

FASHION & TEXTILES

DUT
DURBAN UNIVERSITY OF TECHNOLOGY
INYUVESI YASETHEKWINI YEZOBUCHWEPHESHE

FACULTY OF ARTS & DESIGN

2025 HAND BOOK

HANDBOOK FOR 2025

FACULTY of ARTS and DESIGN

DEPARTMENT of FASHION AND TEXTILES

ENVISION 2030

In keeping with the ENVISION 2030 of the University, the programme is designed to offer an in-depth interactive and research-orientated learning environment so the student can advance to the highest level of design understanding and creativity; to provide greater learning opportunities in terms of skill and technology to meet the needs of the fashion/clothing industry; and to equip students with practical skills and conceptual and applied knowledge, that meets socio-economic needs through stewardship, systems and processes; and ensuring that we are influencing and impactful through the perspectives on sustainability and society.

FACULTY OF ARTS AND DESIGN: Vision, Mission and Core Values

VISION

Leading Arts, Design and Education in Africa, and Beyond

MISSION

"Empowering Creative Changemakers" through Critical Thinking, Innovation and Expression

CORE VALUES

Curiosity
(We value the process of discovery and inquiry and all that it leads us to. We keep open minds and are willing to explore)

Creativity
(We are willing to look at different perspectives, experiment and take risks. We imagine, collaborate and enjoy the creative process of collaboration)

Care
(We show empathy and compassion to one another. We treat others with kindness, respect and dignity)

Commitment
(We are dedicated, disciplined, willing and follow through on our promises and priorities. Giving of ourselves through involvement matters)

Dare. Do. Disrupt

DISCLAIMER

The information contained within this handbook is reflective of the Department and Programme Rules and Procedures, as approved by the University Senate Rules Committee and must be read in conjunction with the latest version of the General Handbook for Students of the Durban University of Technology. Whilst all efforts have been made to ensure the accuracy of the information contained within the handbook, please verify information with the Department or Programme, as errors and omissions could have occurred.

DEPARTMENT OF FASHION AND TEXTILES: Vision and Mission

The Department of Fashion and Textiles strives to educate learners to meet the needs of service providers and industry, and to equip learners with practical skills and applied knowledge to meet the requirements of employers.

In keeping with the mission of the university, the programme is designed to offer and in-depth interactive and research orientated learning environment within which the learner is empowered through contact with highly competent staff members with the highest level of design understanding and development skills appropriate to the field of fashion and textiles.

WHAT IS A UNIVERSITY OF TECHNOLOGY?

A university of technology is characterized by being research informed rather than research driven where the focus is on strategic and applied research that can be translated into professional practice. Furthermore, research output is commercialized thus providing a source of income for the institution. Learning programmes, in which the emphasis on technological capability is as important as cognitive skills, are developed around graduate profiles as defined by industry and the professions.

IMPORTANT NOTICE

The Higher Education Qualifications Sub-Framework (HEQSF) has been introduced for some time in SA. All higher education institutions were required to align to the framework. The Department of Fashion and Textiles commenced with the new HEQSF aligned undergraduate qualification i.e. Diploma in Fashion Design, as of 2019. The old National Diploma in Fashion has been phased out.

Below is the progression pathway for all first-time entering students in the new Diploma in Fashion Design qualification (SAQA ID: 103087):

Y1 DIP: Fashion Design →	Y2 DIP: Fashion Design →	Y3 DIP: Fashion Design →	Advanced Diploma in Fashion Design →	Postgraduate Diploma in Fashion Design →	Master of Applied Arts in Fashion (MAA)

NOTE TO ALL REGISTERED STUDENTS

Registration is in accordance with all current rules of the University. If, for whatever reason, a student does not register consecutively for every year/semester of a specific qualification, the existing registration contract with the University will cease. Registration anytime thereafter will be at the discretion of the University and if access is granted registration will be in accordance with the rules applicable at that time.

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1. CONTACT DETAILS

All departmental queries to:

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All faculty queries to:

Faculty Officer:	Mr Pragasen Reddy
Tel No:	031 373 6522
Fax No:	031 373 6518
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Location:	City Campus Cnr Anton Lembede and Julius Nyerere Streets, Durban, 4001

Executive Dean:	Prof Runette Kruger
Executive Dean's Secretary:	Beatrice Dita Sophie Buthelezi
Email:	ditab@dut.ac.za
Tel No:	031 373 6517
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Location:	City Campus Cnr Anton Lembede and Julius Nyerere Streets, Durban, 4001

2. STAFFING	Name and Qualification
Head of Department	**TBA**
Lecturers	**Mrs S Moodley**, ND: Clothing Design (MLST); NHD: Clothing Design (TN); MTech: Entrepreneurship (DIT) **N Madhoo-Chipps**, ND: Fashion (TN); BTech: Fashion (TN); MTech: Fashion (DUT); MA: Fashion Photography (Lond.) **Mrs TS Mbanga**, NCert: Project Management (NMMU); ND: Fashion Design (PET); BTech: Fashion (NMMU); MAA: Fashion (DUT) **Mrs L Scott**, ND: Fine Art (TN); NHD: Fine Art (TN); MTech: Graphic Design (DUT) **Miss HM Smith,** ND: Fashion (DUT); BTech: Fashion (DUT); MAA: Fashion (DUT) **Ms K Gounder,** ND: Fashion (DUT); BTech: Fashion (DUT); MAA: Fashion (DUT) **Ms N Peter,** ND: Fashion Design and Technology (MLST); BTech: Fashion (TN); MEd: Higher Education & Teaching & Learning (UKZN); MTech: Entrepreneurship (DIT) **Ms R Naidu,** ND: Fashion (MLST); BTech: Fashion (DIT); MTech: Fashion (DUT) **Mr M Mbombo,** ND: Fashion (UJ); BTech: Fashion (UJ); BA Honours Design (UJ); BA Honours: Film and Television (Wits); MA: Design (UJ) **Ms S. Ballim,** ND: Fashion (DUT); BTech: Fashion (DUT); MAA: Fashion (DUT) **Ms L. Kirby,** ND: Fashion (DUT); BTech: Fashion (DUT); MAA: Fashion (DUT) **Ms K. Govender,** BA: English, Drama & Performance Studies (UKZN), BA Honours: Drama & Performance Studies (UKZN), MA: Drama & Performance Studies (UKZN)
Specialised Computer Technician	**Mr N Mthembu,** Bachelor of Arts in Information Science (UniZulu); MCSA Windows Server 2012 & 2016, MCSE Private Cloud and Infrastructure, CompTIA A+, CompTIA Network+, CompTIA Security+; ITIL V4 Foundation, Microsoft Certified Azure Fundamental, HCIA Cloud Computing (Boston College)
Specialised Technician	**Mr S Sahadeo,** Matric
Senior Technician	**Mrs A Jacks,** ND: Fashion (DUT) through RPL
Technician	**Miss NV Sineke,** ND: Public Management (MLST); B.Tech: Public Management (MLST)
General Assistant	**Mr L Ngubane,** Matric
Secretary	**Mr Njabulo Ngcobo,** ND: Office Management and Technology (DUT); B.Tech: Business Administration (DUT)

