
- ◆ Bring new perspectives to the international design market with a vision of the future
- ◆ Apply reflective thinking to concrete actions and make creativity a transformational value leading the current change

03 Skills

Upon completing this Master's Degree in Fashion Design at TECH Global University, students will acquire a higher level of competence that will allow them to successfully design and create their own collections and be able to handle the different digital tools used in the industry, employ marketing techniques to position their brand or even control the entire marketing process of their products. Without a doubt, a program that will represent a turning point in your professional training.



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You can be the next leading figure in fashion, you just have to make an effort to learn everything related to the field”



General Skills

- ♦ Develop the necessary skills to successfully manage fashion design
- ♦ Lead successful projects that become public demand
- ♦ Design collections that are showcased on the main international catwalks
- ♦ Obtain an overview of the field to become more competitive

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Upon completing this Master's Degree at TECH, you will develop the skills required to succeed in this booming sector”





Specific Skills

- ◆ Gain in-depth knowledge of all the phases in fashion design to ensure a successful final product
- ◆ Display critical thinking in current fashion culture
- ◆ Apply the most sustainable techniques and materials to create designs adapted to the demands in today's society
- ◆ Use the main textile techniques and technologies to create quality garments
- ◆ Manage all marketing phases for a garment
- ◆ Coordinate and manage fashion shows
- ◆ Develop a fashion brand that will achieve market success
- ◆ Apply marketing techniques that favor the positioning and greater brand awareness
- ◆ Learn the current trends in the fashion industry and create collections that will become a Must of the season
- ◆ Confidently handle the CLO Virtual Fashion program, essential to create garments for the video game industry
- ◆ Design jewelry and other accessories that will win public favor

04

Course Management

The Master's Degree in Fashion Design at TECH Global University has been developed by a first-class teaching team. Namely, active specialists in different areas of the fashion industry who understand the need to provide specialized and quality knowledge to students to achieve highly qualified professionals who are able to understand current trends and handle the main techniques and methodologies used in the field.





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*Learn from the best specialists in the field
and start to design your own collections”*

Management



Ms. García Barriga, María

- More than 15 years of experience in content generation of various kinds: logistics and distribution, fashion and literature or artistic heritage conservation
- She has worked in major media outlets such as RTVE and Telemadrid
- Graduate in Information Sciences, UCM
- Postgraduate course in Marketing and Communication in Fashion and Luxury Companies, UCM
- MBA from ISEM Fashion Business School, the Fashion Business School of the University of Navarra
- PhD Candidate in Fashion Trend Creation
- Author of El patrón de la eternidad: creación de una identidad en espiral para la automatización de tendencias de moda en la actualidad (The Pattern of Eternity: Creating a Spiral Identity for the Automation of Fashion Trends Today)

Professors

Mr. Pereira Paz, Juan Carlos

- ♦ Designer and Director of the DAB (Design and Bolivian Authors) project
- ♦ Responsible for the creative area and the internationalization of his brand, Juan de la Paz
- ♦ Specialized in Fashion Communication and Marketing
- ♦ Appearances in fashion and culture magazines around the world such as Vogue Russia, Harpers Bazaar Russia, L' Officiel Italy, L' Officiel Arabia, Vogue Italy, Vogue Mexico, Elle China, L' Officiel Argentina, among others, both in digital and print editions

Mr. Holgueras, Javier

- ♦ Market Manager and Analyst at Apple's headquarters in Ireland
- ♦ Marketing Mix Modelling system Instructor at Kellogg's in Spain
- ♦ Degree in Economics
- ♦ Master's Degree in Big Data and Business Analysis

Ms. García Barriga, María

- ♦ Dynamizer and Community Manager for a cosmetics company devoted to the manufacture of natural soaps
- ♦ Responsible for the realization of the different campaigns carried out by Cosmética Natural El Sapo
- ♦ Image and photography consultant for private schools throughout Spain
- ♦ Photographer specialized in 3D printing and social networks, non-verbal language and creation of environments for school photography
- ♦ Graduate in Teaching

Ms. Romero Monente, Begoña

- ♦ Personal Mentor and Coach for entrepreneurs
- ♦ Lecturer and Professor in various courses on Retail Management, Digital Marketing and People Management
- ♦ Managing Director of the Young Promotion agency, where she created the Personal Shopper service in Spanish airports and specialized in the execution of advertising campaigns in Duty Free stores, with accounts such as AENA, Dufry, L'Ortega campaigns in Duty Free stores, with accounts such as AENA, Dufry, L'Oréal, Diageo, Philip Morris, Montblanc, etc.
- ♦ Coordinator at the Airport Promotion Agencies Association
- ♦ Broadcaster, copywriter and communications manager for various on/off media
- ♦ Degree in Journalism, University of Malaga
- ♦ Degree in Advertising and Public Relations, Universitat Oberta de Catalunya
- ♦ MBA, ISEM Fashion Business School, University of Navarra
- ♦ Certified Coach, European School of Coaching

