

Hybrid Master's Degree

Men's Fashion Design



Hybrid Master's Degree Men's Fashion Design

Modality: Hybrid (Online + Internship)

Duration: 12 months

Certificate: TECH Global University

60 + 5 ECTS Credits

Website: www.techtute.com/us/desing/hybrid-masters-degree/hybrid-masters-degree-mens-fashion-design

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01

Introduction

With the growing importance of personal image in society, the role of the men's fashion designers has acquired a notorious relevance, since they are responsible for creating clothes and accessories that are attractive to men. Therefore, these professionals are increasingly in demand by textile companies to carry out products that achieve a notorious success in the market. That is why TECH has created this program, which will allow students to learn about the latest trends in this field and handle the digital tools that enable the realization of designs, in order to boost their incursion in this area. In addition, it will do so by combining online theoretical learning with a 3-week internship in a leading company in the sector.



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Master, through this program, the cutting-edge methodologies to undertake top-level men's fashion designs that are attractive to the client”

Men's Fashion Design is a field that focuses on creating clothing and accessories that meet the aesthetic and functional needs of men. In carrying out this task, it is essential to have extensive knowledge regarding styles, current trends and customer preferences, mastering the use of natural and sustainable fabrics or the use of tight cuts. In this sense, obtaining these skills is a seal of guarantee to be required by the most leading companies in the field of fashion.

For this reason, TECH has designed this program, which will provide students with the most relevant and up-to-date knowledge and skills in Men's Fashion Design to boost their growth in this sector. Throughout 12 months of intensive teaching, you will identify the techniques to extract the maximum performance from your fashion designs, or you will acquire the strategies to use the latest textile technology. In the same way, you will learn the cutting-edge methods of men's pattern making or the best methodologies for fashion design.

This program is taught completely online, using the Relearning pedagogical methodology to promote autonomous and flexible learning, giving students the possibility to manage their time as they wish in order to achieve effective teaching. In addition, students will have access to a variety of online resources and tools to facilitate their study.

Once the theoretical phase is completed, the student will enjoy a 3-week internship in a leading company in the world of fashion. As part of an excellent work team, students will be able to acquire a series of competencies that will guarantee them to perform successfully in this demanding and changing sector.

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

- ♦ Development of more than 100 practical case studies presented by the best experts in Men's Fashion
- ♦ The graphic, schematic and practical contents with which they are conceived, gather essential information on those disciplines that are essential for professional practice
- ♦ Advanced techniques to obtain the maximum performance from drawings in the field of Men's Fashion Design
- ♦ Mastery of the most advanced textile technology
- ♦ Adoption of the most advanced techniques in men's pattern making today
- ♦ All of this will be complemented by 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
- ♦ Furthermore, you will be able to carry out a internship in one of the best Companies



Enjoy a complete syllabus that will allow you to specialize in Men's Fashion Design in a solvent way"

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Become an expert in Men's Fashion Design enjoying a theoretical learning 100% online, being compatible with your personal and professional life”

This proposal of a Master's Degree, which has a professionalizing nature and a Hybrid learning modality, is aimed at updating professionals who perform their functions in the Men's Fashion Design area, and who require a high level of qualification. The contents are based on the latest scientific evidence, and oriented in an educational way to integrate theoretical knowledge into practice, and the theoretical-practical elements favored facilitate knowledge assimilation and decision-making in this area.

Thanks to their multimedia content developed with the latest educational technology, they will allow designers the Fashion professional to learn in a contextual and situated learning environment, i.e., a simulated environment that will provide immersive learning programmed to train in real situations. This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise throughout the program. For this purpose, the students will be assisted by an innovative interactive video system created by renowned and experienced experts.

Don't hesitate and enroll in this program to give your career as a men's fashion designer the boost it needs to grow.

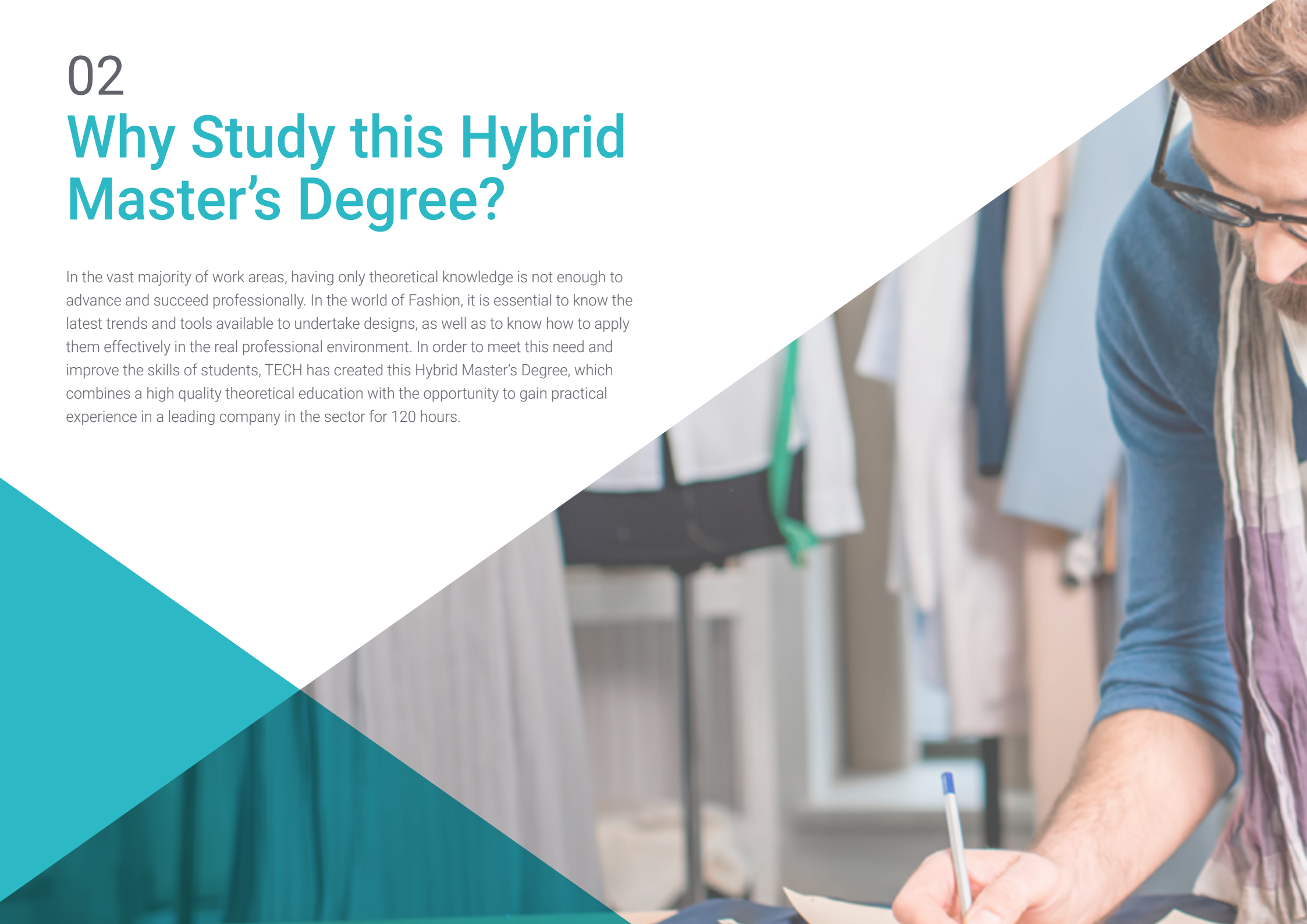
Get the most up-to-date knowledge of the pedagogical landscape in Men's Fashion Design through this Hybrid Master's Degree.



02

Why Study this Hybrid Master's Degree?

In the vast majority of work areas, having only theoretical knowledge is not enough to advance and succeed professionally. In the world of Fashion, it is essential to know the latest trends and tools available to undertake designs, as well as to know how to apply them effectively in the real professional environment. In order to meet this need and improve the skills of students, TECH has created this Hybrid Master's Degree, which combines a high quality theoretical education with the opportunity to gain practical experience in a leading company in the sector for 120 hours.



