

Professional Master's Degree Women's Fashion Design

The Design Society



tech global
university



Professional Master's Degree Women's Fashion Design

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

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

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01

Introduction to the Program

Women's Fashion Design represents one of the most powerful spaces for creative expression and cultural transformation on a global scale. However, its evolution cannot be separated from the new challenges facing the industry: sustainability, digitalization, and social responsibility. According to data from the United Nations, the fashion industry is responsible for nearly 10% of global carbon emissions, highlighting the urgent need to redefine processes and materials. In this context, TECH has developed this unparalleled academic experience with a 100% online methodology, designed to innovate in the textile market. All of this, without time restrictions and under the guidance of international leaders in the world of contemporary design.





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A comprehensive and 100% online program, exclusive to TECH, with an international perspective supported by our membership with The Design Society”

The world of women's fashion design has undergone a rapid transformation in recent decades, driven by globalization, the rise of digital platforms, and an increasing awareness of sustainability. Today, professionals in this field are required not only to possess aesthetic and technical skills but also to have a holistic vision that enables them to address the new ethical, environmental, and technological challenges within the sector.

This Professional Master's Degree in Women's Fashion Design from TECH emerges as an innovative academic proposal, aimed at designers, textile engineers, artists, and related professionals seeking to refine their creative profile from a contemporary perspective. The journey through this academic experience will be structured around the key principles of current design: identity, functionality, and responsibility. Furthermore, the curriculum will be developed using a 100% online methodology, allowing access to content without temporal or geographic barriers. As such, materials will be available 24 hours a day, 7 days a week, and can be accessed from any device with an internet connection.

All of this is supported by the Relearning method implemented by TECH, which will enhance the deep understanding of concepts through intelligent repetition and the continuous support of a teaching team with extensive international experience in women's fashion design. As an exclusive benefit, graduates will receive 10 in-depth *Masterclasses* delivered by a high-prestige International Guest Director.

Thanks to TECH's membership with The Design Society (DS), students will become part of a global community dedicated to design and its study. They will have access to open-access publications and be able to participate in collaborative events. Additionally, the membership supports the maintenance of the society and its platforms, facilitating interaction and access to specialized resources for professional development in design.

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

- ♦ The development of practical case studies presented by experts in Women's Fashion Design.
- ♦ The graphic, schematic, and practical contents with which they are created, provide scientific and 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
- ♦ A special emphasis on innovative methodologies in Women's 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



You will have access to 10 detailed Masterclasses led by an International Guest Director. This will enable you to master the latest trends in Women's Fashion Design.

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You will create complete women's fashion collections, from designing the initial pieces to planning a coherent and marketable set”

The teaching staff includes professionals from the field of Women's Fashion Design, who bring their work experience to this program, along with recognized 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 learning experience designed to prepare 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 professional will be assisted by an innovative interactive video system created by renowned and experienced experts.

Boost your creativity, master the trends, and develop unique collections that set trends in the international fashion industry.

Thanks to the methodology of this postgraduate program, you will be able to internalize all the content from anywhere, without the need for any travel.



02

Why Study at TECH?

TECH is the world's largest online university. With an impressive catalog of more than 14,000 university programs, available in 11 languages, it is positioned as a leader in employability, with a 99% job placement rate. In addition, it has a huge faculty of more than 6,000 professors of the highest international prestige.



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Study at the largest online university in the world and ensure your professional success. The future begins at TECH”

The world's best online university, according to FORBES

The prestigious Forbes magazine, specialized in business and finance, has highlighted TECH as "the best online university in the world" This is what they have recently stated in an article in their digital edition in which they echo the success story of this institution, "thanks to the academic offer it provides, the selection of its teaching staff, and an innovative learning method oriented to form the professionals of the future".

Forbes
The best online university in the world

The most complete
syllabus

The most complete syllabuses on the university scene

TECH offers the most complete syllabuses on the university scene, with programs that cover fundamental concepts and, at the same time, the main scientific advances in their specific scientific areas. In addition, these programs are continuously updated to guarantee students the academic vanguard and the most demanded professional skills and the most in-demand professional competencies. In this way, the university's qualifications provide its graduates with a significant advantage to propel their careers to success.

The best top international faculty

TECH's faculty is made up of more than 6,000 professors of the highest international prestige. Professors, researchers and top executives of multinational companies, including Isaiah Covington, performance coach of the Boston Celtics; Magda Romanska, principal investigator at Harvard MetaLAB; Ignacio Wistumba, chairman of the department of translational molecular pathology at MD Anderson Cancer Center; and D.W. Pine, creative director of TIME magazine, among others.

TOP
international faculty

The most effective methodology

A unique learning method

TECH is the first university to use Relearning in all its programs. This is the best online learning methodology, accredited with international teaching quality certifications, provided by prestigious educational agencies. In addition, this innovative academic model is complemented by the "Case Method", thereby configuring a unique online teaching strategy. Innovative teaching resources are also implemented, including detailed videos, infographics and interactive summaries.

The world's largest online university

TECH is the world's largest online university. We are the largest educational institution, with the best and widest digital educational catalog, one hundred percent online and covering most areas of knowledge. We offer the largest selection of our own degrees and accredited online undergraduate and postgraduate degrees. In total, more than 14,000 university programs, in ten different languages, making us the largest educational institution in the world.

World's No.1
The World's largest online university

The official online university of the NBA

TECH is the official online university of the NBA. Thanks to our agreement with the biggest league in basketball, we offer our students exclusive university programs, as well as a wide variety of educational resources focused on the business of the league and other areas of the sports industry. Each program is made up of a uniquely designed syllabus and features exceptional guest hosts: professionals with a distinguished sports background who will offer their expertise on the most relevant topics.