Ms. Vela Covisa, Susana

- ◆ Director of the Polka Press Comunicación agency
- ◆ Founder and director of the Atelier Couture catwalk
- ◆ Promoter and coordinator of the Sustainable Experience space at MOMAD
- ◆ Lecturer and tutor at different universities, business schools and training centers, such as IED, Francisco de Vitoria University, Madrid School of Marketing and ELLE Fashion School
- ◆ More than 30 years of experience responsible for different fashion departments, especially in communication departments for various brands, press offices, agencies, fashion projects, international fairs and catwalks, as well as in the organization of events in the field
- ◆ Senior Fashion Technician
- ◆ Additional training in Sustainable Fashion, specializing in Ecodesign, Fashion and Communication

Ms. Rodríguez Flomenboim, Florencia

- ◆ Image consultant and responsible for showroom management and implementation of Concept Stores
- ◆ Fashion producer and editor in different publishing houses, agencies and firms
- ◆ Scenic creator for different plays, focusing on the image symbolism
- ◆ Degree in Performing Arts, ESAD of Murcia
- ◆ Specialized in Artistic Creation and Fashion Trend Analysis
- ◆ Diploma in International Relations, ITC Sraffa, Milan
- ◆ Master's Degree in Fashion Editorial Production and Fashion Design, American Modern School of Design, Buenos Aires, Argentina





Ms. Miñana Grau, Mari Carmen

- ◆ Freelance Designer at Petite Antoinette
- ◆ Co-founder of the brand @TheIraMare, specialized in scarves and accessories design
- ◆ Designer for different catwalks
- ◆ University Degree in Fashion Design, Barreira Arte y Diseño
- ◆ Graduated in Fashion Design and Styling, Barreira Arte y Diseño
- ◆ Graduated in Middle Degree in Hat and Accessory Design, Barreira Arte y Diseño
- ◆ Course in Clothing Technology
- ◆ Course in Pattern Making, Cutting and Dressmaking in Valencian Apparel

Ms. Anguiano, Daniela

- ◆ Fashion and Graphic Designer and Content Creator
- ◆ Graphic Designer, Community Manager and Content Creator Association among Women and Soulem Madrid
- ◆ Fashion and Graphic Design Fasrev International Team
- ◆ Fashion and Graphic Design for designer Fernando Claro Madrid
- ◆ Founder and Artistic Director Pipper's Design Madrid
- ◆ Textile Design Baby Zanell
- ◆ Fashion and Textile Design University of Palermo, Buenos Aires, Argentina
- ◆ Course in Fashion Production EBA, Buenos Aires, Argentina
- ◆ Elle Education Course on Branded Content Creator Mindway, Madrid

05

Structure and Content

This Master's Degree in Fashion Design has been structured considering the academic needs of professionals in the field, who seek to improve their skills while they continue fulfilling their work obligations. A 100% online format therefore offers them the opportunity to learn about different topics, such as textile products, accessories and jewelry, special garments, fashion trends or the most current digital tools used in the industry.



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Create sustainable garments and accessories, and commit to a fashion industry that protects the environment”

Module 1. Structural and Integral Fashion Design

- 1.1. Expressive Drawing
 - 1.1.1. Anatomical Structure of the Human Body
 - 1.1.2. Three-Dimensional Space
 - 1.1.3. Perspective and Matrix Analysis
- 1.2. Visual Semiotics
 - 1.2.1. Color and Light in Three-Dimensional Forms
 - 1.2.2. Contour and Shading
 - 1.2.3. The Movement of Garments in Female and Male Anatomy
- 1.3. Composition I
 - 1.3.1. Volume
 - 1.3.2. The Female Silhouette and the Male Silhouette
 - 1.3.3. Shape and Negative Shape
- 1.4. Composition II
 - 1.4.1. Symmetry and Asymmetry
 - 1.4.2. Construction and Deconstruction
 - 1.4.3. Draping and Jewel Embellishments
- 1.5. Representation Tools
 - 1.5.1. The Geometric Sketch
 - 1.5.2. Rapid Sketching and Poison Techniques
 - 1.5.3. CANVA
- 1.6. Design Methodology
 - 1.6.1. Computer-Assisted Design
 - 1.6.2. CAD/CAM: Prototypes
 - 1.6.3. Finished Products and Production Runs
- 1.7. Garment Customization and Transformation
 - 1.7.1. Cutting, Assembling and Finishing
 - 1.7.2. Pattern Adaptations
 - 1.7.3. Garment Customization
- 1.8. Packaging
 - 1.8.1. Packaging as an Extension of Branding
 - 1.8.2. Sustainable Packaging
 - 1.8.3. Automated Personalization

- 1.9. Atomic Design
 - 1.9.1. System Components
 - 1.9.2. Templates
 - 1.9.3. Web Designer Typologies
- 1.10. App Design
 - 1.10.1. Mobile Illustration Techniques
 - 1.10.2. Comprehensive Design Tools: Procreate
 - 1.10.3. Support Tools: Pantone Studio