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This academic institution offers an unmatched opportunity to combine your theoretical education with a 3-week internship to enrich your learning”

1. Updating from the Latest Technology Available

The world of Men's Fashion is one of the most changing within the labor activity, requiring knowledge of the latest trends or cutting-edge design tools to achieve professional success. That is why TECH has designed this complete program, with the idea that the student can acquire these advances in a theoretical and practical way.

2. Gaining In-depth Knowledge from the Experience of Top Specialists

Students of this Hybrid Master's Degree will have access to a highly qualified teaching staff, who will offer quality theoretical instruction through excellent educational resources. In addition, during the practical stage, students will collaborate with a leading clinical team in the field of Men's Fashion Design, which will allow them to acquire valuable skills in this field.

3. Entering first-class Professional environments

TECH makes a rigorous selection of the companies where the internships of this Hybrid Master's Degree will take place in order to ensure that students have access to first class environments. This will allow them to join exceptional work teams, where they will have the opportunity to learn from highly trained experts in Men's Fashion Design.





4. Combining the Best Theory with State-of-the-Art Practice

TECH has implemented a novel teaching method that seeks to adapt to the needs of professionals, avoiding excessive study time that can interfere with their personal and work life. This approach is oriented to combine a solid theoretical education with the realization of internships in high quality Fashion environments, thus increasing your skills in this field.

5. Expanding the Boundaries of Knowledge

TECH offers students the opportunity to carry out their internships in leading fashion companies, which will allow them to learn from experts with extensive experience in Men's Fashion Design.



*You will have full practical immersion
at the center of your choice"*

03

Objectives

The Hybrid Master's Degree in Men's Fashion Design has been designed with the fundamental idea of providing students with the most relevant knowledge and skills in this field of activity. Through it, students will handle the main techniques of pattern making and tailoring, strategies to optimize the drawings in the field of fashion or technological tools that enable the realization of designs. All this, being preserved by the achievement of these general and specific objectives.



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Specialize in Men's Fashion Design in only 12 months of theoretical learning and 120 hours of practical teaching”



General Objective

- ♦ The main purpose of the Hybrid Master's Degree is to provide students with the most advanced skills and knowledge in the world of Men's Fashion Design. To achieve this objective, the program integrates high quality theoretical teaching with a 3-week internship in company in the sector. During this last phase, students will have the opportunity to apply the knowledge learned in a real environment, which will allow them to acquire valuable competences for their professional career.



Get a global vision of the Men's Fashion Design field and develop yourself as a professional in this changing and demanding sector"





Specific Objectives

Module 1. Fundamentals and Introduction to Design

- ♦ Know the basics of design, as well as the references, styles and movements that have shaped it from its beginnings to the present day
- ♦ Connect and correlate the different areas of design, fields of application and professional branches
- ♦ Choose the appropriate project methodologies for each case.
- ♦ Know the processes of ideation, creativity and experimentation and know how to apply them to projects.
- ♦ Integrate language and semantics in the ideation processes of a project, relating them to its objectives and use values.

Module 2. Pattern Making and Tailoring

- ♦ Know the development and representation of a pattern.
- ♦ Learn how to create any type of pattern autonomously
- ♦ Know the basics of sewing
- ♦ Distinguish the types of tools and machinery used in the manufacture of garments
- ♦ Identify textile materials and their main uses
- ♦ Develop practical research methods for the creative creation of garments.

Module 3. Photography.

- ♦ Basic understanding of photographic cameras
- ♦ Know the software for developing and editing photographs.
- ♦ Manage and understand the vocabulary and basic concepts of visual and audiovisual language.
- ♦ Critically analyze images of different types
- ♦ Manage resources and sources related to the subject

Module 4. Fashion Drawing

- ♦ Understand the human anatomy and its main characteristics in order to be able to represent it in the fashion figure
- ♦ Know the canon of the human body in order to allow the stylization of the fashion figure
- ♦ Thoroughly analyze and distinguish the most important areas of the human body in fashion figure creation
- ♦ Differentiate the techniques of graphic-plastic representation in fashion illustration
- ♦ Look for the personal style in the fashion figurine as a hallmark of the fashion designer's identity

Module 5. History of Clothing.

- ♦ Identify the language and expressive resources in relation to the contents
- ♦ Choose research and innovation resources to solve issues raised within the functions, needs and materials of clothing.
- ♦ Gather methodological and aesthetic strategies that help to support and develop creative processes
- ♦ Distinguish the psychological processes in the evolution of the pieces in the history of clothing
- ♦ Associate formal and symbolic language with functionality in the field of clothing
- ♦ Demonstrate the interrelation between the elements of clothing and humanistic fields
- ♦ Justify the contradictions between luxury clothing and ethical values
- ♦ Reflect on the impact of innovation and quality of clothing production on the quality of life and the environment



Module 6. Textile Technology

- ♦ Identify different types of textile fibers
- ♦ Select a textile material for a specific design according to its properties
- ♦ Know the dyeing techniques
- ♦ Master the ligaments in order to know how to apply them in daily work
- ♦ Know the properties of the different materials and the techniques for their manipulation and elaboration
- ♦ Know the main textile printing techniques

Module 7. Male Pattern Making

- ♦ Know the history of men's fashion
- ♦ Have own criteria, based on knowledge, for the development of men's fashion of men's fashion
- ♦ Understand male morphology and its peculiarities
- ♦ Know the most used patterns in men's fashion
- ♦ Learn how to make a tailored suit

Module 8. Representation Systems Applied to Fashion

- ♦ Differentiate the professional contexts of application of fashion technical drawing and understand the usefulness of the characteristics of this type of representation
- ♦ Know how to make flat drawings of garments
- ♦ Understand how to make flat drawings of garments that communicate to the pattern maker and the garment maker the characteristics of each model
- ♦ Know how to represent different fashion accessories
- ♦ Know how to make a highly descriptive technical sheet

Module 9. Fashion Design

- ♦ Understand the different working methodologies applied to fashion design
- ♦ Develop creative procedures that help in the work of fashion design
- ♦ Introduce the student to the technical procedures necessary for the realization of a fashion project
- ♦ Know the different means of diffusion and communication of the fashion product
- ♦ Understand the process of realization of fashion projects in all its phases
- ♦ Acquire resources for the visual presentation and communication of the fashion project

Module 10. Sustainability in Fashion

- ♦ Understand that the current human lifestyle turns us into unsustainable consumers
- ♦ Acquire and incorporate environmental and sustainability criteria in the design conception and development phase
- ♦ Learn about preventive and appropriate measures to reduce environmental impact
- ♦ Use sustainability as a requirement in the design methodology
- ♦ Provide students with natural and environmentally friendly sources of inspiration

04 Skills

At the end of the evaluations of this Hybrid Master's Degree, students will acquire fundamental skills to develop in the field of Men's Fashion Design. These skills will enable them to excel in this field and achieve a successful career in this sector.





*Acquire the necessary competences to
succeed in the world of Men's Fashion
Design through this program"*



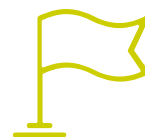
General Skills

- ♦ Create attractive designs that become a must of the season
- ♦ Apply the historical criteria of the fashion industry to current designs, so that they become indispensable garments
- ♦ Develop the necessary skills to successfully manage men's fashion design



Be able to create attractive clothing collections that will be remembered by the male public thanks to this very complete Hybrid Master's Degree"





Specific Skills

- ♦ Apply the basics of fashion design to the creation of men's garments
- ♦ Make artistic drawings in which every detail of the design is captured
- ♦ Successfully manage in the field of photography, applying the main techniques to produce highly detailed images that show the garments in a faithful way
- ♦ Make any type of pattern necessary for the creation of a men's garment
- ♦ Know, in-depth, the history of clothing in order to apply the most useful and innovative resources in designs
- ♦ Produce men's suits that adapt to the needs and tastes of today's society
- ♦ Make technical drawings that clearly show the characteristics of the garments and accessories
- ♦ 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 men adapted today's society demands
- ♦ Use the main textile techniques and technologies to create quality garments

05

Educational Plan

The syllabus of this program is designed to provide students with exceptional skills and knowledge in the field of Men's Fashion Design. The teaching materials for the program are available in a variety of formats, such as videos, lectures and interactive summaries. The teaching methodology is fully online, which allows students to customize their learning according to their personal and educational preferences, managing their study schedules in a flexible way.