Leaders in employability

TECH has become the leading university in employability. Ninety-nine percent of its students obtain jobs in the academic field they have studied within one year of completing any of the university's programs. A similar number achieve immediate career enhancement. All this thanks to a study methodology that bases its effectiveness on the acquisition of practical skills, which are absolutely necessary for professional development.



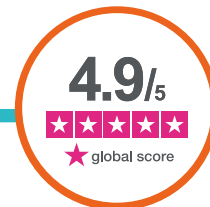
Google Premier Partner

The American technology giant has awarded TECH the Google Premier Partner badge. This award, which is only available to 3% of the world's companies, highlights the efficient, flexible and tailored experience that this university provides to students. The recognition not only accredits the maximum rigor, performance and investment in TECH's digital infrastructures, but also places this university as one of the world's leading technology companies.



The official online university of the NBA

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The top-rated university by its students

Students have positioned TECH as the world's top-rated university on the main review websites, with a highest rating of 4.9 out of 5, obtained from more than 1,000 reviews. These results consolidate TECH as the benchmark university institution at an international level, reflecting the excellence and positive impact of its educational model.



Leaders in employability

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03 Syllabus

The content of this exclusive program at TECH has been designed by leading figures in design and the textile industry, with an integrative vision that connects art, technique, and environmental awareness. Throughout the course, graduates will develop skills in pattern making, garment construction, fashion illustration, and applied photography, in addition to exploring textile technologies and digital representation systems. Finally, designers will address key topics such as sustainability, fashion history, and advanced design, thereby strengthening their creative and strategic capabilities.





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You will incorporate circular design practices and sustainable materials, positioning yourself as a creative professional capable of transforming ideas into iconic pieces”

Module 1. Design Fundamentals

- 1.1. Design History
 - 1.1.1. Industrial Revolution
 - 1.1.2. The Stages of Design
 - 1.1.3. Architecture
 - 1.1.4. The Chicago School
- 1.2. Design Styles and Movements
 - 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. 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. Language in 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 Form
 - 1.6.1.2. The Measurement
 - 1.6.1.3. The Color
 - 1.6.1.4. The 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. Gravity
 - 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 Design Methods
 - 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 Design Context
 - 1.10.1. Current Design Issues
 - 1.10.2. Current Design Issues
 - 1.10.3. Contributions on Methodology

Module 2. Pattern Making and Garment Construction

- 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. 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. 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. 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 Illustration

- 4.1. History of Illustration
 - 4.1.1. History of Illustration
 - 4.1.2. Types
 - 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. Morphology
- 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
- 4.8. 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. Animal Fur
 - 4.9.10. Other Materials





- 4.10. Finding 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. Textile Technology

- 5.1. Introduction to Textiles
 - 5.1.1. History of Textiles
 - 5.1.2. Textiles Over Time
 - 5.1.3. Traditional Textile Machinery
 - 5.1.4. The Importance of Textiles in Fashion
 - 5.1.5. Symbolism Used in Textile Materials
 - 5.1.6. Fabric Technical Data Sheet
- 5.2. Textile Materials
 - 5.2.1. Classification of Textile Fibers
 - 5.2.1.1. Natural Fibers
 - 5.2.1.2. Artificial Fibers
 - 5.2.1.3. Synthetic Fibers
 - 5.2.2. Properties of the Fibers
 - 5.2.3. Recognizing Textile Fibers
- 5.3. Threads
 - 5.3.1. Basic Ligaments
 - 5.3.2. General Characteristics of Threads
 - 5.3.3. Classification of Threads
 - 5.3.4. Spinning Phases
 - 5.3.5. Machines Used
 - 5.3.6. Yarn Numbering Systems

- 5.4. Openwork Textiles
 - 5.4.1. Openwork Fabrics
 - 5.4.2. Ligament Staggering
 - 5.4.3. Ligaments in Openwork Fabrics
 - 5.4.4. Classification of Ligaments
 - 5.4.5. Types of Ligaments
 - 5.4.6. Types of Openwork Fabrics
 - 5.4.7. The Openwork Weave
 - 5.4.8. Special Weaves
- 5.5. Knitted Fabrics
 - 5.5.1. History of Knitted Fabric
 - 5.5.2. Classification
 - 5.5.3. Types
 - 5.5.4. Comparison Between Flat Fabric and a Knitted One
 - 5.5.5. Characteristics and Behavior According to its Construction
 - 5.5.6. Technology and Machinery for Obtaining It
- 5.6. Textile Finishes
 - 5.6.1. Physical Finishes
 - 5.6.2. Chemical Finishes
 - 5.6.3. Fabric Resistance
 - 5.6.4. Pilling
 - 5.6.5. Dimensional Change of Fabrics
- 5.7. Dye
 - 5.7.1. Previous Treatment
 - 5.7.2. Dye
 - 5.7.3. Equipment
 - 5.7.4. Inputs
 - 5.7.5. Optical Brightening
 - 5.7.6. The Color
- 5.8. Printing
 - 5.8.1. Direct Printing
 - 5.8.1.1. Block Printing
 - 5.8.1.2. Roller Printing
 - 5.8.1.3. Thermotransfer Printing
 - 5.8.1.4. Screen Printing
 - 5.8.1.5. Warp Printing
 - 5.8.1.6. Corrosion Printing
 - 5.8.2. Reserve Printing
 - 5.8.2.1. Batik
 - 5.8.2.2. Tie-Dye
 - 5.8.3. Other Types of Printing
 - 5.8.3.1. Differential Printing
 - 5.8.3.2. Polychromatic Electrostatic
- 5.9. Technical and Intelligent Fabrics
 - 5.9.1. Definition and Analysis
 - 5.9.2. Application of Textiles
 - 5.9.3. New Materials and Technologies
- 5.10. Skin, Leather and Others
 - 5.10.1. Skin and Leather
 - 5.10.2. Classification of Leather
 - 5.10.3. Tanning Process
 - 5.10.4. Post-Tanning Process
 - 5.10.5. Technological Process of Tanning
 - 5.10.6. Conservation Methods
 - 5.10.7. Synthetic Leather
 - 5.10.8. Debate: Natural or Synthetic Leather