Module 2. Textile Products

- 2.1. Anthropology of Design
 - 2.1.1. The Transformation of Clothing into Sportswear
 - 2.1.2. Visual Thinking: Rhetoric and Language
 - 2.1.3. The Artification of Products in the Fashion Industry
- 2.2. Gender in Product Design
 - 2.2.1. Women's Clothing
 - 2.2.2. Male Suits
 - 2.2.3. The Hybridization of the Fashion Garment
- 2.3. Accessory Design
 - 2.3.1. Leather and Synthetic Materials
 - 2.3.2. Jewelry
 - 2.3.3. Footwear
- 2.4. Product Design
 - 2.4.1. Prototyping
 - 2.4.2. The Fashion Tech Environment and New Industrial Fabrics
 - 2.4.3. Transformation of Prototypes
- 2.5. Fashion Garment Manufacturing
 - 2.5.1. The Sewing Machine
 - 2.5.2. Body Volume and Measurements
 - 2.5.3. Sewing Techniques and Garment Assembly
- 2.6. Industrial Production: Fashion Garments I
 - 2.6.1. Pattern Making and Production Techniques
 - 2.6.2. Stampings
 - 2.6.3. Moulage and Industrial Pattern Making

- 2.7. Industrial Production: Fashion Garments II
 - 2.7.1. Scaling Techniques
 - 2.7.2. Size Scaling
 - 2.7.3. Pattern Transformation
- 2.8. Textile Design
 - 2.8.1. Fabrics and Materials
 - 2.8.2. Corporate and Seasonal Palette
 - 2.8.3. Product Development Techniques
- 2.9. Lingerie and Corsetry
 - 2.9.1. Specific Fabrics for Intimate Apparel
 - 2.9.2. Specific Patterns
 - 2.9.3. Garment Assembly
- 2.10. Product Testing
 - 2.10.1. Establishing Product Competencies
 - 2.10.2. Evaluating Products in Relation to the Market and Consumers
 - 2.10.3. Redesigning Products

Module 3. Accessory and Jewel Design

- 3.1. Accessory Anatomy and Patterning
 - 3.1.1. Footwear
 - 3.1.2. Bags and Belts
 - 3.1.3. Costume Jewelry and Jewelry
- 3.2. Specific Materials for Accessory Design
 - 3.2.1. Fittings and Hardware
 - 3.2.2. Synthetic Fabrics
 - 3.2.3. Technical Materials
- 3.3. Workflows
 - 3.3.1. Supplier Relationships
 - 3.3.2. Industrial Contract Manufacturing
 - 3.3.3. Market Prices
- 3.4. Product Prototyping
 - 3.4.1. Drawing and Sketching
 - 3.4.2. Product Data Sheet
 - 3.4.3. Large Scale Production: INGA 3D
- 3.5. Jewelry Design
 - 3.5.1. Gems and Precious Stones
 - 3.5.2. Costume Jewelry and Alternative Materials
 - 3.5.3. Jewelry Prototyping Using 3D Printing
- 3.6. Rhinostone
 - 3.6.1. Metal and Gemstone Tools
 - 3.6.2. Modeling Tools
 - 3.6.3. Calibrated Stone Tools
- 3.7. Product Development
 - 3.7.1. Creativity and Accessory Feasibility
 - 3.7.2. Collection Development: Brand Alignment
 - 3.7.3. Methodology in Presenting Accessory Collections
- 3.8. Skin
 - 3.8.1. Animal Leather and Treatment
 - 3.8.2. Synthetic Materials
 - 3.8.3. Sustainability and Environment
- 3.9. Accessory Customization and Transformation
 - 3.9.1. Manual Transformation
 - 3.9.2. Beads and Charms
 - 3.9.3. Jeweled Garments: Belts, Bag Fasteners and Jeweled Dresses
- 3.10. Watches and Sunglasses
 - 3.10.1. Jewelry and Composition
 - 3.10.2. Specific Materials
 - 3.10.3. Assembly