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The fully online modality of the program will enable you to learn without leaving your home”

Module 1. Fundamentals and Introduction to Design

- 1.1. History of Design
 - 1.1.1. Industrial Revolution
 - 1.1.2. The Stages of Design
 - 1.1.3. Architecture
 - 1.1.4. The Chicago School
- 1.2. Styles and Movements of Design
 - 1.2.1. Decorative Design
 - 1.2.2. Modernist Movement
 - 1.2.3. Art Deco
 - 1.2.4. Industrial Design
 - 1.2.5. Bauhaus
 - 1.2.6. World War II
 - 1.2.7. Transvanguards
 - 1.2.8. Contemporary Design
- 1.3. Designers and Trends
 - 1.3.1. Interior Designers
 - 1.3.2. Graphic Designers
 - 1.3.3. Industrial or Product Designers
 - 1.3.4. Fashion Designers
- 1.4. Project Design Methodology
 - 1.4.1. Bruno Munari
 - 1.4.2. Gui Bonsiepe
 - 1.4.3. J. Christopher Jones
 - 1.4.4. L. Bruce Archer
 - 1.4.5. Guillermo González Ruiz
 - 1.4.6. Jorge Frascara
 - 1.4.7. Bernd Löbach
 - 1.4.8. Joan Costa
 - 1.4.9. Norberto Cháves
- 1.5. The Language of Design
 - 1.5.1. Objects and the Subject
 - 1.5.2. Semiotics of Objects
 - 1.5.3. The Object Layout and its Connotation
 - 1.5.4. Globalization of the Signs
 - 1.5.5. Proposal
- 1.6. Design and its Aesthetic-Formal Dimension
 - 1.6.1. Visual Elements
 - 1.6.1.1. The Shape
 - 1.6.1.2. The Measure
 - 1.6.1.3. Color
 - 1.6.1.4. Texture
 - 1.6.2. Relationship Elements
 - 1.6.2.1. Management
 - 1.6.2.2. Position
 - 1.6.2.3. Spatial
 - 1.6.2.4. Severity
 - 1.6.3. Practical Elements
 - 1.6.3.1. Representation
 - 1.6.3.2. Meaning
 - 1.6.3.3. Function
 - 1.6.4. Frame of Reference
- 1.7. Analytical Methods of Design
 - 1.7.1. Pragmatic Design
 - 1.7.2. Analog Design
 - 1.7.3. Iconic Design
 - 1.7.4. Canonical Design
 - 1.7.5. Main Authors and Their Methodology

- 1.8. Design and Semantics
 - 1.8.1. Semantics
 - 1.8.2. Meaning
 - 1.8.3. Denotative Meaning and Connotative Meaning
 - 1.8.4. Lexis
 - 1.8.5. Lexical Field and Lexical Family
 - 1.8.6. Semantic Relationships
 - 1.8.7. Semantic Change
 - 1.8.8. Causes of Semantic Changes
- 1.9. Design and Pragmatics
 - 1.9.1. Practical Consequences, Abduction and Semiotics
 - 1.9.2. Mediation, Body and Emotions
 - 1.9.3. Learning, Experiencing and Closing
 - 1.9.4. Identity, Social Relations and Objects
- 1.10. Current Context of Design
 - 1.10.1. Current Problems of Design
 - 1.10.2. Current Themes of Design
 - 1.10.3. Contributions on Methodology

Module 2. Pattern Making and Tailoring

- 2.1. Pattern Making Introduction
 - 2.1.1. Basic Concepts of Pattern Making
 - 2.1.2. Tools and Materials in Pattern Making
 - 2.1.3. Obtaining Anatomical Measurements
 - 2.1.4. Measurement Tables
 - 2.1.5. Types of Pattern-Making
 - 2.1.6. Industrialization of Models
 - 2.1.7. Information That the Pattern Must Contain

- 2.2. Female Pattern
 - 2.2.1. Skirt Base Pattern
 - 2.2.2. Body Base Pattern
 - 2.2.3. Trouser Base Pattern
 - 2.2.4. Dress Base Pattern
 - 2.2.5. Collars
 - 2.2.6. Sleeves
 - 2.2.7. Details
- 2.3. Male Pattern
 - 2.3.1. Body Base Pattern
 - 2.3.2. Trouser Base Pattern
 - 2.3.3. Coat Base Pattern
 - 2.3.4. Collars
 - 2.3.5. Sleeves
 - 2.3.6. Details
- 2.4. Children's Pattern
 - 2.4.1. Body Base Pattern
 - 2.4.2. Trouser Base Pattern
 - 2.4.3. Leotard Base Pattern
 - 2.4.4. One-Piece Base Pattern
 - 2.4.5. Sleeves
 - 2.4.6. Collars
 - 2.4.7. Details
- 2.5. Transformation, Development and Scaling of the Pattern
 - 2.5.1. Transformation of Patterns
 - 2.5.2. Development of Pattern Making
 - 2.5.3. Scale and Full-Size Patterns

- 2.6. Introduction to Cutting and Tailoring
 - 2.6.1. Introduction to Sewing
 - 2.6.2. Tools and Materials in Sewing
 - 2.6.3. The Cut
 - 2.6.4. Sewing By Hand
 - 2.6.5. Flat Machine Sewing
 - 2.6.6. Types of Sewing Machines
- 2.7. Identifying Textiles
 - 2.7.1. Flat Fabrics
 - 2.7.2. Complex Fabrics
 - 2.7.3. Technical Fabrics
 - 2.7.4. Knitted Fabrics
 - 2.7.5. Materials
- 2.8. Types of Sewing and Garment Transformation
 - 2.8.1. Flat Seam
 - 2.8.2. Interior Seam
 - 2.8.3. Curved Seam
 - 2.8.4. French Seam
 - 2.8.5. Denim Seam
 - 2.8.6. Overlock Seam
 - 2.8.7. Ribbed Seam
- 2.9. Closures, Finishing and Textile Finishing
 - 2.9.1. Fabric Dyeing
 - 2.9.2. Buttons
 - 2.9.3. Zippers
 - 2.9.4. Appliques
 - 2.9.5. Lining of the Piece
 - 2.9.6. Trims
 - 2.9.7. Ironed
- 2.10. Moulage
 - 2.10.1. Preparation of the Mannequin
 - 2.10.2. Research on the Mannequin
 - 2.10.3. From Mannequin to Pattern
 - 2.10.4. Modeling a Garment

Module 3. Photography.

- 3.1. History of Photography.
 - 3.1.1. Background of photography
 - 3.1.2. Color Photography
 - 3.1.3. Photographic Film
 - 3.1.4. The Digital Camera
- 3.2. Image Formation
 - 3.2.1. The Photographic Camera
 - 3.2.2. Basic Parameters in Photography
 - 3.2.3. Photometry
 - 3.2.4. Lenses and Focal Length
- 3.3. Photographic Language
 - 3.3.1. Types of Plans
 - 3.3.2. Formal, Compositional and Interpretative Elements of the Photographic Image
 - 3.3.3. Framing
 - 3.3.4. Representation of Time and Movement in Photography
 - 3.3.5. The Relationship of Photography with Reality and Truth
- 3.4. The Photographic Camera
 - 3.4.1. Analog and Digital Cameras
 - 3.4.2. Simple Cameras
 - 3.4.3. The Reflex Cameras
 - 3.4.4. Basic Photographic Techniques
 - 3.4.5. Exposure and Exposure Meters
 - 3.4.6. The Digital Reflex Camera. The Sensor
 - 3.4.7. The Handling of the Digital Camera versus the Analog Camera
 - 3.4.8. Specific Aspects of Interest
 - 3.4.9. Ways of Working with the Digital Camera
- 3.5. The Digital Image
 - 3.5.1. File Formats
 - 3.5.2. White Balance
 - 3.5.3. Color Temperature
 - 3.5.4. Histogram Exposure in Digital Photography
 - 3.5.5. Dynamic Range