Module 6. Representation Systems Applied to Fashion

- 6.1. Introduction to the Technical Drawing of Fashion
 - 6.1.1. How and When Technical Drawings Are Used
 - 6.1.2. How to Create Technical Drawings for Fashion
 - 6.1.3. Drawing From a Physical Garment
 - 6.1.4. Technical Guidelines in Fashion
- 6.2. Documentation Preparation
 - 6.2.1. Preparing the Document for Technical Drawing
 - 6.2.2. Anatomical Base Mannequin
 - 6.2.3. Color, Texture and Prints
- 6.3. Lower Body Garments
 - 6.3.1. Skirts
 - 6.3.2. Trousers
 - 6.3.3. Stockings
- 6.4. Upper Body Garments
 - 6.4.1. Shirts
 - 6.4.2. T-Shirts
 - 6.4.3. Vests
 - 6.4.4. Jackets
 - 6.4.5. Coats
- 6.5. Underwear Garments
 - 6.5.1. Bra
 - 6.5.2. Briefs
 - 6.5.3. Underpants
- 6.6. Details of the Model
 - 6.6.1. Neckline
 - 6.6.2. Collars
 - 6.6.3. Sleeves
 - 6.6.4. Cuffs
 - 6.6.5. Pockets
- 6.7. Design Details
 - 6.7.1. Construction Details
 - 6.7.2. Decorative Design Details
 - 6.7.3. Pleats
 - 6.7.4. Seams
 - 6.7.5. Stitches
 - 6.7.6. Binding
- 6.8. Fasteners and Trimmings
 - 6.8.1. Zippers
 - 6.8.2. Buttons
 - 6.8.3. Hooks
 - 6.8.4. Ribbons
 - 6.8.5. Knots
 - 6.8.6. Buttonholes
 - 6.8.7. Velcro
 - 6.8.8. Eyelets
 - 6.8.9. Loops
 - 6.8.10. Studs
 - 6.8.11. Rivets
 - 6.8.12. Rings
 - 6.8.13. Buckles
- 6.9. Accessories
 - 6.9.1. Bags
 - 6.9.2. Glasses
 - 6.9.3. Footwear
 - 6.9.4. Jewelry
- 6.10. The Technical Data Sheet
 - 6.10.1. Technical Drawing Export
 - 6.10.2. Information of the Technical Data Sheet
 - 6.10.3. Models and Types of Technical Data Sheet
 - 6.10.4. Realization of the Technical Data Sheet

Module 7. Fashion Design

- 7.1. Methodology of Fashion Design
 - 7.1.1. Concept of a Fashion Project
 - 7.1.2. Project Methodology Applied to Fashion
 - 7.1.3. Research Methods in Fashion Design
 - 7.1.4. The Design Brief or Design Request
 - 7.1.5. Documentation
 - 7.1.6. Analysis of Current Fashion
 - 7.1.7. Forming Ideas
- 7.2. Creative Processes Applied to Fashion Design
 - 7.2.1. The Field Notebook
 - 7.2.2. Moodboard
 - 7.2.3. Graphic Research
 - 7.2.4. Creative Techniques
- 7.3. Referrals
 - 7.3.1. Commercial Fashion
 - 7.3.2. Creative Fashion
 - 7.3.3. Stage Fashion
 - 7.3.4. Corporative Fashion
- 7.4. Collection Concept
 - 7.4.1. Functionality of the Garment
 - 7.4.2. Clothing as a Message
 - 7.4.3. Ergonomic Concepts
- 7.5. Stylistic Codes
 - 7.5.1. Permanent Stylistic Codes
 - 7.5.2. Seasonal Stylistic Codes
 - 7.5.3. The Search for Personal Stamp
- 7.6. Collection Development
 - 7.6.1. Theoretical Framework
 - 7.6.2. Context
 - 7.6.3. Research
 - 7.6.4. Referrals
 - 7.6.5. Conclusions
 - 7.6.6. Representation of the Collection

- 7.7. Technical Study
 - 7.7.1. Textile Chart
 - 7.7.2. Chromatic Chart
 - 7.7.3. The Glaze
 - 7.7.4. The Technical Data Sheet
 - 7.7.5. Prototype
 - 7.7.6. Price Tag
- 7.8. Interdisciplinary Projects
 - 7.8.1. Drawing
 - 7.8.2. Pattern Making
 - 7.8.3. Sewing
- 7.9. Production of a Collection
 - 7.9.1. From Sketch to Technical Drawing
 - 7.9.2. Artisanal Workshops
 - 7.9.3. New Technologies
- 7.10. Communication and Presentation Strategy
 - 7.10.1. Fashion Photography: Lookbook, Editorial and Campaign
 - 7.10.2. Portfolio
 - 7.10.3. The Catwalk
 - 7.10.4. Other Forms of Exhibiting the Collection