3. DIPLOMA IN FASHION DESIGN (DIFSH1)

3-year full-time, NQF Level 6, Dip (Fashion Design), SAQA credits 360

3.1. Purpose

The 'Diploma in Fashion Design' offers an in-depth interactive and research-orientated learning environment to equip students with the practical skills and applied knowledge to meet the needs of the fashion/clothing industry. The Diploma will provide greater learning opportunities in terms of skill and technology, so that the student can achieve the highest level of design understanding, that meets the social and economic needs of the self and society through entrepreneurship and sustainable development. The programme will prepare students for life-long learning, and support not only traditional fashion design, but promote a spirit of enquiry, reflection and evaluation, to encourage students to be innovative in their approaches to problem solving, to pursue new ideas and apply the knowledge and skills acquired to issues encountered in the workplace and society, and to interact with the industry with a view to identifying opportunities in both the formal and small business sector.

3.2. Exit Level Outcomes

- Solve advanced problems relating to pattern and garment technology processes by application of evidence-based solutions and/or theory informed methods.
- Demonstrate creative and critical thinking to solve design problems relating to changes influencing the fashion/clothing environment.
- Apply professional ethics and practice to all business and communication required in the fashion/clothing sector.
- Analyse the impact of historical, social and cultural influences on fashion/clothing design from an integrated or interdisciplinary level and in relation to context and theory driven arguments
- Demonstrate fluency and professionalism in articulating ideas, rationale, design concepts and solutions using advanced visual, oral and textual communication techniques

3.3. Graduate Attributes

- Critical and creative thinkers who work independently and collaboratively – by applying critical and creative thinking to research, identifying and analysing design problems and providing innovative solutions to them, and critically evaluating reflection and feedback.
- Knowledgeable practitioners - through the acquisition, synthesis and application of both theoretical and procedural design knowledge to design problems and solutions; showing an understanding of the role and use of relevant technology both for design purposes and in the sociocultural context; and demonstrating competence in core design skills and the use of current design industry technology.

- Effective communicators – by utilising visual, verbal, textual or electronic form, to present design solutions appropriate to the audience and social context.
- Culturally, environmentally and socially aware within a local and global context – by displaying an awareness of potential consequences of fashion design, through sensitivities towards cultural, environmental and social issues including use of materials and production processes, and appreciation of both KZN and global contexts, both as students and as designers.
- Active and reflective learners – by adapting their learning in preparation for employment or self-employment, through a pro-active attitude to discipline-specific, life skills and life-long learning; and through leadership, adaptability, and the ability to work both individually and collaboratively, from peers to the wider community.

3.4. Programme Structure

The qualification is offered on a full-time basis only. The minimum completion time is three years, and the maximum time is five years (G21B). The programme is divided into six semesters or Study Levels 1, 2, 3.

In addition to the General Rules of the DUT:

- Students may choose from the available Institutional General Education and Faculty General Education modules according to the credit requirements of the programme.
- The table below outlines how the modules in the qualification is structured. Students must complete all modules listed as compulsory and fundamental.

Code	Module	NQF Level	Assessment	Semester of Study	SAQA Credits	Pre-Requisite Modules
PTTC101	Pattern Technology 1	5	CA - compulsory	Semester 1A	12	
GRMT101	Garment Technology 1	5	CA - compulsory	Semester 1A	12	
CRDS101	Creative Design 1	5	CA - compulsory	Semester 1A	12	
TCTH101	Theory of Clothing 1	5	CA - compulsory	Semester 1A	8	
CSTN101	Cornerstone 101	5	CA - compulsory	Semester 1A	12	
EGLA101	English for the Arts	5	CA - compulsory	Semester 1A	12	
GDSD101	Garment Design and Development 1	5	CA - compulsory	Semester 1B	12	Pattern Technology 1 Garment Technology 1 Creative Design 1
DRIL101	Drawing and Illustration 1	5	CA - fundamental	Semester 1B	8	
EPRN101	Entrepreneurial Studies 1	5	CA - compulsory	Semester 1B	8	
23DS101	2 & 3 Dimensional Studies 1	5	CA - compulsory	Semester 1B	8	
TXTL101	Textiles 1	5	CA - fundamental	Semester 1B	8	
LWLF101	Institutional Gen Ed Law for Life (Social) **OR**	5	CA – Elective	Semester 1B	8	