- 3.6. The Behavior of Light
 - 3.6.1. The Photon
 - 3.6.2. Reflection and Absorption
 - 3.6.3. Quantity and Quality of Light
 - 3.6.3.1. Hard and Soft Light
 - 3.6.3.2. Direct and Diffuse Light
- 3.7. Expressiveness and Aesthetics of Lighting
 - 3.7.1. Shadows, Modifiers and Depth
 - 3.7.2. Lighting Angles
 - 3.7.3. Lighting Schemes
 - 3.7.4. Light Measurement
 - 3.7.4.1. The Photometer
 - 3.7.4.2. Incident Light
 - 3.7.4.3. Reflected Light
 - 3.7.4.4. Measurement Over Several Points
 - 3.7.4.5. Contrast
 - 3.7.4.6. Medium Gray
 - 3.7.5. Illumination Natural Light
 - 3.7.5.1. Diffusers
 - 3.7.5.2. Reflectors
 - 3.7.6. Artificial Light Illumination
 - 3.7.6.1. The Photographic Studio
 - 3.7.6.2. Sources of Illumination
 - 3.7.6.3. Cold Light
 - 3.7.6.4. Studio Flash and Compact Flash
 - 3.7.6.5. Accessories
- 3.8. Editing Software
 - 3.8.1. Adobe Lightroom
 - 3.8.2. Adobe Photoshop
 - 3.8.3. Plugins

- 3.9. Photo Editing and Development
 - 3.9.1. Camera RAW Development
 - 3.9.2. Noise and Focus
 - 3.9.3. Exposure, Contrast and Saturation Adjustments Levels and Curves
- 3.10. References and Applications
 - 3.10.1. Most Important Photographers in History
 - 3.10.2. Photography in Interior Design
 - 3.10.3. Photography in Product Design
 - 3.10.4. Photography in Fashion Design
 - 3.10.5. Photography in Graphic Design

Module 4. Fashion Drawing

- 4.1. History of Illustration
 - 4.1.1. History of Illustration
 - 4.1.2. Typology
 - 4.1.3. The Poster
 - 4.1.4. Illustrators
- 4.2. Materials and Mediums in Illustration
 - 4.2.1. Materials
 - 4.2.2. Mediums
 - 4.2.3. New Technologies
- 4.3. Artistic Anatomy
 - 4.3.1. Introduction to Artistic Anatomy
 - 4.3.2. Head and Neck
 - 4.3.3. Torso
 - 4.3.4. Upper Limbs
 - 4.3.5. Lower Limbs
 - 4.3.6. The Movement

- 4.4. Proportion of the Human Body
 - 4.4.1. Anthropometry
 - 4.4.2. Proportion
 - 4.4.3. Canons
 - 4.4.4. Morfoligical
 - 4.4.5. Proportion
- 4.5. Basic Composition
 - 4.5.1. Front
 - 4.5.2. Back
 - 4.5.3. Profile
 - 4.5.4. Foreshortenings
 - 4.5.5. Movement
- 4.6. The Human Face
 - 4.6.1. The Head
 - 4.6.2. The eyes
 - 4.6.3. The nose
 - 4.6.4. The Mouth
 - 4.6.5. The eyebrows
 - 4.6.6. The ears
 - 4.6.7. Hair
- 4.7. The Human Figure
 - 4.7.1. Balance of the Body
 - 4.7.2. The Arm
 - 4.7.3. The Hand
 - 4.7.4. The Foot
 - 4.7.5. The Leg
 - 4.7.6. The Bust
 - 4.7.7. The Human Figure
- 4.8. Fashion Illustration Techniques
 - 4.8.1. Traditional Technique
 - 4.8.2. Digital Technique
 - 4.8.3. Mixed Technique
 - 4.8.4. Collage Technique

- 4.9. Illustration of Materials
 - 4.9.1. Tweed
 - 4.9.2. Patent Leather
 - 4.9.3. Wool
 - 4.9.4. Sequins
 - 4.9.5. Transparency
 - 4.9.6. Silk
 - 4.9.7. Denim
 - 4.9.8. Leather
 - 4.9.9. Anial Fur
 - 4.9.10. Other Materials
- 4.10. The Search for Personal Style
 - 4.10.1. Fashion Figure
 - 4.10.2. Styling
 - 4.10.3. Fashion Poses
 - 4.10.4. Hairstyles
 - 4.10.5. The Design

Module 5. History of Clothing.

- 5.1. Prehistory
 - 5.1.1. Introduction
 - 5.1.2. Prehistoric Civilizations
 - 5.1.3. Trade in Prehistoric Times
 - 5.1.4. Costume in Prehistoric Times
 - 5.1.5. Furs and Furshops
 - 5.1.6. Fabrics and Techniques
 - 5.1.7. Chronological Concordances and Similarities in Prehistoric Clothing
- 5.2. Ancient Age: Egypt and Mesopotamia
 - 5.2.1. Egypt
 - 5.2.2. The Assyrian People
 - 5.2.3. The Persian People

- 5.3. Ancient Age: Classical Greece
 - 5.3.1. Cretan Clothing
 - 5.3.2. The Fabrics Used in Ancient Greece
 - 5.3.3. Ancient Greek Garments
 - 5.3.4. Ancient Greek Undergarments
 - 5.3.5. Ancient Greek Footwear
 - 5.3.6. Ancient Greek Hats and Headdresses
 - 5.3.7. Colors and Ornaments of Ancient Greece
 - 5.3.8. Accessories of Ancient Greece
- 5.4. Ancient Age: the Roman Empire
 - 5.4.1. The Fabrics of Ancient Rome
 - 5.4.2. The Garments of Ancient Rome
 - 5.4.3. Undergarments of Ancient Rome
 - 5.4.4. Ancient Roman Footwear
 - 5.4.5. Ancient Roman Hats and Headdresses
 - 5.4.6. Relationship of Social Status and Clothing in Ancient Rome
 - 5.4.7. The Byzantine Style
- 5.5. High Middle Ages and Low Middle Ages
 - 5.5.1. General Historical Features of the Medieval Period
 - 5.5.2. Clothing at the Beginning of the Middle Ages
 - 5.5.3. Clothing in the Carolingian Period
 - 5.5.4. Clothing in the Romanesque Period
 - 5.5.5. The Gothic Clothing
- 5.6. The Modern Age: Renaissance, Baroque and Rococo.
 - 5.6.1. Century XV and XVI: Renaissance
 - 5.6.2. XVII Century: Baroque period
 - 5.6.3. 18th Century Rococo
- 5.7. Contemporary Age: Neoclassicism and Romanticism.
 - 5.7.1. The Clothing Industry
 - 5.7.2. Charles Frederick Worth
 - 5.7.3. Jacques Doucet
 - 5.7.4. Women's Clothing
 - 5.7.5. Josephine Bonaparte: The Empire Style

- 5.8. Contemporary Age: Victorian Era and The Belle Époque.
 - 5.8.1. Queen Victoria
 - 5.8.2. Men's Clothing
 - 5.8.3. *Dandy*
 - 5.8.4. Paul Poiret
 - 5.8.5. Madeleine Vionnet
- 5.9. Contemporary Age: From Clothing to Fashion
 - 5.9.1. New Context and Social Change
 - 5.9.2. Fashion Designers
 - 5.9.3. Coco Chanel
 - 5.9.4. *New Look*
- 5.10. Contemporary Age: The Century of Designers and Fashion
 - 5.10.1. The Modern Clothing
 - 5.10.2. The Rise of the American Designers
 - 5.10.3. The London Scene

Module 6. Textile Technology

- 6.1. Introduction to Textiles
 - 6.1.1. History of Textiles
 - 6.1.2. Textiles Over Time
 - 6.1.3. Traditional Textile Machinery
 - 6.1.4. The Importance of Textiles in Fashion
 - 6.1.5. Symbolism Used in Textile Materials
 - 6.1.6. Fabric Technical Data Sheet
- 6.2. Textile Materials
 - 6.2.1. Classification of Textile Fibers
 - 6.2.1.1. Natural Fibers
 - 6.2.1.2. Artificial Fibers
 - 6.2.1.3. Synthetic Fibers
 - 6.2.2. Properties of the Fibers
 - 6.2.3. Recognizing Textile Fibers