Module 8. Sustainability in Fashion

- 8.1. Reconsidering Fashion Design
 - 8.1.1. The Supply Chain
 - 8.1.2. Key Aspects
 - 8.1.3. Development of Sustainable Fashion
 - 8.1.4. Future of Fashion
- 8.2. Life Cycle of an Item of Clothing
 - 8.2.1. Think in the Life Cycle
 - 8.2.2. Actions and Impact
 - 8.2.3. Evaluation Tools and Models
 - 8.2.4. Strategies for Sustainable Design



- 8.3. Quality and Safety Standards in the Textile Sector
 - 8.3.1. Quality
 - 8.3.2. Labeling
 - 8.3.3. Safety of Garments
 - 8.3.4. Consumption Inspections
- 8.4. Planned Obsolescence
 - 8.4.1. Planned Obsolescence and Waste of Electrical and Electronic Devices
 - 8.4.2. Extraction of Resources
 - 8.4.3. Waste Generation
 - 8.4.4. Recycling and Reusing Electrical Waste
 - 8.4.5. Responsible Consumption
- 8.5. Sustainable Design
 - 8.5.1. Garment Design
 - 8.5.2. Design With Empathy
 - 8.5.3. Selection of Fabric, Materials and Techniques
 - 8.5.4. Use of Monomaterials
- 8.6. Sustainable Production
 - 8.6.1. Sustainable Production
 - 8.6.2. Techniques For Zero Waste
 - 8.6.3. Construction
 - 8.6.4. Design to Last
- 8.7. Sustainable Distribution
 - 8.7.1. Suppliers and Producers
 - 8.7.2. Commitment to Local Communities
 - 8.7.3. Sales
 - 8.7.4. Design According to Need
 - 8.7.5. Inclusive Fashion Design
- 8.8. Sustainable Use of the Garment
 - 8.8.1. Patterns of Use
 - 8.8.2. How to Reduce Washing
 - 8.8.3. Adjustments and Maintenance
 - 8.8.4. Design for Adjustments
 - 8.8.5. Modular Garment Design

- 8.9. Recycling
 - 8.9.1. Reusing and Remanufacturing
 - 8.9.2. Revaluing
 - 8.9.3. Recycling Materials
 - 8.9.4. Closed Cycle Production
- 8.10. Sustainable Fashion Designers
 - 8.10.1. Katharine Hamnett
 - 8.10.2. Stella McCartney
 - 8.10.3. Annika Matilda Wendelboe
 - 8.10.4. Susan Dimasi
 - 8.10.5. Isabell de Hillerin

Module 9. History of Fashion

- 9.1. From Clothing to Fashion
 - 9.1.1. New Context and Social Change
 - 9.1.2. Women's Liberation
 - 9.1.3. New Concept of Fashion Designer
 - 9.1.4. Beginning of the 20th Century
- 9.2. Modern Clothing
 - 9.2.1. Modern Clothing
 - 9.2.2. The Rise of American Designers
 - 9.2.3. The London Scene
 - 9.2.4. New York in the 70s
 - 9.2.5. 80s Fashion
 - 9.2.6. Multi-Brand Luxury Groups
 - 9.2.7. Functional Fashion
 - 9.2.8. *Activewear*
 - 9.2.9. Fashion, Art and Pop Culture
 - 9.2.10. *Celebrities*
 - 9.2.11. Photography and the Internet
- 9.3. Great Masters of Fashion
 - 9.3.1. Jeanne Lanvin
 - 9.3.2. Jeanne Paquin
 - 9.3.3. Emilie Flöge
 - 9.3.4. Madeleine Vionnet
 - 9.3.5. Gabrielle Chanel
 - 9.3.6. Elsa Schiaparelli
 - 9.3.7. Carolina Herrera
- 9.4. Great Masters of Fashion
 - 9.4.1. Charles Frederick Worth
 - 9.4.2. Jacques Doucet
 - 9.4.3. Paul Poiret
 - 9.4.4. Cristóbal Balenciaga
 - 9.4.5. Christian Dior
 - 9.4.6. Karl Lagerfeld
 - 9.4.7. Alexander McQueen
- 9.5. Haute Couture
 - 9.5.1. History of Haute Couture
 - 9.5.2. Federation of Haute Couture and Fashion
 - 9.5.3. Members of the Federation
 - 9.5.4. From Haute Couture to Ready-to-Wear
- 9.6. Handicrafts
 - 9.6.1. Fabric as Art
 - 9.6.2. Crafts that Complement Clothing
 - 9.6.3. Artists and Artisans Related to Fashion
- 9.7. *Fast-Fashion*
 - 9.7.1. History and Origin of Fast-Fashion
 - 9.7.2. Business Model of Fast-Fashion
 - 9.7.3. Consequences of Fast-Fashion on the World

- 9.8. Advertising and Photography in Fashion
 - 9.8.1. Archetypes and Stereotypes
 - 9.8.2. The Fashion Image
 - 9.8.3. Visual Communication of Fashion
 - 9.8.4. The Great Fashion Photographers
- 9.9. Repercussion of Fashion
 - 9.9.1. The Textile Industry
 - 9.9.2. Relationship between Art and Fashion
 - 9.9.3. Fashion and Society
- 9.10. Fashion Theory and Criticism
 - 9.10.1. Current Designers and Their Influence
 - 9.10.2. Current Trends
 - 9.10.3. The Trivialization of Fashion