CLDV101	Cultural Diversity					
PTTC201	Pattern Technology 11	6	CA – compulsory	Semester 2A	12	Garment Design and Development 1
GRMT201	Garment Technology 11	6	CA – compulsory	Semester 2A	12	Garment Design and Development 1
CRDS201	Creative Design 11	6	CA -- compulsory	Semester 2A	12	Garment Design and Development 1
BSNS201	Business Studies 11	6	CA – compulsory	Semester 2A	8	
CADA201	Computer Aided Design 11B (Lectra)	6	CA – compulsory	Semester 2A	8	
FRCH101 PTGS101 MRDN101 IZUL101	Faculty Gen Ed: Language: French **OR** Portuguese **OR** Mandarin **OR** isiZulu	5	CA – Elective	Semester 2A	12	
i						
GDSD201	Garment Design and Development 11	6	CA – compulsory	Semester 2B	12	Pattern Technology 11 Garment Technology 11 Creative Design 11
DRIL201	Drawing and Illustration 11	6	CA – Fundamental	Semester 2B	8	
TCTH201	Theory of Clothing 11	6	CA – compulsory	Semester 2B	8	Theory of Clothing 1
23DS201	2 & 3 Dimensional Studies 11	6	CA - compulsory	Semester 2B	12	
CADB201	Computer Aided Design 11A (Adobe)	6	CA - compulsory	Semester 2B	8	
VWKP101 ICMS101	Institutional Gen Ed Values in the Workplace **OR** Interpersonal communication and the Self	5	CA – elective	Semester 2B	8	
PTTC301	Pattern Technology 111	7	CA - compulsory	Semester 3A	12	Garment Design and Development 11
GRMT301	Garment Technology 111	7	CA - compulsory	Semester 3A	12	Garment Design and Development 11
CDDR301	Creative Design & Drawing 111	7	CA - compulsory	Semester 3A	12	Garment Design and Development 11
TCTH301	Theory of Clothing 111	6	CA - compulsory	Semester 3A	8	Theory of Clothing 11
23DS301	2&3 Dimensional Studies111	6	CA - compulsory	Semester 3A	12	
MVLT101 CRTH101	Faculty Gen Ed Media & Visual Literacy **OR** Critical thinking	6	CA – elective	Semester 3A	12	
PFRD301	Portfolio and Range Development 111	7	CA - compulsory	Semester 3B	28	Pattern Technology 111 Garment Technology 111 Creative Design & Drawing111
BSNM301	Business Management 111	6	CA - compulsory	Semester 3B	8	
CADS301	Computer Aided Design 111 (Lectra and Sync)	6	CA - compulsory	Semester 3B	8	
GENV101 TENE101	Institutional Gen Ed The Global Environment **OR** The Entrepreneurial Edge	6	CA – elective	Semester 3B	8	

KEY: CA = Continuous Assessment. Numbers 1 to 3 indicate the year of study, "A" = Semester 1, "B" = Semester 2. A Pre-requisite means this module must be passed prior to registration for the subsequent module.

3.5. Programme Information

The qualification will enable graduates to enter a number of possible career paths, such as pattern technologists, designers, trend forecasters, retailers and/or buyers, and to apply their learning to particular employment contexts from the outset. A wide and diverse range of activities will take place across a structured programme, with an emphasis on research and creativity, and these will contribute towards the intended outcomes. The study and application of the theoretical and creative components of the programme will actively encourage the students to broaden their knowledge base and commit themselves to the challenges of the future and to contribute to the expansion and development of the South African fashion/clothing industry as a whole. A student with this qualification will develop a deep and systematic understanding of current thinking, practice, theory and methodology in an area of specialisation. With the introduction of General Education and the exposure to a range of elective modules, the student will be prepared for the social, personal and global work environment.

3.5.1. Academic Integrity

Refer to the DUT General Rules pertaining to academic integrity G13(1)(o) – covering falsification of academic records, plagiarism and cheating. These will be enforced wherever necessary to safeguard the worthiness of our qualifications, and the integrity of the Faculty of Arts and Design at DUT.

3.5.2. Work Integrated Learning

This is done in the form of project-based learning. The following, however, is highly recommended:

- At Study Level 1, a student is encouraged to spend three weeks in a retail environment.
- At Study Level 2, a student is encouraged to spend three weeks in a clothing/textile/shoe manufacturing company.
- At Study Level 3, a student is encouraged to spend between three to six weeks in any fashion/clothing organisation in an area of their interest.

3.5.3. Assessment and Moderation

Continuous Assessment will be the method of assessment for all modules in the programme. As such, there are no final examinations, and there are no supplementary examinations. The results for all modules are determined through a weighted combination of assessments. Students are encouraged to work steadily throughout the academic semesters to achieve the highest results possible. Assessment details are outlined under Programme Rules. Assessments could include a variety of testing methods including, but not limited to, written tests, oral tests, practical submissions, group work and assignments.

Moderation follows the DUT requirements. In addition, ALL work for Study Level 1, 2 and 3 is internally moderated. All modules in Study level 3 is externally moderated.
NB: All portfolio submissions shall consist of a prescribed number of pieces of work executed during the semester. It is the responsibility of the student to ensure that the

correct amount of work is displayed as prescribed for the portfolio submission (Refer to Study Guide).

3.6. Programme Rules

3.6.1. Pass Requirements

Notwithstanding the DUT pass requirements (G14 and G15), and Programme Rules, students are expected to apply themselves to their learning, and strive for the best academic results possible in order to adequately prepare themselves for their future careers, and to maximize possible employment opportunities.

3.6.2. Promotion to a Higher Level/Progression rules

The DUT Rule G16 applies.

In addition to Rule G16, a student must pass all modules in Study period 1 and Study period 2 BEFORE being permitted to register for any modules in Study period 3 (Senate approved-November 2022).

3.6.3. Exclusion Rules

In addition to DUT Rule G17, a Semester 1 student who fails three or more modules with a final result of less than 40%, is not permitted to reregister in this programme. Deregistration from any modules is according to the provision of DUT Rule G6.

3.6.4. Interruption of Studies

In accordance with Rule G21B, the minimum duration for this programme will be three years and the maximum duration will be five years of registered study. Should a student interrupt their studies by more than three (3) years, the student will need to apply to the department for permission to re-register and will need to prove currency of appropriate knowledge prior to being given permission to continue with registration.