- 6.3. Threads
 - 6.3.1. Basic Ligaments
 - 6.3.2. General Characteristics of Threads
 - 6.3.3. Classification of Threads
 - 6.3.4. Spinning Phases
 - 6.3.5. Machines Used
 - 6.3.6. Yarn Numbering Systems
- 6.4. Openwork Textiles
 - 6.4.1. Openwork Fabrics
 - 6.4.2. Ligament Staggering
 - 6.4.3. Ligaments in Openwork Fabrics
 - 6.4.4. Classification of Ligaments
 - 6.4.5. Types of Ligaments
 - 6.4.6. Types of Openwork Fabrics
 - 6.4.7. The Openwork Weave
 - 6.4.8. Special Weaves
- 6.5. Knitted Fabrics
 - 6.5.1. History of Knitted Fabric
 - 6.5.2. Classification
 - 6.5.3. Typology
 - 6.5.4. Comparison Between Flat Fabric and a Knitted One
 - 6.5.5. Characteristics and Behavior According to its Construction
 - 6.5.6. Technology and Machinery for Obtaining It
- 6.6. Textile Finishes
 - 6.6.1. Physical Finishes
 - 6.6.2. Chemical Finishes
 - 6.6.3. Fabric Resistance
 - 6.6.4. *Pilling*
 - 6.6.5. Dimensional Change of Fabrics
- 6.7. Dye
 - 6.7.1. Previous Treatment
 - 6.7.2. Dye
 - 6.7.3. Machinery
 - 6.7.4. Inputs
 - 6.7.5. Optical Brightening
 - 6.7.6. Color
- 6.8. Printing
 - 6.8.1. Direct Printing
 - 6.8.1.1. Block Printing
 - 6.8.1.2. Roller Printing
 - 6.8.1.3. Thermotransfer Printing
 - 6.8.1.4. Screen Printing
 - 6.8.1.5. Warp Printing
 - 6.8.1.6. Corrosion Printing
 - 6.8.2. Reserve Printing
 - 6.8.2.1. Batik
 - 6.8.2.2. Tie-Dye
 - 6.8.3. Other Types of Printing
 - 6.8.3.1. Differential Printing
 - 6.8.3.2. Polychromatic Electrostatic
- 6.9. Technical and Intelligent Fabrics
 - 6.9.1. Definition and Analysis
 - 6.9.2. Application of Textiles
 - 6.9.3. New Materials and Technologies
- 6.10. Skin, Leather and Others
 - 6.10.1. Skin and Leather
 - 6.10.2. Classification of Leather
 - 6.10.3. Tanning Process
 - 6.10.4. Post-Tanning Treatment
 - 6.10.5. Technological Process of Tanning
 - 6.10.6. Conservation Methods
 - 6.10.7. Synthetic Leather
 - 6.10.8. Debate: Natural or Synthetic Leather

Module 7. Male Pattern Making

- 7.1. Evolution of Male Fashion
 - 7.1.1. Social and Historical Context of Male Fashion
 - 7.1.2. Renunciation of Ornamentation and Reconquest of the Right to Fashion
 - 7.1.3. History of Tailoring
- 7.2. Male Clothing
 - 7.2.1. Typologies of Garments and Variations
 - 7.2.2. Male Accessories
 - 7.2.3. Brand Analysis and Communication
 - 7.2.4. Trends of the Moment
- 7.3. Male Morphology Study
 - 7.3.1. Evolution of the Male Body
 - 7.3.2. Studies of the Male Body
 - 7.3.3. Typology of the Male Body
- 7.4. Pattern of the Shirt
 - 7.4.1. Measurements
 - 7.4.2. Trace
 - 7.4.3. Variations
- 7.5. Trouser Pattern
 - 7.5.1. Measurements
 - 7.5.2. Trace
 - 7.5.3. Variations
- 7.6. Jacket Layout
 - 7.6.1. Measurements
 - 7.6.2. Trace
 - 7.6.3. Variations
- 7.7. Jacket Lapel Designs
 - 7.7.1. Measurements
 - 7.7.2. Trace
 - 7.7.3. Variations

- 7.8. Vest Pattern
 - 7.8.1. Measurements
 - 7.8.2. Trace
 - 7.8.3. Variations
- 7.9. Male Coat
 - 7.9.1. Measurements
 - 7.9.2. Trace
 - 7.9.3. Variations
- 7.10. Traditional Tailoring
 - 7.10.1. Materials
 - 7.10.2. Lining
 - 7.10.3. Assembly
 - 7.10.4. Stitches

Module 8. Representation Systems Applied to Fashion

- 8.1. Introduction to the Technical Drawing of Fashion
 - 8.1.1. How and When Technical Drawings Are Used
 - 8.1.2. How to Create Technical Drawings for Fashion
 - 8.1.3. Drawing From a Physical Garment
 - 8.1.4. Technical Guidelines in Fashion
- 8.2. Documentation Preparation
 - 8.2.1. Preparing the Document for Technical Drawing
 - 8.2.2. Anatomical Base Mannequin
 - 8.2.3. Color, Texture and Prints
- 8.3. Lower Body Garments
 - 8.3.1. Skirts
 - 8.3.2. Pants
 - 8.3.3. Stockings

- 8.4. Upper Body Garments
 - 8.4.1. Shirts
 - 8.4.2. T-Shirts
 - 8.4.3. Vests
 - 8.4.4. Jackets
 - 8.4.5. Coats
- 8.5. Underwear Garments
 - 8.5.1. Bra
 - 8.5.2. Briefs
 - 8.5.3. Underpants
- 8.6. Details of the Model
 - 8.6.1. Neckline
 - 8.6.2. Collars
 - 8.6.3. Sleeves
 - 8.6.4. Cuffs
 - 8.6.5. Pockets
- 8.7. Design Details
 - 8.7.1. Construction Details
 - 8.7.2. Decorative Design Details
 - 8.7.3. Pleats
 - 8.7.4. Stitches
 - 8.7.5. Tips
 - 8.7.6. Ribbing
- 8.8. Fasteners and Trimmings
 - 8.8.1. Zippers
 - 8.8.2. Buttons
 - 8.8.3. Hooks
 - 8.8.4. Tape
 - 8.8.5. Knots
 - 8.8.6. Buttonholes
 - 8.8.7. Velcro

- 8.8.8. Eyelets
- 8.8.9. Loops
- 8.8.10. Studs
- 8.8.11. Rivets
- 8.8.12. Rings
- 8.8.13. Buckles
- 8.9. Add-Ons
 - 8.9.1. Bags
 - 8.9.2. Glasses
 - 8.9.3. Footwear
 - 8.9.4. Jewelry
- 8.10. The Technical Data Sheet
 - 8.10.1. Technical Drawing Export
 - 8.10.2. Information of the Technical Data Sheet
 - 8.10.3. Models and Types of Technical Data Sheet
 - 8.10.4. Completing a Technical Data Sheet

Module 9. Fashion Design

- 9.1. Methodology of Fashion Design
 - 9.1.1. Concept of a Fashion Project
 - 9.1.2. Project Methodology Applied to Fashion
 - 9.1.3. Research Methods in Fashion Design
 - 9.1.4. Briefing or Design Brief
 - 9.1.5. Documentation
 - 9.1.6. Analysis of Current Fashion
 - 9.1.7. Forming Ideas
- 9.2. Creative Processes Applied to Fashion Design
 - 9.2.1. The Field Notebook
 - 9.2.2. Moodboards
 - 9.2.3. Graphic Research
 - 9.2.4. Creative Techniques

- 9.3. Referrals
 - 9.3.1. Commercial Fashion
 - 9.3.2. Creative Fashion
 - 9.3.3. Stage Fashion
 - 9.3.4. Corporative Fashion
- 9.4. Collection Concept
 - 9.4.1. Functionality of the Garment
 - 9.4.2. Clothing as a Message
 - 9.4.3. Ergonomic Concepts
- 9.5. Stylistic Codes
 - 9.5.1. Permanent Stylistic Codes
 - 9.5.2. Seasonal Stylistic Codes
 - 9.5.3. The Search for Personal Stamp
- 9.6. Collection Development
 - 9.6.1. Theoretical Framework
 - 9.6.2. Context
 - 9.6.3. Research
 - 9.6.4. Referrals
 - 9.6.5. Conclusions
 - 9.6.6. Representation of the Collection
- 9.7. Technical Study
 - 9.7.1. Textile Chart
 - 9.7.2. Chromatic Chart
 - 9.7.3. The Glaze
 - 9.7.4. The Technical Data Sheet
 - 9.7.5. Prototype
 - 9.7.6. Price Tag
- 9.8. Interdisciplinary Projects
 - 9.8.1. Drawing
 - 9.8.2. Pattern Making
 - 9.8.3. Sewing