Module 10. Advanced Fashion Design

- 10.1. Markets for Fashion
 - 10.1.1. Female Fashion
 - 10.1.2. Fashion Markets
 - 10.1.3. Specialized Markets
- 10.2. Seasons
 - 10.2.1. Seasons
 - 10.2.2. The Cycle of Fashion
 - 10.2.3. Trends in Fashion
 - 10.2.4. Trend Analysis
 - 10.2.5. Project Development
- 10.3. Creative Research
 - 10.3.1. Inspiration
 - 10.3.2. The Field Notebook
 - 10.3.3. Materials
 - 10.3.4. Moodboard
- 10.4. Development and Techniques
 - 10.4.1. Development Strategies
 - 10.4.2. Elements of Design
 - 10.4.3. Construction Techniques
 - 10.4.4. Development Techniques
 - 10.4.5. Collection Rationale
- 10.5. Fashion Design
 - 10.5.1. What Fashion Design Is
 - 10.5.2. Garment Making
 - 10.5.3. The Fashion Industry
 - 10.5.4. Fashion Collection
 - 10.5.5. Cutting, Sewing, and Finishing
- 10.6. Fashion Accessories
 - 10.6.1. Definition of Accessories
 - 10.6.2. Most-Used Accessories in Collections
 - 10.6.3. The Industry and the Accessory
- 10.7. How to Present a Project
 - 10.7.1. Fashion Presentation
 - 10.7.2. Collection Presentation
 - 10.7.3. Fashion Styling
- 10.8. How and When to Present a Project
 - 10.8.1. Fashion Calendar
 - 10.8.2. Fashion Press
 - 10.8.3. Fashion Editorials
 - 10.8.4. Fairs and Events
- 10.9. Communication Strategies of the Project
 - 10.9.1. Second Lines
 - 10.9.2. Expanding the Collection
 - 10.9.3. Practice
- 10.10. Design and the Company
 - 10.10.1. Fashion Entrepreneurship
 - 10.10.2. Branding
 - 10.10.3. Marketing as Promotion
 - 10.10.4. Rights of the Author

04

Teaching Objectives

Throughout the academic journey of this Postgraduate program, graduates will develop a comprehensive vision of textile design, integrating creativity, technique, and sustainability. In this way, they will be able to create original fabrics and prints, mastering digital tools, drawing techniques, and contemporary printing methods. Additionally, designers will gain competencies in the conceptualization of collections, the selection of innovative materials, and the application of principles of responsible design. Ultimately, this specialization will enable them to lead creative processes within fashion brands, adapting quickly to changes in the global market.





“

You will transform creativity into a solid commercial proposal, capable of competing in the most demanding showcases in the world”



General Objectives

- ◆ Understand the historical, technical, and aesthetic foundations of women's fashion design
- ◆ Analyze the movements, styles, and trends that have influenced the evolution of fashion
- ◆ Apply project-based methodologies to develop collections with a creative identity
- ◆ Design women's garments considering ergonomic, functional, and stylistic aspects
- ◆ Create patterns and prototype garments using both traditional and digital techniques
- ◆ Identify and select appropriate textile materials for women's fashion production
- ◆ Integrate sustainability principles into the design, production, and consumption of garments
- ◆ Use graphic representation tools, illustration, and fashion photography
- ◆ Manage the entire process of collection development, from conceptualization to presentation
- ◆ Effectively communicate design proposals through visual media and branding strategies



With the training received in this postgraduate program, you will understand the entire cycle of the fashion industry, from conceptual design to the final consumer experience"





Specific Objectives

Module 1. Design Fundamentals

- ♦ Understand the basic principles of design as a visual language applied to fashion
- ♦ Analyze the relationship between form, function, and aesthetics in the creation of textile products

Module 2. Pattern Making and Garment Construction

- ♦ Apply professional pattern-making techniques for the development of women's garments
- ♦ Execute construction processes with precision, adapting patterns to the body and desired style

Module 3. Photography

- ♦ Use photography as a tool for expression and documentation of fashion design
- ♦ Master technical concepts such as lighting, composition, and visual style to communicate collections

Module 4. Fashion Illustration

- ♦ Develop skills in anatomical illustration and stylization of female figures
- ♦ Graphically represent designs, textures, and volumes in an expressive and precise manner

Module 5. Textile Technology

- ♦ Identify and classify fibers, fabrics, and textile finishes used in current fashion
- ♦ Assess the suitability of materials based on design, use, and environmental impact

Module 6. Representation Systems Applied to Fashion

- ♦ Use specialized software for the digital representation of garments and collections
- ♦ Interpret technical drawings, product sheets, and visual documentation of fashion

Module 7. Fashion Design

- ♦ Create design proposals with a unique identity, based on trend analysis
- ♦ Integrate the creative process with functional, technical, and symbolic aspects of the garment

Module 8. Sustainability in Fashion

- ♦ Apply sustainability principles to design, material selection, and production processes
- ♦ Evaluate the lifecycle of a garment from an ethical and ecological perspective

Module 9. History of Fashion

- ♦ Recognize the main movements, styles, and designers who have influenced women's fashion
- ♦ Analyze the sociocultural context that gave rise to different stylistic expressions

Module 10. Advanced Fashion Design

- ♦ Consolidate a unique design language that engages with the contemporary context
- ♦ Develop a comprehensive collection project, from conceptualization to professional presentation

05

Career Opportunities

Graduates of this Professional Master's Degree will be prepared to face the challenges of a dynamic sector, where creativity and innovation combine with trends in sustainability and technology. In fact, their expertise in pattern making, garment construction, photography, and sustainability will open doors to opportunities in collection design, brand management, or the development of sustainable fashion projects. With a comprehensive education, these professionals will be able to influence the future of fashion, leading design teams or working as specialized consultants in renowned global companies.