Module 4. Costumes for Special Garments

- 4.1. Sports Collections
 - 4.1.1. The Evolution of Sports Fashion
 - 4.1.2. Casual Style Design and Creativity
 - 4.1.3. Sportswear and Activewear
- 4.2. Pattern and Design in Sportswear
 - 4.2.1. Athlete Ergonomics
 - 4.2.2. Technical Patterning
 - 4.2.3. Technical Materials: Evaporation, Breathability and Waterproofing
- 4.3. Garment Design for Film and Television Series
 - 4.3.1. The Influence of Fashion on the Performing Arts
 - 4.3.2. The Costume Department in Films
 - 4.3.3. Script Revision to Design Fictional Costumes
- 4.4. Workflows in Cinema
 - 4.4.1. Period and Style Documentation
 - 4.4.2. The Cinematographic Atmosphere through Costumes
 - 4.4.3. Fabrics and Techniques Applied to Final Finishing
- 4.5. Costumes for Cinema
 - 4.5.1. Costumes for Cartoons
 - 4.5.2. Marvel Costumes
 - 4.5.3. Period Costumes
- 4.6. The Catwalk and Film Galas
 - 4.6.1. Experimental Patterning
 - 4.6.2. Figurinism for Models and Actresses
 - 4.6.3. Staging Costumes on the Red Carpet
- 4.7. Stage Fiction
 - 4.7.1. Opera Costumes
 - 4.7.2. Theater Costumes
 - 4.7.3. Dance and Circus Costumes
- 4.8. Haute Couture
 - 4.8.1. Tailor-Made Garments
 - 4.8.2. Creative Illustration Techniques
 - 4.8.3. Bridal Collections

- 4.9. Tailoring
 - 4.9.1. Suit Patterns for Men and Women
 - 4.9.2. Seasonal Fabrics
 - 4.9.3. Future Trends in Made-to-Measure Clothing
- 4.10. Product Placement
 - 4.10.1. Collaborating with Establish Brands for Television Series Wardrobes
 - 4.10.2. Need Proposals and Presentation
 - 4.10.3. Garment Selection and Collaboration Cost

Module 5. CLO Virtual Fashion Design

- 5.1. Current Design Techniques
 - 5.1.1. 2D Design
 - 5.1.2. 3D Design
 - 5.1.3. The CLO Virtual Fashion Program
- 5.2. Digital Creation and Experimental Design
 - 5.2.1. Digital Creation and Experimental Design
 - 5.2.2. CLO Virtual Fashion User Interface
 - 5.2.3. 3D Avatar Animation
- 5.3. Virtual Tailoring
 - 5.3.1. Segment Sewing
 - 5.3.2. Free Sewing
 - 5.3.3. Layer Structure
- 5.4. CLO Virtual Fashion Fabric Library
 - 5.4.1. Commonly Used Fabrics
 - 5.4.2. Coatings
 - 5.4.3. Garment Fitting
- 5.5. Streamline Process
 - 5.5.1. Colors and Patterns
 - 5.5.2. Design Composition
 - 5.5.3. 3D Samples
- 5.6. Texture Creation

- 5.6.1. Giving and Editing Textures
- 5.6.2. Opacity, Reflection and Position
- 5.6.3. Normal Map and Displacement Map
- 5.7. Creating Garments I
 - 5.7.1. Clothing
 - 5.7.2. Stampings
 - 5.7.3. Rendering
- 5.8. Creating Garments II
 - 5.8.1. Pleats
 - 5.8.2. Bottoms and Blades
 - 5.8.3. Soleil and Padding
- 5.9. Simulated Environments
 - 5.9.1. Styling Techniques
 - 5.9.2. Garment Visualization in Retail Environments
 - 5.9.3. Virtual Collection Promotion
- 5.10. Emerging Markets and Entry Techniques
 - 5.10.1. Cost Calculation
 - 5.10.2. Auctions
 - 5.10.3. The Video Game Industry

Module 6. Styling and Fashion Trends

- 6.1. The Global Consumer: East and West
 - 6.1.1. Fashion in the Context of Globalization
 - 6.1.2. Asian Ostentation
 - 6.1.3. The Western Legacy
- 6.2. Consumer Needs Today
 - 6.2.1. New Consumer Profiles
 - 6.2.2. The Prosumer
 - 6.2.3. Decision-Making during the Purchasing Process
- 6.3. Visual Expression of Color
 - 6.3.1. The Importance of Color in Purchasing Decisions
 - 6.3.2. Chromatic Emotions
 - 6.3.3. Color in the Fashion Ecosystem
- 6.4. Trend Analysis and Research
 - 6.4.1. The Trend Hunter
 - 6.4.2. From Trendsetters to Mass Consumption
 - 6.4.3. Specialized Agencies
- 6.5. Strategic Launching
 - 6.5.1. Macrotrends and Microtrends
 - 6.5.2. Novelty, Trend and Hype
 - 6.5.3. The Product Diffusion Cycle
- 6.6. Trend Analysis Methodology
 - 6.6.1. The Art and Science of Predictive Analytics
 - 6.6.2. Sources of Information in the Fashion Market
 - 6.6.3. Extracting Insights
- 6.7. The Lifestyle of Fashion Consumers
 - 6.7.1. Values and Priorities
 - 6.7.2. The New Luxury and Its Place in the Fashion Marketplace
 - 6.7.3. Between the Physical Store and e-Commerce
- 6.8. The Conceptualization of the Fashion Market
 - 6.8.1. Purchase Experience
 - 6.8.2. Hotspots
 - 6.8.3. Digital Concept Stores
- 6.9. Trend Reports
 - 6.9.1. Structure and Composition
 - 6.9.2. Introduction
 - 6.9.3. Assessment and Decision-Making
- 6.10. Post-Pandemic Consumer Trends
 - 6.10.1. Permanent Changes in Consumer Habits
 - 6.10.2. Purchases of the Future
 - 6.10.3. Technology and Sustainability: The Axes of Change