3.6.5. Code of Conduct

In addition to the Student Code of Conduct in the DUT General Handbook for Students, and the relevant requirements as stated in the appropriate Study Guides, strict adherence to instructions issued by technical, laboratory or academic staff is required due to the need to ensure effective and safe practice in these facilities.

A professional code of conduct pertaining to behaviour, appearance, personal hygiene and dress shall apply to all students registered with the Faculty of Arts and Design, at all times.

3.6.6. Attendance and Assessment Rules

Attendance is compulsory. A student who, for any valid reason, is absent from planned academic activity must provide written proof of the reason for the absence to the lecturer concerned, within five (5) working days of returning to the institution in order to be considered for a special assessment. In these cases, the department will determine the validity of the student's reason for not taking the assessment, and the

nature of the special assessment. Refusal to accept this will result in a zero mark for the missed practical or test. As is the case with continuous assessment, i.e. 100% coursework and no final examination, any student failing to obtain a final result of at least 50% will have to repeat that module.

Students are expected to attend all planned academic activities as these are designed to provide optimal support for the required competency. Students are expected to be punctual for all academic activities. Penalties may be applied for late or poor attendance (refer to Study Guide).

In addition to DUT and FACULTY Rules, the following PROGRAMME Rules shall apply:

- All assessment tasks will be described in the assignment/project brief at the commencement of the task. The brief will explain the duration, submission specifications, learning content and outcomes of the task, and will be accompanied by a marking rubric explaining how the task will be assessed.
- All work submitted timeously for assessment will be marked, moderated and returned to the student within 10 working days of submission.
- Late submissions for some modules may be penalized (refer to Study Guide)
- Failure to write a test at the scheduled date and time will result in a zero being awarded unless a valid medical certificate is presented. This zero mark will be included when calculating the final result.
- Any student failing an assignment/project with a mark of 45% - 49% inclusive will be permitted to resubmit their work within one week of it being returned to them. The revised mark will be capped at 50%. This rule does not apply to theory tests.
- Feedback may be in the form of a consultation session (for theory and/or practical work); individual/group critique (depending on the type of assessment), or written/individual feedback (for patterns and/or garments), through marking memos or assessment rubrics.
- Absentee notes must be submitted to the Departmental Secretary within five days after the student's return. Notes submitted after this period will not be accepted.
- An extension of deadline may be granted by the lecturer only if it benefits the entire class group and if it does not extend beyond the semester.
- For practical modules, all assessments and/or portfolio submissions may/may not be equally weighted and averaged (refer to Study Guide).
- For theory modules, all assessments will be equally weighted and averaged.
- General Education modules, offered by other departments or programmes, will be assessed and examined as described in the relevant Study Guide.

3.6.7. Health and Safety

Students must adhere to all Health and Safety regulations. Failure to do so will be treated as a breach of discipline.

3.6.8. General Education Modules

Students must comply with the University's General Education requirement. This includes the following standalone General Education modules which comprise of:

- Compulsory DUT Cornerstone 101 module
- Compulsory Faculty General Education module
- Elective Institutional General Education modules (Students will select electives modules as indicated in the Programme Structure)

3.7. Module Content

Pattern Technology 1 – 12 credits

The module content includes: Pattern cutting techniques and tools; Relationship between pattern and body shape; Construction of basic block; Shirt – collars, sleeves and frontings; Skirt variations - pleats, gathers, zips, waistband and pockets; Bodice adaptations - panels, dart manipulations facings and necklines; Style analysis and style modifications.

Garment Technology 1 - 12 credits

The module content includes: An introduction to basic and special purpose machines and sewing exercises; Sewing exercises and sample seams; Sewing of a complete garment / garment details.

Creative Design 1 – 12 credits

The module content includes: Principles of Creative Design and the role of the designer; Introduction to proportion, fit, form, silhouette, garment style/design details; Basic principles of technical drawings and storyboard presentation skills through traditional and technology mediated methods; Use of the basic tools and functions of Illustrator.

Theory of Clothing 1 – 8 credits

The module content includes: 20th Century Fashion History in the context of socio-economic, political and cultural influences

Cornerstone 101 - 12 credits

The module content will be developed around the concept of journeys, across time, across space, and across human relationships. It will take the journey of the uMngeni River (which is close to all DUT campuses) as a metaphor. The module will bring different disciplinary perspectives to this content – environmental, historical and sociological in particular.

The metaphor of the journey will be sustained across the module and will be applied to personal journeys, historical, political and environmental journeys, and social journeys, with a specific focus on gender. Each section will draw in issues of ethics, diversity and critical citizenry. The design team may later take a different metaphor or theme, but with the same outcomes and attributes.

The final section of the module will identify and integrate learning from earlier sections, and examine implications for further learning. At each stage of the

module, activities such as the weekly online journal and class discussion will involve reflection and build communicative practices. There will be a concluding section in which students will identify their learning and examine the implications for their roles as students and as citizens.

English for the Arts – 12 credits
The content includes the following: Introduction to English for the Arts; Theoretical Approach to Language: Social Context of Language; Structures of the English Language; Receptive and Productive skills; Semantic; Text and Discourse Analysis; Academic Writing and Verbal Presentation

Garment Design & Development 1 – 12 credits
This module includes: The Little Black Dress; Project Replication; Samples

Drawing and Illustration 1 – 8 credits
The module content includes: Introduction to fashion drawing and proportion of the figure; experimenting with different mediums; and techniques; Basic principles of presentation skills

Entrepreneurial Studies 1 - 8 credits
The module content includes: Introduction to entrepreneurship, basic business concepts and business environment; Opportunities in the fashion and creative industries; Market research and networking

2 & 3 Dimensional Studies 1 – 8 credits
The module content includes: Introduction to printing technologies, specifically hand printed techniques and placement print design; Exploration of basic hand craft techniques; Development of a sustainability inspired product design