“

Looking to become a Fashion Creative Director? Achieve this with this university degree in just a few months”

Graduate Profile

Upon completing this thorough university experience, graduates will have acquired profound technical and creative knowledge in Women's Fashion Design. They will also be equipped to develop innovative collections, integrate textile technologies, and apply sustainability criteria to their designs. Furthermore, they will possess a strategic vision for managing brands, design projects, and collaborating with multidisciplinary teams, standing out in the global landscape. Ultimately, these experts will have the ability to merge art, technology, and sustainability, positioning themselves as key players in an industry that is moving toward a more responsible and innovative future.

Your profile will combine creativity, analysis, and management, making you a professional capable of transforming ideas into collections that connect with the real world.

- ♦ **Conceptual Design:** Conceptualize original collections that integrate visual identity, creative narrative, and current market trends.
- ♦ **Technical Pattern Making:** Master pattern-making techniques to transform ideas into viable, precise garments tailored to the female body.
- ♦ **Professional Garment Construction:** Execute garment construction processes with high-quality finishes, adhering to technical and aesthetic standards.
- ♦ **Fashion Illustration:** Graphically represent designs through manual and digital drawing, conveying textures, volumes, and details.





After completing the university program, you will be able to apply your knowledge and skills in the following positions:

1. **Women's Fashion Designer:** Creator of exclusive collections with a unique identity, focused on contemporary design and personal expression.
2. **Fashion Collection Coordinator:** Leader in the development of women's clothing lines, ensuring stylistic coherence and technical feasibility.
3. **Sustainable Fashion Consultant:** Responsible for integrating ethical and circular practices into creative and production processes within the textile sector.
4. **Creative Director of a Fashion Brand:** In charge of defining the visual, conceptual, and strategic language of a women's fashion brand.
5. **Pattern Making and Prototyping Manager:** Designer of patterns and prototypes ready for production.
6. **Editorial and Commercial Fashion Stylist:** Creator of visual concepts for advertising campaigns, editorial productions, or fashion catalogs.
7. **Technical Designer in the Textile Industry:** Responsible for translating creative ideas into functional technical sheets.
8. **Fashion Visual Merchandiser:** In charge of designing the visual experience in stores or retail spaces, aligned with the brand's aesthetic.
9. **Fashion Production Coordinator:** Manager of technical and logistical processes during the creation of collections or fashion events.
10. **Professional Fashion Illustrator:** Artist specialized in graphically representing garments, collections, or design concepts with visual impact.

06

Study Methodology

TECH is the world's first university to combine the **case study** methodology with **Relearning**, a 100% online learning system based on guided repetition.

This disruptive pedagogical strategy has been conceived to offer professionals the opportunity to update their knowledge and develop their skills in an intensive and rigorous way. A learning model that places students at the center of the educational process giving them the leading role, adapting to their needs and leaving aside more conventional methodologies.



“

TECH will prepare you to face new challenges in uncertain environments and achieve success in your career”

The student: the priority of all TECH programs

In TECH's study methodology, the student is the main protagonist.

The teaching tools of each program have been selected taking into account the demands of time, availability and academic rigor that, today, not only students demand but also the most competitive positions in the market.

With TECH's asynchronous educational model, it is students who choose the time they dedicate to study, how they decide to establish their routines, and all this from the comfort of the electronic device of their choice. The student will not have to participate in live classes, which in many cases they will not be able to attend. The learning activities will be done when it is convenient for them. They can always decide when and from where they want to study.

“

*At TECH you will NOT have live classes
(which you might not be able to attend)”*



The most comprehensive study plans at the international level

TECH is distinguished by offering the most complete academic itineraries on the university scene. This comprehensiveness is achieved through the creation of syllabi that not only cover the essential knowledge, but also the most recent innovations in each area.

By being constantly up to date, these programs allow students to keep up with market changes and acquire the skills most valued by employers. In this way, those who complete their studies at TECH receive a comprehensive education that provides them with a notable competitive advantage to further their careers.

And what's more, they will be able to do so from any device, pc, tablet or smartphone.

“

TECH's model is asynchronous, so it allows you to study with your pc, tablet or your smartphone wherever you want, whenever you want and for as long as you want”

Case Studies and Case Method

The case method has been the learning system most used by the world's best business schools. Developed in 1912 so that law students would not only learn the law based on theoretical content, its function was also to present them with real complex situations. In this way, they could make informed decisions and value judgments about how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

With this teaching model, it is students themselves who build their professional competence through strategies such as Learning by Doing or Design Thinking, used by other renowned institutions such as Yale or Stanford.

This action-oriented method will be applied throughout the entire academic itinerary that the student undertakes with TECH. Students will be confronted with multiple real-life situations and will have to integrate knowledge, research, discuss and defend their ideas and decisions. All this with the premise of answering the question of how they would act when facing specific events of complexity in their daily work.



Relearning Methodology

At TECH, case studies are enhanced with the best 100% online teaching method: Relearning.

This method breaks with traditional teaching techniques to put the student at the center of the equation, providing the best content in different formats. In this way, it manages to review and reiterate the key concepts of each subject and learn to apply them in a real context.

In the same line, and according to multiple scientific researches, reiteration is the best way to learn. For this reason, TECH offers between 8 and 16 repetitions of each key concept within the same lesson, presented in a different way, with the objective of ensuring that the knowledge is completely consolidated during the study process.

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



A 100% online Virtual Campus with the best teaching resources

In order to apply its methodology effectively, TECH focuses on providing graduates with teaching materials in different formats: texts, interactive videos, illustrations and knowledge maps, among others. All of them are designed by qualified teachers who focus their work on combining real cases with the resolution of complex situations through simulation, the study of contexts applied to each professional career and learning based on repetition, through audios, presentations, animations, images, etc.