Module 7. Visual Identity = UX + Branding

- 7.1. Using Fashion Technology
 - 7.1.1. Artificial Intelligence
 - 7.1.2. Materializing Competitive Advantage
 - 7.1.3. Chatbots and Virtual Personal Shoppers
- 7.2. Identity and Change Management
 - 7.2.1. Brand Identity Design
 - 7.2.2. Brand Identity Building
 - 7.2.3. Economic Impact
- 7.3. Google Analytics and Google Ads
 - 7.3.1. Fashion Brand Strategic Positioning
 - 7.3.2. Google Ads
 - 7.3.3. Google Analytics
- 7.4. Data Driven Marketing
 - 7.4.1. Data Orientation Process
 - 7.4.2. Data Collection and Selection
 - 7.4.3. Tabulation: Data Statistics
- 7.5. Pattern Sequence Creation
 - 7.5.1. Key Metrics Management
 - 7.5.2. Fashion-Specific Metrics
 - 7.5.3. Pattern Sequencing
- 7.6. Simulating Innovation Scenarios
 - 7.6.1. Innovation and Creativity
 - 7.6.2. Simulation and Prediction
 - 7.6.3. Microsoft Power Bi
- 7.7. Segmentation & Database Management
 - 7.7.1. Market Segmentation
 - 7.7.2. Audience Segmentation
 - 7.7.3. SQL for Large Data Volumes
- 7.8. Loyalty & Salesforce
 - 7.8.1. The Emotional Profile of Fashion Consumers
 - 7.8.2. User Acquisition, Consumer Retention and Customer Ambassadors
 - 7.8.3. CRM: Salesforce

- 7.9. Content Marketing
 - 7.9.1. Creating User Experience in Digital Environments
 - 7.9.2. Customer Engagement Behaviour
 - 7.9.3. Content On and Off My Website
- 7.10. Creativity Using Python
 - 7.10.1. Language Structure and Elements
 - 7.10.2. Python Functionalities
 - 7.10.3. Creativity Using Data

Module 8. Collection Marketing

- 8.1. Current Fashion Dynamics
 - 8.1.1. Fashion Weeks and Haute Couture
 - 8.1.2. Idea realization and the Sketchbook
 - 8.1.3. Conceptualizing a Collection
- 8.2. Creating a Collection
 - 8.2.1. Moodboards and International Inspiration
 - 8.2.2. World Factories and Suppliers
 - 8.2.3. Labeling and Packaging
- 8.3. Strategic Alliances and Partnerships
 - 8.3.1. Strategic Partners
 - 8.3.2. Among Designers, Entrepreneurs and Artists
 - 8.3.3. Capsule Collections
- 8.4. Styling
 - 8.4.1. Visual Merchandising
 - 8.4.2. Window Dressing
 - 8.4.3. Digital Shooting: The Mobile Showcase
- 8.5. Catwalks and Fashion Capitals
 - 8.5.1. Fashion Shows
 - 8.5.2. Paris, London and New York
 - 8.5.3. Virtual Catwalks