Textiles 1 – 8 credits
The module content includes: Introduction to fibres, yarns, methods of fabrication and fabric finishes; Compiling a swatch file of core fabrics

Law for Life – 8 credits
Introduction; Civil and criminal law; Law of insurance; Road accident fund; Law of contract; Marriage; Succession

The Entrepreneurial Edge – 8 credits
- Becoming an Entrepreneur - Understanding yourself; What kind of business will suite me best; A vision for the business; Why become an entrepreneur; Who are entrepreneurs; Entrepreneurial Resources; Entrepreneurial myths; Entrepreneurial transition
- Addressing Risk - Risks the banks are concerned with; From the perspective of the bank; Risks and interest rates; Researching to reduce my risks; Understanding my risks and prospects; Problem solving; Competitive advantage; Business successes and failures
- Understanding My Market - What does my market look like; Sharing the market; Competitors; Suppliers; Customer Relations Management

- Planning - The environment; Strategic planning; Operation al planning; Types of plans; Setting the business vision; Determining the business mission; Setting business objectives; Finding and evaluating suppliers
- Financial Objectives - Costing a product / service; funding the business
- Marketing - What you should now about products and services; considering the price; Finding the proper location; what to consider when advertising and doing promotions

Pattern Technology 2 – 12 credits
The module content includes: Men's and Women's casual / semi-formal wear; Industry based project / external competition; Block adaptation and style analysis for various fundamentals

Garment Technology 2 – 12 credits
The module content includes: Men's and woman's casualwear / semi-formal wear; Samples for various fundamentals; Industry based project / external competition

Creative Design 2 – 12 credits
The module content includes: Men's and woman's casualwear / semi-formal wear; Industry based project / external competition; Design and produce technical drawings for specific themes

Business Studies 2 – 8 credits
The module content includes: Business idea identification process, market research strategies and aspects of starting a small fashion business; Creating a sustainable business model and developing a competitive advantage; Product mix, Marketing and Merchandising in Fashion Retail

Computer Aided Design 2A (Adobe) – 12 credits
The module content includes: Basic tools, functions and menus of Illustrator and Photoshop; Use of Illustrator for technical drawings; Use of Photoshop for fashion design storyboards/mood boards/ illustrations, etc

Introduction to French – 12 credits
Pragmatic components: greeting, introduction, asking for directions, descriptions, stating preferences, talking about the weather and events; Linguistic components: Articles, gender, plurality, conjugation, interrogation, negation, numbers, description, vowel and consonant sounds, linking, accents; Cultural components: Forms of address, recreational activities, cultural sites, family structure, food and eating habits, arts and festivities.

Introduction to Portuguese – 12 credits
Sociocultural Content: Cultural Diversity in Lusophone Countries (gastronomy, traditions, visual arts, music, dance, handcraft, celebrations, architecture, literature and tales, fashion, historical heritage); Sociolinguistic Content: Politeness forms for greetings and introductions, asking for repetition, requesting, apologising, congratulating and wishing well, thanking and saying goodbye. European Portuguese and Brazilian Portuguese; Pragmatic Content: requesting, talking about time and weather, describing places, people and hobbies, asking and giving directions and

instructions, stating preferences and opinions, suggesting, booking by phone, make an appointment, ordering, buying and selling; Linguistic Content : - **Phonetics** : alphabet and pronunciation- **Orthography** : accentuation and punctuation; - **Lexis and Semantics** : key words and set phrases in time, climate, landscapes, meals, food, objects, money and prices, house objects and parts, public places, services, directions, human body, clothing and colours, hobbies, transports. - **Morphology and Syntax**: variation in gender and number of articles, nouns, adjectives and pronouns, personal pronouns, contractions, verb conjugation, negative and interrogative.

Introduction to Mandarin – 12 credits
Major communicative functions such as greetings, thanks, apologies and farewells. Body language or material objects to enhance everyday communication situations; Basic ways of social interactions. Topics related to family and personal life, or hobbies and everyday life, such as numbers, time, dates and currency; Basic writing in characters; Chinese cultural elements, Commonalities and differences between Chinese culture and their own culture.

Introduction to IsiZulu - 12 credits
Pragmatic components: greeting, introduction, asking for directions, descriptions, stating preferences, beach, talking about the weather, garden, school, hospital, kitchen and cooking and events; Linguistic components : Articles reading and translation, nouns, pronouns, class nouns, gender (e.g., girl/boy, wife/husband, etc.), plurality, conjugation, adjectives, interrogation, adverbs, negation, tenses, numbers, dimunitives, prepositions, relatives, exclamations description, augmentatives, vowel and consonant sounds, locatives, linking, verbs, accents, ideophones, etc.; Cultural components: Forms of address, recreational activities, cultural sites, family structure, food and eating habits, traditional utensils, arts and festivities, clothing, traditional attires and artefacts kingdom, surnames and praise names

Garment Design and Development 2 – 12 credits
This module includes: Specialist areas relating to body fitting structures, namely: advanced ladies and menswear features and fabrication like knit / lingerie / corsetry

Drawing and Illustration 2 – 8 credits
The module content includes: Identifying, sourcing and selection of reference material – reconstruction and editing of this material into innovative fashion illustrations; Experimentation with the use of paper textures, mixed media and colour techniques; Integrate practical drawing skills into other areas of the learning programme, and experiment with a variety of presentation techniques

Theory of Clothing 2 – 8 credits
The module content includes: Introduction to fashion theory; Design history; Design concept development and visual communication

2 & 3 Dimensional Studies 2 – 12 credits
The module content includes: Introduction to dyeing techniques and repeat print designs; exploration of embellishment, fabric manipulation, and hand techniques

Computer Aided Design 2B (Lectra) – 8 credits
The module content includes: Knowledge of specific function keys and menus of the Modaris and Diamino Software; Use the Modaris software to grade basic blocks and simple styles using measurement charts and variants; Use the Diamino software to produce production markers for basic styles; Manual grading of basic blocks.