The latest scientific evidence in the field of Neuroscience points to the importance of taking into account the place and context where the content is accessed before starting a new learning process. Being able to adjust these variables in a personalized way helps people to remember and store knowledge in the hippocampus to retain it in the long term. This is a model called Neurocognitive context-dependent e-learning that is consciously applied in this university qualification.

In order to facilitate tutor-student contact as much as possible, you will have a wide range of communication possibilities, both in real time and delayed (internal messaging, telephone answering service, email contact with the technical secretary, chat and videoconferences).

Likewise, this very complete Virtual Campus will allow TECH students to organize their study schedules according to their personal availability or work obligations. In this way, they will have global control of the academic content and teaching tools, based on their fast-paced professional update.



The online study mode of this program will allow you to organize your time and learning pace, adapting it to your schedule”

The effectiveness of the method is justified by four fundamental achievements:

1. Students who follow this method not only achieve the assimilation of concepts, but also a development of their mental capacity, through exercises that assess real situations and the application of knowledge.
2. Learning is solidly translated into practical skills that allow the student to better integrate into the real world.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.

The university methodology top-rated by its students

The results of this innovative teaching model can be seen in the overall satisfaction levels of TECH graduates.

The students' assessment of the teaching quality, the quality of the materials, the structure of the program and its objectives is excellent. Not surprisingly, the institution became the top-rated university by its students according to the global score index, obtaining a 4.9 out of 5.

Access the study contents from any device with an Internet connection (computer, tablet, smartphone) thanks to the fact that TECH is at the forefront of technology and teaching.

You will be able to learn with the advantages that come with having access to simulated learning environments and the learning by observation approach, that is, Learning from an expert.



As such, the best educational materials, thoroughly prepared, will be available in this program:



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.

This content is then adapted in an audiovisual format that will create our way of working online, with the latest techniques that allow us to offer you high quality in all of the material that we provide you with.



Practicing Skills and Abilities

You will carry out activities to develop specific competencies and skills in each thematic field. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop within the framework of the globalization we live in.



Interactive Summaries

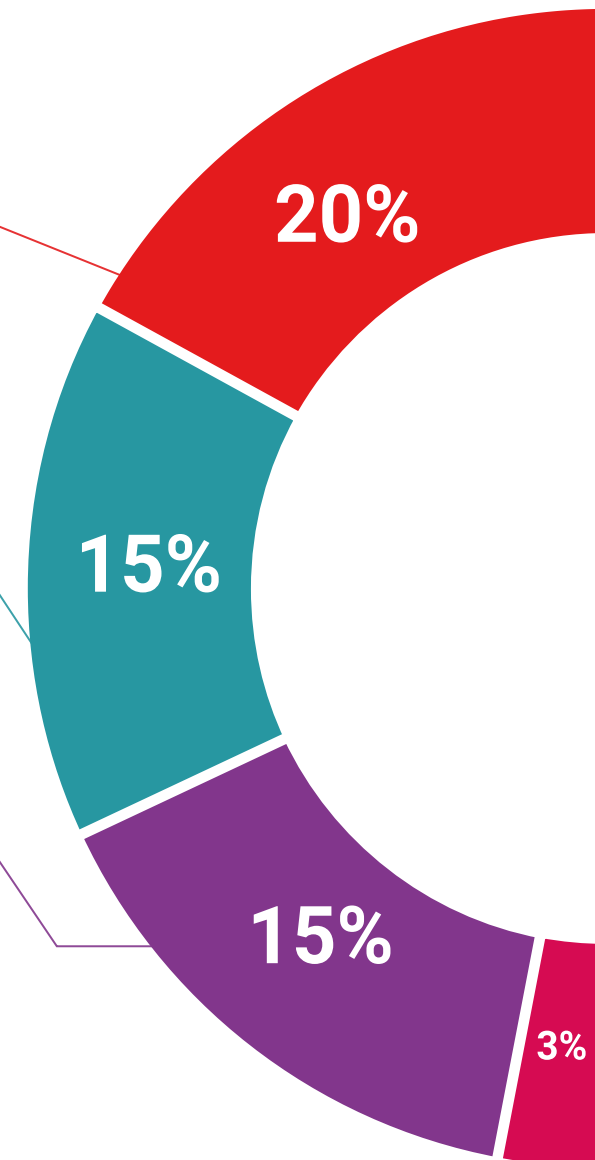
We present the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

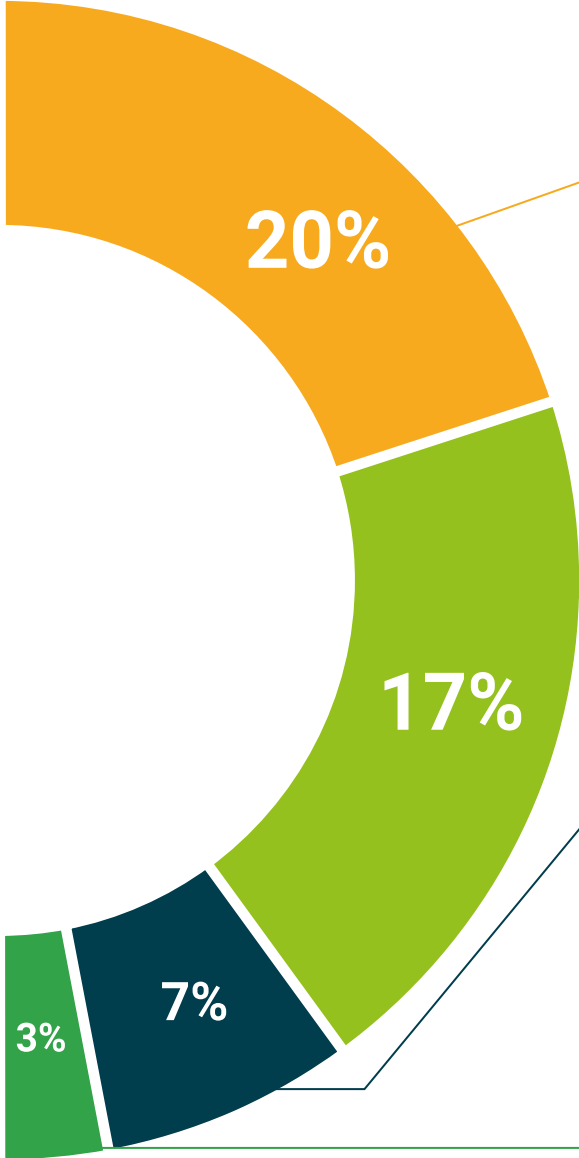
This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Additional Reading