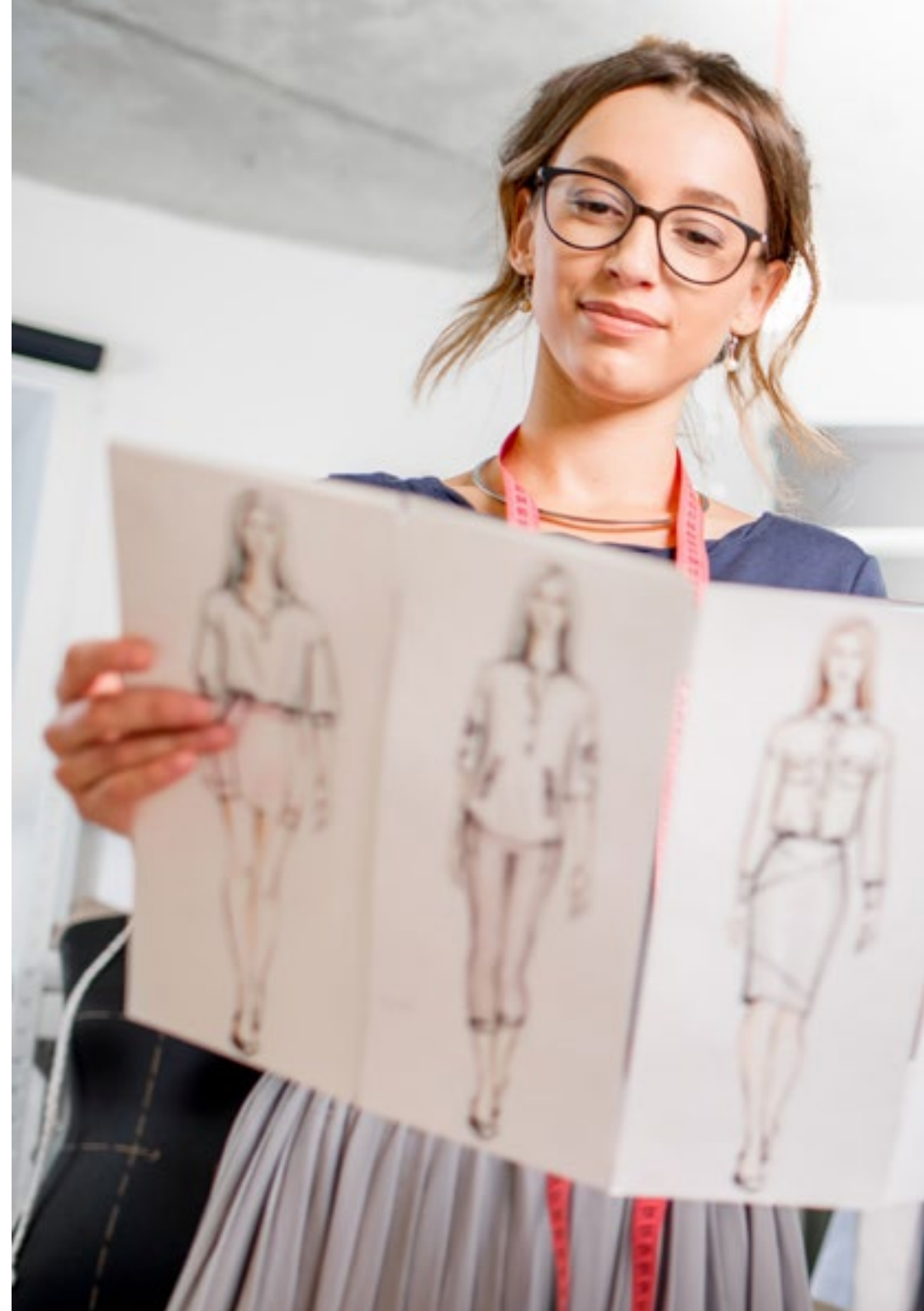
- 8.6. Design Fairs and Events
 - 8.6.1. Event Management in the Fashion Market
 - 8.6.2. The B2B Environment
- 8.7. Eco-Design and Environmental Impact
 - 8.7.1. Craftsmanship
 - 8.7.2. The New Luxury
 - 8.7.3. Sustainable Fashion in Numbers
- 8.8. Collection Marketing
 - 8.8.1. The Omnichannel Orchestra
 - 8.8.2. Optimizing Online Channels
 - 8.8.3. Residual Offline Advantages
- 8.9. Personalized Events
 - 8.9.1. Audience Alignment
 - 8.9.2. Communication Strategy
 - 8.9.3. Staging
- 8.10. Final Collection Assessment
 - 8.10.1. Prints in Figures
 - 8.10.2. Advanced Analysis and Indicators
 - 8.10.3. Garment Reformulation

Module 9. Purchasing Management for Fashion

- 9.1. The Dynamic of Fashion Consumers
 - 9.1.1. Fashion Product Life Cycle
 - 9.1.2. Seasonality in the Fashion Industry
 - 9.1.3. Brand Value Activating Levers
- 9.2. Microsoft Excel Formulation
 - 9.2.1. Surgery
 - 9.2.2. Calculations
 - 9.2.3. Formulas
- 9.3. Excel Applications
 - 9.3.1. Graph
 - 9.3.2. Dynamic Tables
 - 9.3.3. Forms.
- 9.4. Error Management
 - 9.4.1. Format
 - 9.4.2. Number
 - 9.4.3. Text:
- 9.5. Text
 - 9.5.1. Access Programming
 - 9.5.2. Data Types and Field Properties
 - 9.5.3. Queries and Macros
- 9.6. Database Reports
 - 9.6.1. Data Storage
 - 9.6.2. Access Database Templates
 - 9.6.3. Updating Queries
- 9.7. Big Data Using Tableau
 - 9.7.1. Data Organization
 - 9.7.2. Numerical Value Representation
 - 9.7.3. Using Multiple Data Sources
- 9.8. Customizing Data with Tableau
 - 9.8.1. Using Calculations
 - 9.8.2. Quick Tableau Calculations
 - 9.8.3. Reference Lines
- 9.9. Dashboard: Data Visualization
 - 9.9.1. Geographic Mapping
 - 9.9.2. Measurement Visualization and Comparison
 - 9.9.3. Statistics and Forecasting
- 9.10. Project Management
 - 9.10.1. Product Owner
 - 9.10.2. Lean Methodology
 - 9.10.3. Agile Methodology