Values in the workplace – 8 credits
The module will begin with a reflection on personal values and move to a discussion on how they intersect with values in the workplace. Small group discussions will be formed around how to build positive values in the workplace and the vital themes of ethics, respect, interconnectedness, honesty, creativity and human diversity will form the basis for building "sacred spaces at work." This will set the tone to unpack issues around leadership values and ethics and ethical decision making. The final section of the module will integrate all these aspects and students will be required to identify the implications of what they have learnt to develop social responsibility and their roles as citizens.

Interpersonal Communication and Self – 8 credits
Introduction to Interpersonal Communication

Pattern Technology 3 – 12 credits
The module content includes: Soft tailoring – focussing on areas of specialisation; Tailored pants - focussing on areas of specialisation; Intricate styling through an industry based project / external competition

Garment Technology 3 – 12 credits
The module content includes: ; Soft tailoring and samples for areas of specialization; Tailored pants and samples for areas of specialization; Intricate styling through an industry based project / external competition

Creative Design and Drawing 3 – 12 credits
The module content includes: Soft Tailoring; Final range collection; Intricate styling through an industry based project / external competition; Range development

Theory of Clothing 3 – 8 credits
The module content includes: Introduction to trend forecasting; Semiotics and Fashion; Range, research and conceptualizing

2 and 3 Dimensional Studies 3 – 12 credits
The module content includes: Surface decoration; Fabric manipulation and development; Accessory development

Media and Visual Literacy - 12 credits
For the module the focus will be on Media Literacy and Visual literacy wherein the fundamentals will be offered. Although the two parts are interconnected and often dealt with simultaneously. Each part will have a theoretical and a practical component. These two literacies fall under the banner of Information Literacy. This is very broad encompassing a wide range of areas including media literacy, visual literacy, digital literacy, cultural literacy, computer literacy etc. Media and Visual Literacy consist of

three parts, namely, use, analysis and production. The following broad topics will be covered in this module: Information Literacy Trajectories: Media Literacy, Visual Literacy and Digital Literacy; Theoretical approaches; Understanding Media, Society and Institutions; Trends in the media and impact on studying Literacy
Applying Literacy: Media & Representation (Stereotypes) and Media and Citizenship

Critical Thinking for the Arts – 12 credits
Practical and Theoretical Work: What is Critical thinking, and problem solving, why is it important? Steps (processes and procedures) to becoming a critical thinker and a problem solver in any situation; Types of tasks (that promote critical thinking and problem solving); Credibility and Relevance; Validity and Truth; Argument- developing and accessing arguments; Computer applications in executing some of critical thinking skills and abilities. e.g. creating, synthesizing; planning; designing etc.

Portfolio and Range Development 3 – 28 credits
The module content includes: A range of completed outfits (3-5); A full set of master patterns for the range of garments; Traditional / digital mood boards and story boards for the ranges that have been designed

Business Management 3 – 8 credits
The module content includes: Human Resources Management; Technology and Operations Management (TOM); Digital Marketing concepts; Financial management; pricing and costing methods

Computer Aided Design 3 – (Lectra and Sync) – 8 credits
The module content includes: Advanced knowledge of specific function keys and menus of the Modaris Software; Use the Moderis software to create digital patterns for simple to complex styled garments; Use the Sync software to produce professionally completed cost sheets and prepare purchase and product purchase orders.

The Global Environment - 8 credits
The module content will include the following themes:

- *Environmental Pollution (Air, water and soil)* - Differences between air, water and soil pollution in terms of cause and effect; Social, economic and personal impact on environmental pollution; Pollution control strategies; Local case studies.
- *Population growth vs. natural resources* - Population growth trends in developed vs developing countries; Social, economic and environmental impacts of human population growth in the global context; Strategies to curb population growth
- *Climate change and global warming* - Causes of increased global mean temperatures; Impact of climate change on extreme weather conditions; Consequences of climate change on human health, natural resources and biodiversity.
- *Sustainable development* - Concept of sustainable development within the South African and global context. Inter-relationships between sustainable development, social responsibility, economic development and environmental protection.

Cultural Diversity – 8 credits
The module will be introduced by defining culture and establishing the salience of culture in the local and global context. There is also some attention paid to diverse

cultural groups in the SA and global context. The core content focuses on aspects of social responsibility and gives strong attention to issues of anti- discriminatory and anti- oppressive practices. Social justice is unpacked and the effect of marginalization on oppressed groups discussed. Consciousness raising and social action and dialoguing across differences is used to interweave the introductory and main aspects of the module. It forms an appropriate way to conclude the module as it requires students to engage in activities that involve reflection and personal commitment to anti-oppressive practices.

4. ADVANCED DIPLOMA IN FASHION DESIGN (ADFSD1)

1-year full-time, NQF Level 7, Adv Dip (Fashion Design), SAQA credits 120

4.1. Purpose

- To prepare students with knowledge and skills for viable career performance by promoting a spirit of enquiry and research capacity in an area of specialisation.
- To encourage students to critically reflect on complex problems and apply evidenced solutions to theory driven arguments.
- To develop in students the principles of accountability, to act ethically and professionally, and to manage their learning in a self-directed manner.

The curriculum has been structured to promote academic enrichment and personal growth. It is a qualification that will provide graduates with skills in specialised areas of the fashion/clothing industry; an opportunity to gain in-depth knowledge in an area of specialisation; and equip graduates with specialised design practice skills. The programme will prepare students for life-long learning, and support not only traditional fashion design, but promote a spirit of enquiry, reflection and evaluation, to encourage students to be innovative in their approaches to problem solving, to pursue new ideas and apply the knowledge and skills acquired to issues encountered in the workplace and society, and to interact with the industry with a view to identifying opportunities in both the formal and small business sector. Obtaining an Advanced Diploma in Fashion Design will provide a graduate with a specialised set of skills and knowledge aimed with a readiness to perform in a specific field, either within the fashion/clothing industry or as an entrepreneur.