- 9.9. Production of a Collection
 - 9.9.1. From Sketch to Technical Drawing
 - 9.9.2. Artisanal Workshops
 - 9.9.3. New Technologies
- 9.10. Communication and Presentation Strategy
 - 9.10.1. Photography in Fashion *Lookbook*, Editorial and Campaign
 - 9.10.2. Portfolio
 - 9.10.3. The Catwalk
 - 9.10.4. Other Forms of Exhibiting the Collection

Module 10. Sustainability in Fashion

- 10.1. Reconsider Fashion Design
 - 10.1.1. The Supply Chain
 - 10.1.2. Main Aspects
 - 10.1.3. Development of Sustainable Fashion
 - 10.1.4. Future of Fashion
- 10.2. Life Cycle of an Item of Clothing
 - 10.2.1. Think in the Life Cycle
 - 10.2.2. Actions and Impact
 - 10.2.3. Evaluation Tools and Models
 - 10.2.4. Strategies for Sustainable Design
- 10.3. Quality and Safety Standards in the Textile Sector
 - 10.3.1. Quality
 - 10.3.2. Labelling
 - 10.3.3. Safety of Garments
 - 10.3.4. Consumption Inspections
- 10.4. Planned Obsolescence
 - 10.4.1. Planned Obsolescence and Waste of Electrical and Electronic Devices
 - 10.4.2. Extraction of Resources
 - 10.4.3. Waste Generation
 - 10.4.4. Recycling and Reusing Electrical Waste
 - 10.4.5. Responsible Consumption

- 10.5. Sustainable Design
 - 10.5.1. Garment Design
 - 10.5.2. Design With Empathy
 - 10.5.3. Selection of Fabric, Materials and Techniques
 - 10.5.4. Use of Monomaterials
- 10.6. Sustainable Production
 - 10.6.1. Sustainable Production
 - 10.6.2. Techniques For Zero Waste
 - 10.6.3. Construction
 - 10.6.4. Design to Last
- 10.7. Sustainable Distribution
 - 10.7.1. Suppliers and Producers
 - 10.7.2. Commitment to Local Communities
 - 10.7.3. Sales
 - 10.7.4. Design According to Need
 - 10.7.5. Inclusive Fashion Design
- 10.8. Sustainable Use of the Garment
 - 10.8.1. Patterns of Use
 - 10.8.2. How to Reduce Washing
 - 10.8.3. Adjustments and Maintenance
 - 10.8.4. Design for Adjustments
 - 10.8.5. Modular Garment Design
- 10.9. Recycling
 - 10.9.1. Reusing and Remanufacturing
 - 10.9.2. Revaluing
 - 10.9.3. Recycling Materials
 - 10.9.4. Closed Cycle Production
- 10.10. Sustainable Fashion Designers
 - 10.10.1. Katharine Hamnett
 - 10.10.2. Stella McCartney
 - 10.10.3. Annika Matilda Wendelboe
 - 10.10.4. Susan Dimasi
 - 10.10.5. Isabell de Hillerin



“

Through didactic formats such as video or interactive summaries, you will obtain an enjoyable and fully effective learning experience”

06 Practices

After completing the theoretical part of the program, students will have the opportunity to carry out an internship in an excellent company in the fashion industry. During this time, they will be guided by a tutor who will provide advice, guidance and answer any questions they may have, ensuring that their learning is as effective as possible.





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*Do your internship in a leading company
in the field of men's fashion”*

In the last phase of the Professional Master's Degree, students will have the opportunity to carry out an internship in a leading company in the fashion industry for 3 consecutive weeks, from Monday to Friday, with 8-hour workdays. During this period, they will work in a demanding environment and will be able to apply the knowledge acquired during the program in a real environment.

The objective of this practical stage is to improve and develop relevant skills in the field of Men's Fashion Design. Students will carry out their tasks in a rigorous and professional environment, which will allow them to improve their ability to work in demanding and competitive environments.

This experience represents an exceptional opportunity to learn and acquire knowledge that will significantly enhance the students' design practice in a high-level professional environment.

The practical phase will be carried out with the active participation of the student performing the activities and procedures of each area of competence (learning to learn and learning to do), with the accompaniment and guidance of teachers and other fellow trainees that facilitate teamwork and multidisciplinary integration as transversal competencies for from psychology,praxis (learning to be and learning to relate).

The procedures described below will be the basis of the practical part of the program, and their implementation will be subject to the center's own availability and workload, the proposed activities being the following:





Module	Practical Activity
Trend research and analysis	Research men's fashion trends for the upcoming season.
	Analyze historical men's fashion trends and how they influence current designs.
	Identify and analyze emerging men's fashion trends in different regions of the world
Design and creation of men's garments	Create basic patterns of men's garments, such as shirts, pants and jackets
	Design a menswear collection for a specific season, taking into account trends and functionality of the garments
	Carry out the realization of customized and high quality men's garments y using tailoring techniques
Fabrics and materials selection	Select fabrics and materials suitable for each type of garment and function.
	Make compositions with different textures and prints to achieve interesting visual effects on men's garments
Graphic design and fashion visualization	Create illustrations and sketches to represent men's fashion designs.
	Use graphic design programs to create visual presentations of Men's Fashion designs
	Create a fashion book to present the designed men's fashion collection, using different photography and image editing techniques



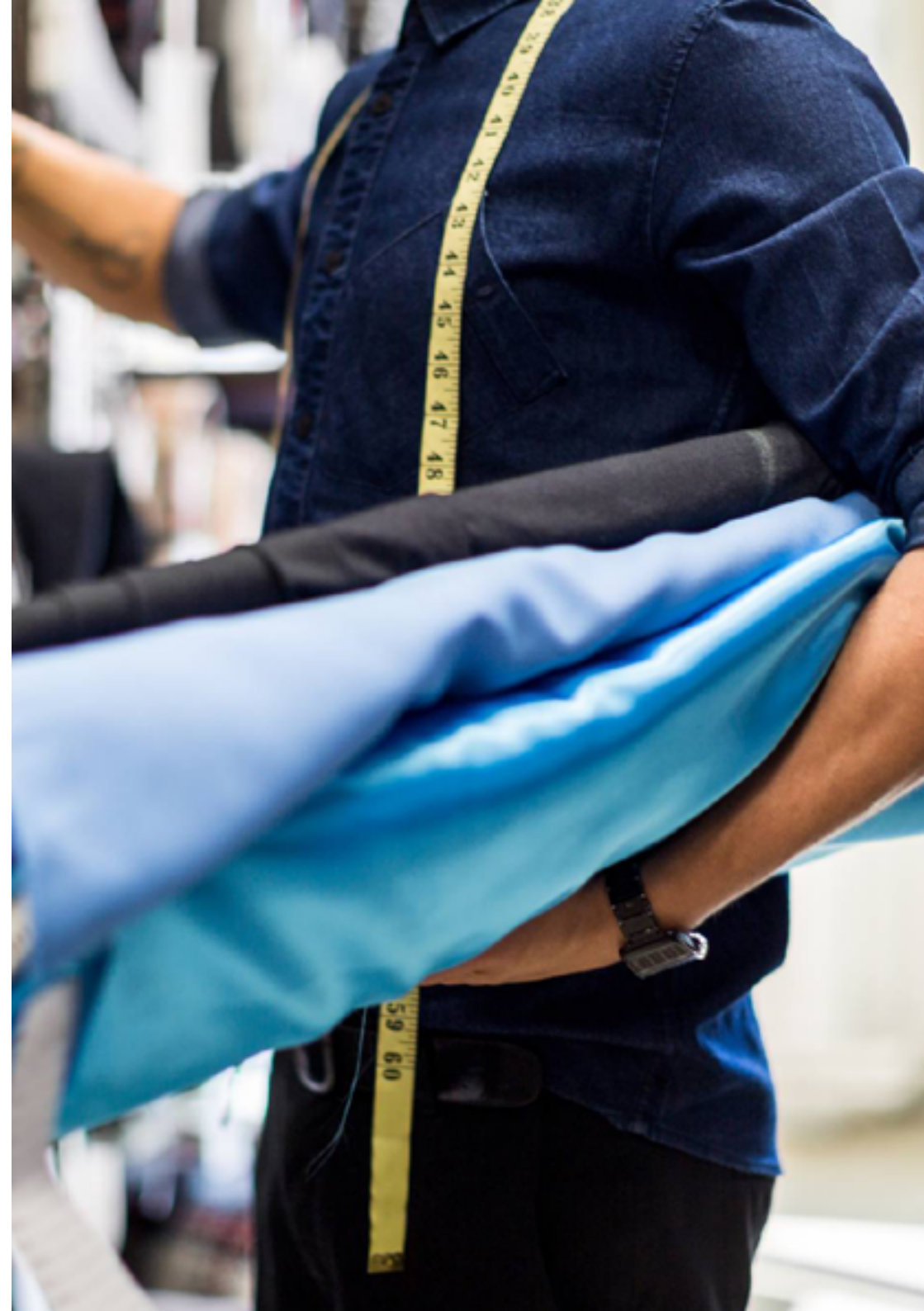
*Join an excellent team and
acquire the best practical
skills in Men's Fashion Design"*