Module 10. Entrepreneurship and Creative Direction Workshop

- 10.1. Innovation and Creativity in Fashion Markets
 - 10.1.1. Reinventing What Already Exists in Fashion Design
 - 10.1.2. Creating New Patterns from Scratch
 - 10.1.3. Patents on Fabrics
- 10.2. Disruptive Thinking and Design Thinking
 - 10.2.1. Disruptive Thinking and Global Impact
 - 10.2.2. The Visual Outline of Design Thinking
 - 10.2.3. Problem Solving
- 10.3. Leadership and Business Mentality
 - 10.3.1. The Team
 - 10.3.2. Personal Brands
 - 10.3.3. Managing Business Evolution and Growth
- 10.4. The Value Chain in the Fashion and Luxury Industry
 - 10.4.1. Structure of the Global Fashion Market
 - 10.4.2. The Traditional Value Chain
 - 10.4.3. The Evolution of Links in the Fashion Value Chain
- 10.5. Fashion Start-Ups
 - 10.5.1. Financing Rounds
 - 10.5.2. The Leap to Internationalization
- 10.6. Creative Direction for Fashion Businesses
 - 10.6.1. The Dynamics of Creativity
 - 10.6.2. Professional Profiles
 - 10.6.3. Roles of the Creative Director
- 10.7. The Neurobiology of Creativity
 - 10.7.1. Intelligence
 - 10.7.2. Creative Quantification
 - 10.7.3. Social Media





- 10.8. Creativity techniques
 - 10.8.1. The Blockade
 - 10.8.2. Idea Generation Techniques
 - 10.8.3. CRE- IN
- 10.9. Sources of Inspiration
 - 10.9.1. Mastering the Past of Fashion
 - 10.9.2. Aspirations: The Future
 - 10.9.3. The Compositional Balance between Past and Future
- 10.10. Staging
 - 10.10.1. The Compositional Framework in a Fashion Collection
 - 10.10.2. The Viewer's Perception
 - 10.10.3. Imaginary in Fashion Brands

“ *Learning the nuances of fashion design will help you grow professionally in this sector and create collections that will become a season must-have* ”

06 Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.



“

Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

“*At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world*”



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

“*Our program prepares you to face new challenges in uncertain environments and achieve success in your career”*

The case method is the most widely used learning system in the best faculties in the world. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.

Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

With this methodology we have trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, markets, and financial instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

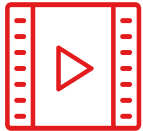
Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.