4.2. Exit Level Outcomes

- Demonstrate an understanding of research methodologies in the context of current fashion as they apply to visual communication
- Demonstrate the ability to conceptualise and conduct the research their project requires
- Communicate in words the nature of that research, the applied design solutions implemented, and their rationale and technical considerations

4.3. Graduate Attributes

- Critical and creative thinkers who work independently and collaboratively – by applying critical and creative thinking to research, identifying and analysing design problems and providing innovative solutions to them, and critically evaluating reflection and feedback.
- Knowledgeable practitioners - through the acquisition, synthesis and application of both theoretical and procedural design knowledge to design problems and solutions; showing an understanding of the role and use of relevant technology both for design purposes and in the sociocultural context; and demonstrating competence in core design skills and the use of current design industry technology.
- Effective communicators – by utilising visual, verbal, textual or electronic form, to present design solutions appropriate to the audience and social context.
- Culturally, environmentally and socially aware within a local and global context – by displaying an awareness of potential consequences of fashion design, through sensitivities towards cultural, environmental and social issues including use of materials and production processes, and appreciation of both KZN and global contexts, both as students and as designers.
- Active and reflective learners – by adapting their learning in preparation for employment or self-employment, through a pro-active attitude to discipline-specific, life skills and life-long learning; and through leadership, adaptability, and the ability to work both individually and collaboratively, from peers to the wider community.

4.4. Programme Structure

This is a full-time qualification. Students must do all modules listed as compulsory.

Name of Module	Module Code	Study Period	NQF Level	Module Credits	C/E*	Pre-Req	Co-Req	Stream	Exam**
Fashion Design Research Practices	FDPR401	Semester 1	7	20	C	Nil	Nil		No
Specialised Clothing Technology	SPCL401	Semester 1	7	24	C	Nil	Nil		No
Computer Aided Design 4 (InDesign)	CADE401	Semester 2	7	20	C	Nil	Nil		No
Theory of Clothing 4	THCL401	Semester 2	7	28	C	Nil	Nil		No
Fashion Technology	FATE401	Semester 2	7	28	C	Nil	Nil		No
C = Compulsory; E = Elective; ** Modules without NO for exams are "Continuously Evaluated"									

4.5. Programme Information

In addition to compliance with the provisions of the DUT General Rules pertaining to admission and registration (Rule G7 and G3 refer), the minimum admission requirements to the Advanced Diploma in Fashion Design is a Diploma in Fashion Design or equivalent (Rule G21C(1))

Students who have not successfully completed any module after two periods of registration for that module will automatically result in having Rule G17 enforced.
A student may appeal against this ruling in terms of Rule G1 (8)

4.6. Programme Rules

All G13 Rules apply (i.e. those applicable to continuous assessment) as per the Institution's Rule Book for Students.

All modules will be assessed by means of continuous assessment. Final module marks will be calculated as a weighted average of all assessments. Any resubmission and/or reassessment will be capped at 50%.

DUT Rule G16 applies with regard to promotion to a higher level / progression rule

4.7. Module Content

Fashion Design Research Practices – 20 credits
The module content includes seminal readings and journal articles relating to aspects of fashion related investigative research and entrepreneurship, are explored; basic research practices that relate to theoretical concepts in fashion/clothing are explored, in the development of the proposal.

Specialised Clothing Technology – 24 credits
The module content includes fabric manipulation techniques on a mannequin to design garments, construct pattern and manufacture garment; a specialised area in patternmaking and garment construction in the field of fashion/clothing design with regard to block development and machinery used; a specialised area in patternmaking and garment construction in the field of fashion/clothing design with regard to block development, fabrication and machinery used.

Computer Aided Design 4 (InDesign) - 20 credits
The module content includes an intermediate understanding of the Adobe Suite, InDesign software programme. This will include a working knowledge of the functions, tools, menus, etc of the software package, which will be applied to the Fashion Technology module in Semester 2.

Theory of Clothing 4 – 28 credits
The module content includes semiotics and fashion is a study of fashion as a means of communication through dress. It requires an application of knowledge from Fashion Design Research Practices and Specialised Clothing Technology, to produce a research

report in an area of specialisation towards entrepreneurship development; to explore aspects of investigative research based on fashion/clothing related theory readings; to conceptualize the findings in the research report; and produce a portfolio of artefacts/design products in the Fashion Technology module.

Fashion Technology – 28 credits
The module content includes the development of a collection of artefacts in 2&3 dimensional form and/or design form, to produce a body of work for exhibition including entrepreneurial considerations. This body of work will be developed under supervised guidance by specialist academics, in an area of specialisation.

5. POSTGRADUATE DIPLOMA IN FASHION DESIGN (PDFSH1)

1-year full-time, NQF Level 8, PG Dip (Fashion Design), SAQA credits 120

5.1. Purpose

The purpose of the Postgraduate Diploma in Fashion Design is to prepare students with an advanced scope of knowledge and research skills to engage in areas of specialisation within the discipline; critically review multiple sources of knowledge in specialised contexts; and develop in students the principles of accountability, to act ethically and professionally, and to manage their learning in a self-critical manner.

The qualification has been developed to promote a high level of technical, creative and critical thinking skills. It is a qualification that will provide a student with an advanced set of skills or knowledge and a professional attitude to perform in the field, either within the fashion/clothing industry or as an entrepreneur.

5.2. Exit Level Outcomes

- Identify and solve complex problems pertaining to innovative designs; apply specialist knowledge and skill to production/manufacturing problems; and communicate verbally and orally with professional audiences.
- Conduct research in areas of specialisation by demonstrating proficiency in knowledge to critically engage and review the different theoretical constructs and frameworks as they apply to discipline specific research and related areas.
- Recognise and assess the role, value and relationships between the different functional areas within organisations to enhance relating to the business of fashion; undertake management tasks appropriate to the initial stages in a professional career or as an entrepreneur; and to act ethically, responsibly and professionally within a supported environment.