Civil Liability Insurance

This institution's main concern is to guarantee the safety of the trainees and other collaborating agents involved in the internship process at the company. Among the measures dedicated to achieve this is the response to any incident that may occur during the entire teaching-learning process.

To this end, this entity commits to purchasing a civil liability insurance policy to cover any eventuality that may arise during the course of the internship at the center.

This liability policy for interns will have broad coverage and will be taken out prior to the start of the Internship Program period. That way professionals will not have to worry in case of having to face an unexpected situation and will be covered until the end of the internship program at the center.



General Conditions of the Internship Program

The general terms and conditions of the internship agreement for the program are as follows:

1. TUTOR: During the Hybrid Master's Degree, students will be assigned with two tutors who will accompany them throughout the process, answering any doubts and questions that may arise. On the one hand, there will be a professional tutor belonging to the internship center who will have the purpose of guiding and supporting the student at all times. On the other hand, they will also be assigned with an academic tutor whose mission will be to coordinate and help the students during the whole process, solving doubts and facilitating everything they may need. In this way, the student will be accompanied and will be able to discuss any doubts that may arise, both clinical and academic.

2. DURATION: The internship program will have a duration of three continuous weeks, in 8-hour days, 5 days a week. The days of attendance and the schedule will be the responsibility of the center and the professional will be informed well in advance so that they can make the appropriate arrangements..

3. ABSENCE: If the students does not show up on the start date of the Hybrid Master's Degree, they will lose the right to it, without the possibility of reimbursement or change of dates.

Absence for more than two days from the internship, without justification or a medical reason, will result in the professional's withdrawal from the internship, therefore, automatic termination of the internship. Any problems that may arise during the course of the internship must be urgently reported to the academic tutor.

4. CERTIFICATION: Professionals who pass the Hybrid Master's Degree will receive a certificate accrediting their stay at the center.

5. EMPLOYMENT RELATIONSHIP: the Hybrid Master's Degree shall not constitute an employment relationship of any kind.

6. PRIOR EDUCATION: Some centers may require a certificate of prior education for the Hybrid Master's Degree. In these cases, it will be necessary to submit it to the TECH internship department so that the assignment of the chosen center can be confirmed.

7. DOES NOT INCLUDE: The Hybrid Master's Degree will not include any element not described in the present conditions. Therefore, it does not include accommodation, transportation to the city where the internship takes place, visas or any other items not listed

However, students may consult with their academic tutor for any questions or recommendations in this regard. The academic tutor will provide the student with all the necessary information to facilitate the procedures in any case.

07

Where Can I Do the Internship?

Students enrolled in the Hybrid Master's Degree have the opportunity to carry out internships in leading companies in the Fashion sector for a period of 3 weeks, performing numerous tasks related to Men's Fashion Design. In this way, they will acquire valuable skills for their professional career.



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*Complement your theoretical learning with
an internship in a leading fashion company”*

tech 44 | Where Can I Do the Internship?



The student will be able to complete the practical part of this Hybrid Master's Degree at the following



Design

Pugil Store

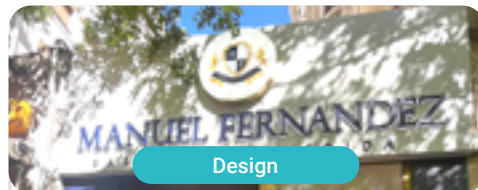
Country City
Spain Madrid

Address: Villanueva,19, 28001 Madrid

Pugil Store specialized in Digital Tailoring

Related internship programs:

- Men's Fashion Design



Design

Sastrería Manuel Fernández

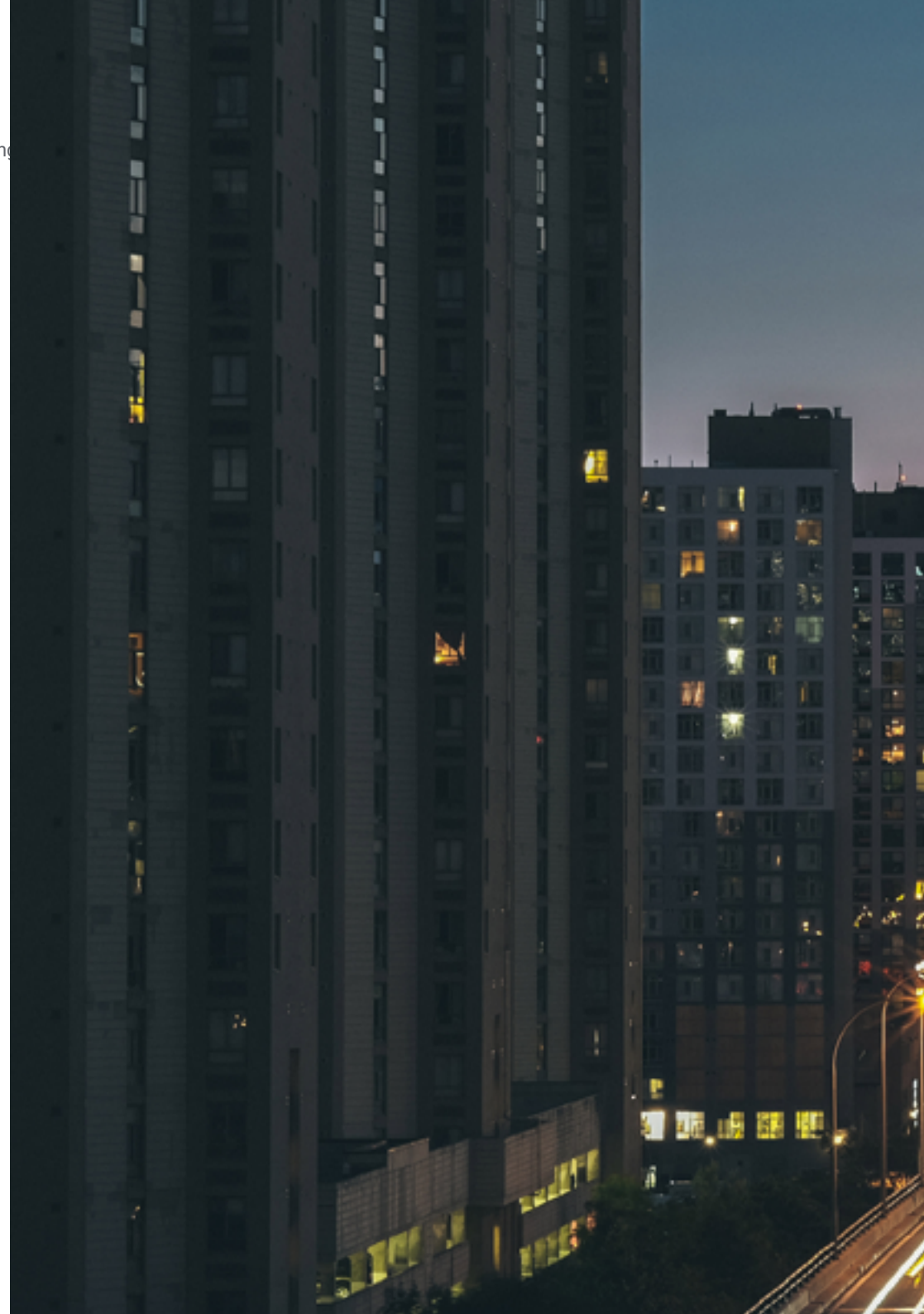
Country City
Spain Madrid

Address: Calle de la Magdalena,
25, 28012 Madrid

Custom tailoring in Madrid

Related internship programs:

- Men's Fashion Design



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Enroll now and advance in your field of work with a comprehensive program that will allow you to put into practice everything you have learned”

08 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.