This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



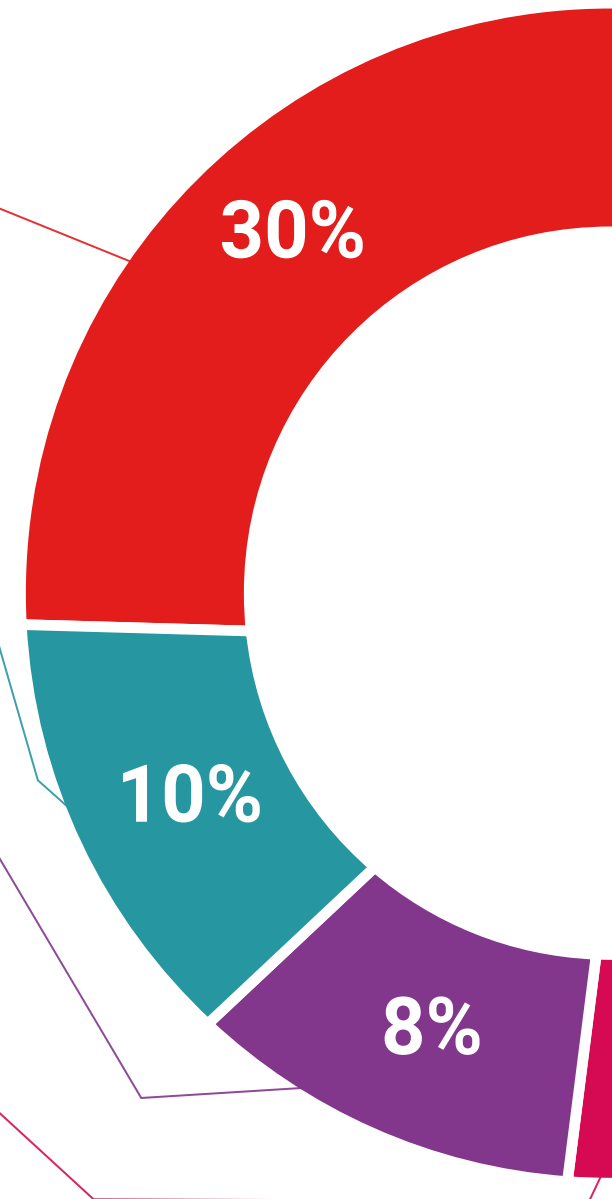
Practising Skills and Abilities

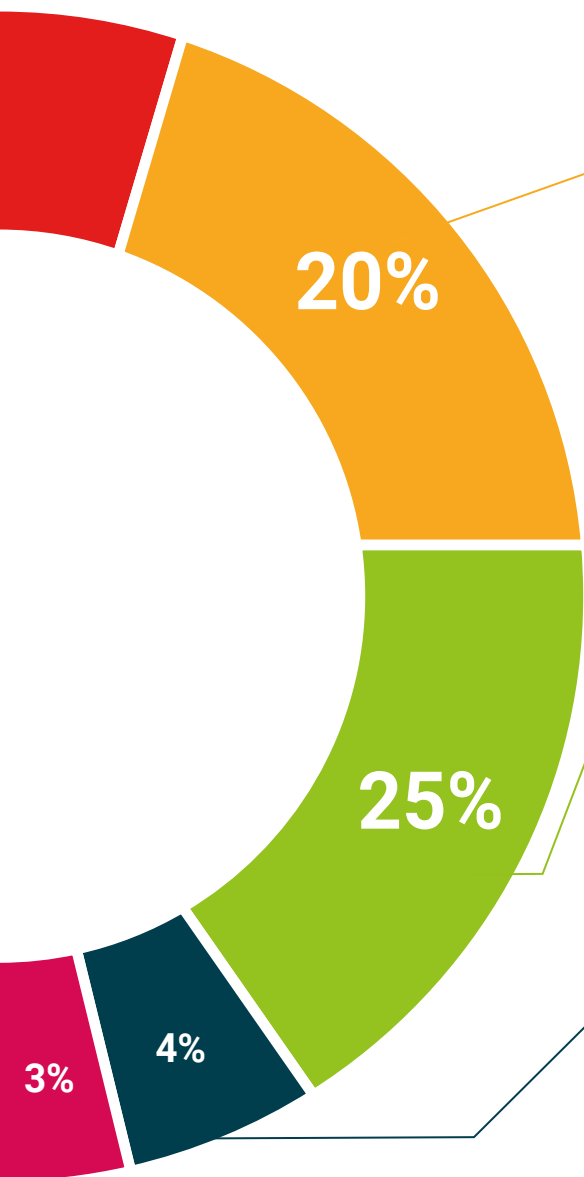
They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



07 Certificate

The Master's Degree in Fashion Design guarantees students, in addition to the most rigorous and up-to-date education, access to a Master's Degree issued by TECH Global University.



“

*Successfully complete this program
and receive your university degree
without travel or laborious paperwork”*

This program will allow you to obtain your **Master's Degree diploma in Fashion Design** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University is an official European University publicly recognized by the Government of Andorra ([official bulletin](#)). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

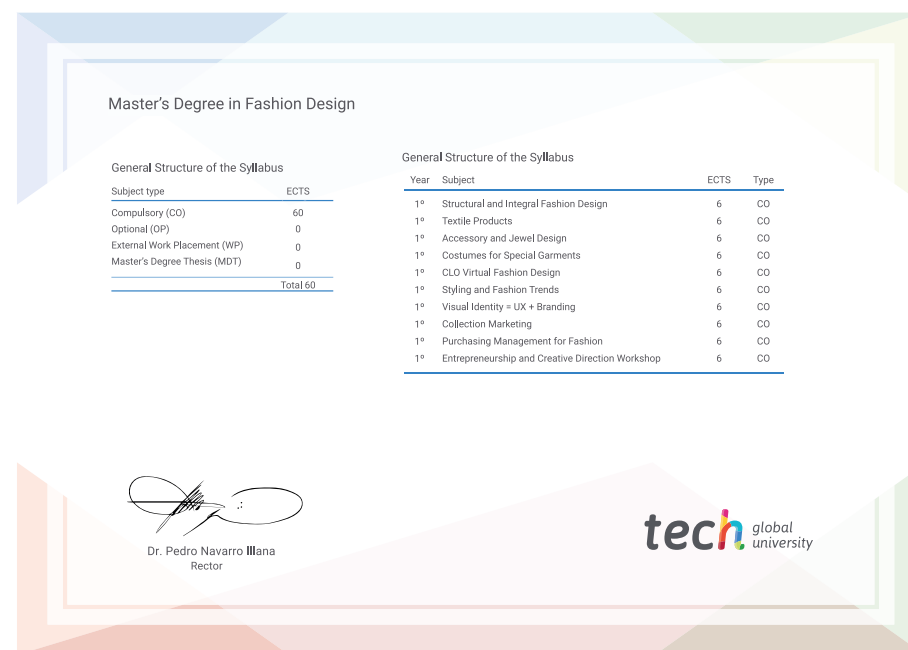
This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Master's Degree in Fashion Design**

Modality: **online**

Duration: **12 months**

Accreditation: **60 ECTS**



future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present quality
development language
virtual classroom



Master's Degree Fashion Design

- » Modality: online
- » Duration: 12 months
- » Certificate: TECH Global University
- » Credits: 60 ECTS
- » Schedule: at your own pace
- » Exams: online

Master's Degree Fashion Design