Recent articles, consensus documents, international guides... In our virtual library you will have access to everything you need to complete your education.





Case Studies

Students will complete a selection of the best case studies in the field. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Testing & Retesting

We periodically assess and re-assess your knowledge throughout the program. We do this on 3 of the 4 levels of Miller's Pyramid.



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 for future difficult decisions.



Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical and effective way to help students progress in their learning.



07

Teaching Staff

The teaching team for this Professional Master's Degree is composed of fashion designers, visual creatives, digital pattern-making specialists, and directors of internationally recognized brands. Each one of them brings a current and strategic perspective of the industry. Through their knowledge, students will gain access to cutting-edge methodologies, emerging techniques, and real-world experiences from the global market. In summary, this academic proposal will stand out for the expert guidance provided by professionals who combine aesthetic sensitivity, business acumen, and a deep understanding of the cultural and social dynamics of design.



“

*You will enjoy an academic journey
crafted by true experts in Women's
Fashion Design”*

International Guest Director

With a long career in the women's and men's fashion industry, Susanna Moyer has worked for luxury brands such as **Christian Dior Paris**, **Liz Claiborne** and **Hickey Freeman**. She has also managed and developed business strategies, driving the results of design teams. In addition, she created her own brand and for 10 years designed, financed and oversaw all operations of her eponymous collection, which is sold at Neiman Marcus, Nordstrom and over 250 specialty stores.

One of her areas of interest is **design education**, so she has focused much of her professional career on transmitting her knowledge in this area of fashion. She collaborates with renowned global institutions such as the Parsons School of Design and the Fashion Institute of Technology. She has also taught courses in different countries, one of which is the American University of Paris, where she has created modules on sustainability and ethics in the sector. Her goal is to teach her own vision and promote increasingly specialized projects.

Moreover she serves as **Creative Director** of the **Council of Asian Designers of America**, where she advises fashion professionals. In this line, she is also a member of the **Fashion Consort**, an agency of experts in this field who create and disseminate content that inspires and educates companies, students and consumers, focusing on current issues and innovations.

Throughout her career, she has lectured extensively at fashion centers focusing on **entrepreneurship**, **design theory** and **professional development**. In addition, for her work in this discipline, she has received the **IAF World Designer Award** and her work has been featured in such media as Vogue Italia, Vogue France, Men's Health, Forbes and GQ.



Ms. Moyer, Susanna

- Creative Director of the Council of Asian Designers of America, New York, United States
- Professor at Parsons The New School of Design
- Adjunct Scholar at the Fashion Institute of Technology
- Creative Director at Issachar Center for Entrepreneurial Studies
- Creative Director of Career Gear
- MBA in Business and Fashion from Fashion Institute of Technology
- Graduate in Fine Arts from Parsons The New School of Design

“

Thanks to TECH, you will be able to learn with the best professionals in the world"

08 Certificate

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



“

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

This private qualification will allow you to obtain a **Professional Master's Degree in Women'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** private qualification 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.

TECH is a member of **The Design Society (DS)**, the largest community of leading experts in design science. This membership strengthens its presence in international networks dedicated to the theoretical and practical evolution of design.

TECH is a member of:

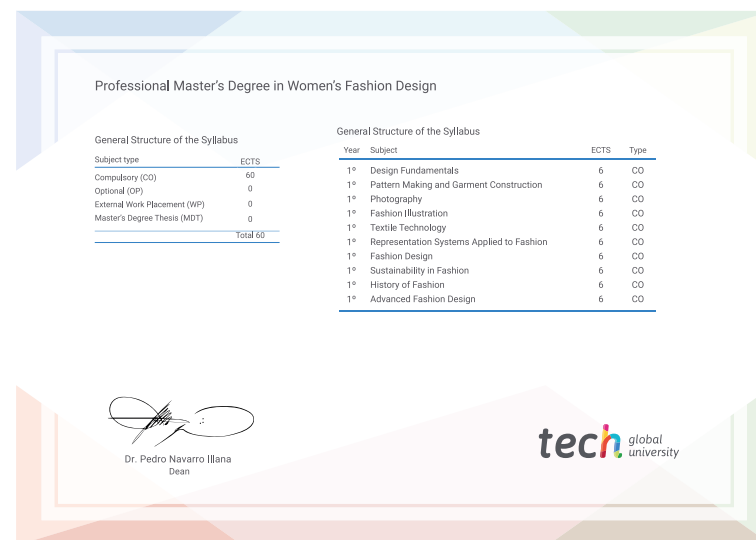


Title: **Professional Master's Degree in Women's Fashion Design**

Modality: **online**

Duration: **12 months**

Accreditation: **60 ECTS**



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.



Professional Master's Degree Women's Fashion Design

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

Professional Master's Degree Women's Fashion Design

The Design Society



tech global
university