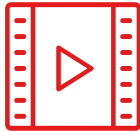
Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

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.



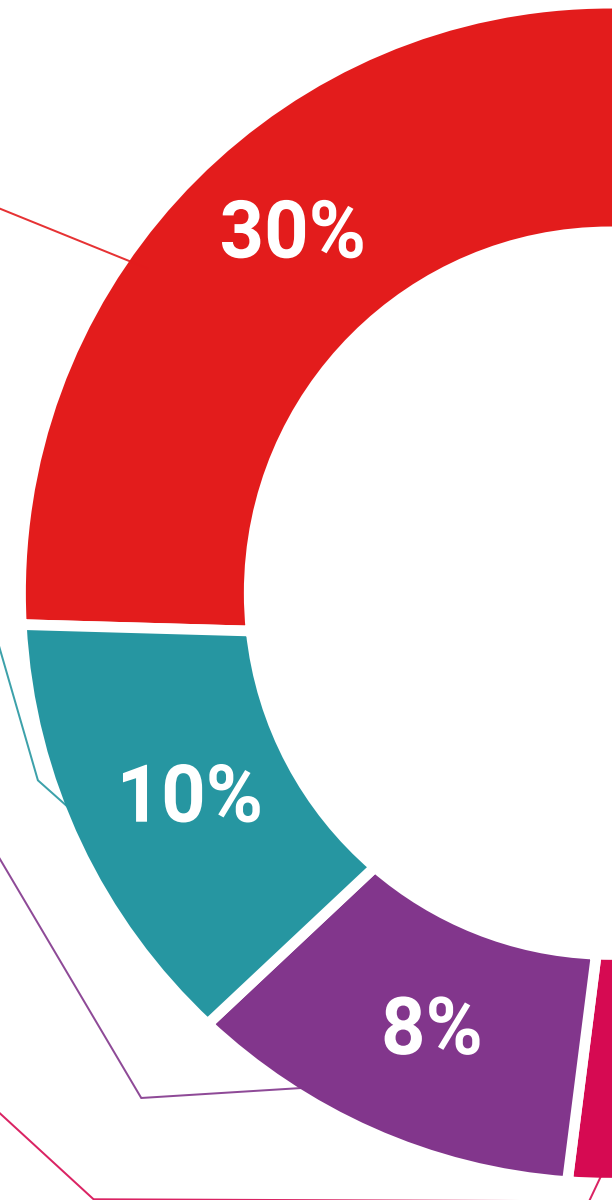
Practising Skills and Abilities

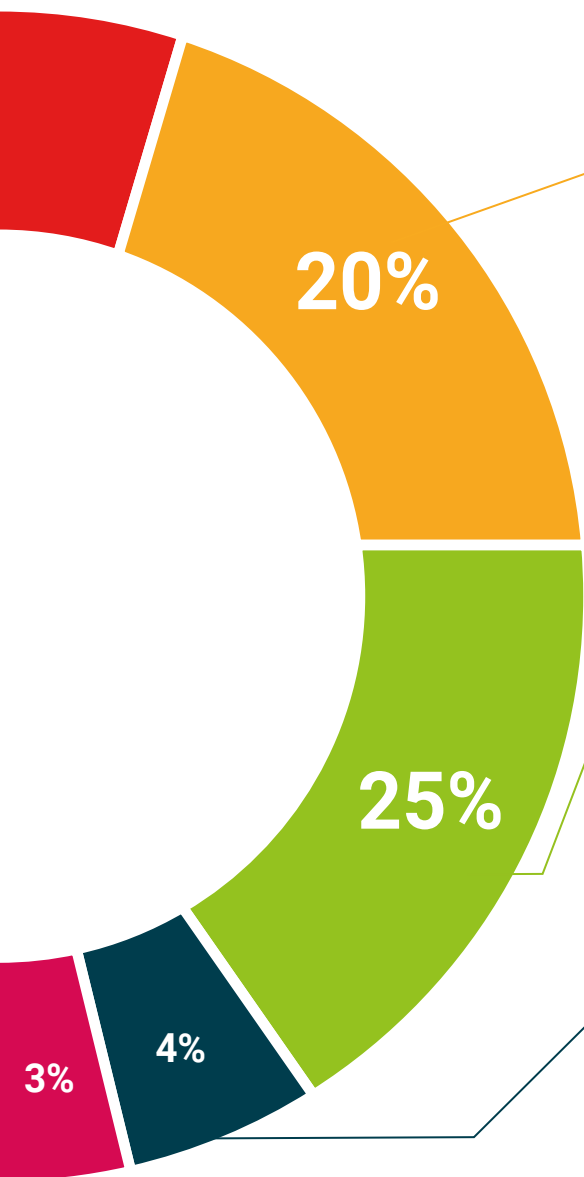
They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



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.



09 Certificate

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



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*Successfully complete this program and
receive your university qualification without
having to travel or fill out laborious paperwork”*

This program will allow you to obtain your **Hybrid Master's Degree diploma in Men's 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.

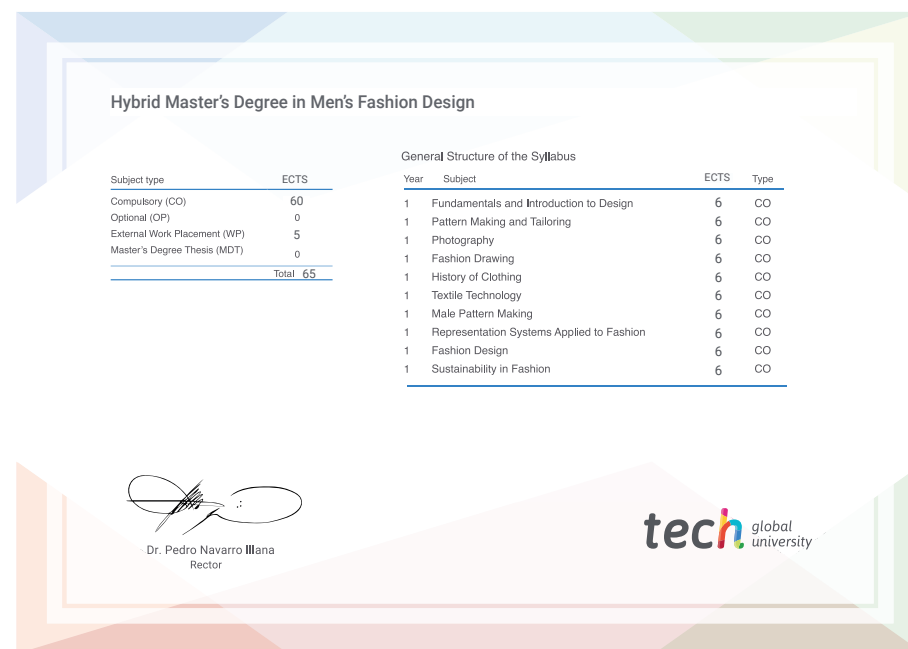
Title: **Hybrid Master's Degree in Men's Fashion Design**

Course Modality: **Hybrid (Online + Internship)**

Duration: **12 months**

Certificate: **TECH Global University**

Recognition: **60 + 5 ECTS Credits**





Hybrid Master's Degree Men's Fashion Design

Modality: Hybrid (Online + Internship)

Duration: 12 months

Certificate: TECH Global University

60 + 5 ECTS Credits

Hybrid Master's Degree

Men's Fashion Design