5.3. Graduate Attributes

- Critical and creative thinkers who work independently and collaboratively – by applying critical and creative thinking to research, identifying and analysing design problems and providing innovative solutions to them, and critically evaluating reflection and feedback.

- Knowledgeable practitioners - through the acquisition, synthesis and application of both theoretical and procedural design knowledge to design problems and solutions; showing an understanding of the role and use of relevant technology both for design purposes and in the sociocultural context; and demonstrating competence in core design skills and the use of current design industry technology.
- Effective communicators – by utilising visual, verbal, textual or electronic form, to present design solutions appropriate to the audience and social context.
- Culturally, environmentally and socially aware within a local and global context – by displaying an awareness of potential consequences of fashion design, through sensitivities towards cultural, environmental and social issues including use of materials and production processes, and appreciation of both KZN and global contexts, both as students and as designers.
- Active and reflective learners – by adapting their learning in preparation for employment or self-employment, through a pro-active attitude to discipline-specific, life skills and life-long learning; and through leadership, adaptability, and the ability to work both individually and collaboratively, with others ranging from peers to the wider community.

5.4. Programme Structure

This is a full-time qualification. Students must do all modules listed as compulsory.

Name of Module	Module Code	Study Period	NQF Level	Module Credits	C/E*	Pre-Req.	Co-Req	Stream	Exam**
Research Methodology	RESM501	Semester 1	8	24	C	Nil	Nil		No
Research and Creative Development	RACD501	Semester 1	8	20	C	Nil	Nil		No
Personal and Professional Development	PAPD501	Semester 1	8	20	C	Nil	Nil		No
Theory of Clothing 5	TOCL501	Semester 2	8	28	C	Nil	Nil		No
Final Project and Portfolio Development	FPPD501	Semester 2	8	28	C	Nil	Nil		No
C = Compulsory; E = Elective; ** Modules without NO for exams are "Continuously Evaluated"									

5.5. Programme Information

In addition to compliance with the provisions of the DUT General Rules pertaining to admission and registration (Rule G7 and G3 refer), the minimum admission requirements to the Postgraduate Diploma in Fashion Design is an Advanced Diploma in Fashion Design or equivalent (Rule G21C(1))

Students who have not successfully completed any module after two periods of registration for that module will automatically result in having Rule G17 enforced.
A student may appeal against this ruling in terms of Rule G1 (8)

5.6. Programme Rules

All G13 Rules apply (i.e. those applicable to continuous assessment) as per the Institution's Rule Book for Students.

All modules will be assessed by means of continuous assessment. Final module marks will be calculated as a weighted average of all assessments. Any resubmission and/or reassessment will be capped at 50%.

DUT Rule G16 applies with regard to promotion to a higher level / progression rule

5.7. Module Content

Research Methodology – 24 credits
Research methodology – provides a brief overview about research design; and addresses the steps of the research process towards the development of a research proposal. The research proposal will provide a guide for the research process which would include identifying a research problem, reading current literature on the area of research, identifying and writing up the research methodology, data analysis method, and address the limitations, delimitations and ethical considerations for the research project.

Research and Creative Development – 20 credits
Contextual design and communication through traditional textiles, crafts and/or design principles - this module provides an opportunity to explore and develop products through experimentation by unpacking traditional processes and considering new ways of conceptualising and applying sustainability, diversity and identity to own design aesthetic. The approach is project- based and emphasises creative freedom that offers the student the opportunity to explore and experiment. This could be in the fashion/clothing design or related fields.

Personal and Professional Development – 20 credits
Business creation in the Fashion Design Process – this module focuses on the business of fashion and how to integrate design with business from an entrepreneurial perspective. It provides an opportunity to understand the practices of the industry and expand in a field of design and product development in an area of specialisation. Experts from the industry will be invited for discussions on specific topics related to the business of fashion and to mentor students towards small business creation and widely used industry principles and practices.

Theory of Clothing 5 – 28 credits
This is an area of research that requires in-depth investigation in an area of specialisation. The mini dissertation is an academically written report on the research problem (identified in the Research Methodology module), the findings and design solutions (which emanated from the experimental research undertaken in the Research and Creative Development module), which ultimately supports the body of portfolio work that encompasses the practical component (the digitally enhanced portfolio of evidence in the Final Project and Portfolio Development module).

Final Project and Portfolio Development – 28 credits
The module content includes use of the Adobe Suite, InDesign software programme. It will require the student to integrate aspects of teaching and learning from all the modules to culminate with the final portfolio that will be digitally enhanced. This module will seek to build on existing strengths and identify areas of design work that need to be developed using IT for development. The emphasis will be on IT as a creative design tool for the final design presentation.

6. MASTER OF APPLIED ARTS IN FASHION (MASFH1)

2-year full-time, NQF Level 9, MAppArts (Fashion), SAQA credits 180

6.1. Programme Structure

This qualification is offered by means of a full fashion-related research project. Students are required to submit a full dissertation or a mini dissertation together with a substantial practical component (Refer to Rule G24).

Code	Module	Assessment	Semester of Study	SAQA Credits	Pre-Requisite Modules
MAFSH1	Research project and /or Dissertation	C	CA - compulsory	180	

*C = Compulsory; O = Optional

6.2. Programme Information and Rules

6.2.1. Minimum admission requirement
Refer to Rule G24 (1). In addition, applicants are required to undergo a personal interview and assessment.

6.2.2. Duration of Programme
Refer to Rule G24 (2). In addition, a supervisor will be allocated to assist the student through the proposal stage. Once the proposal appears to be of an acceptable standard, it goes through three stages of approval, viz.:

- Approval from the Departmental Review Committee (DRC)
- Faculty Research Committee (FRC)

- Approval from Higher Degrees Committee (HDC)
- Approval from IREC (if applicable)

It is possible to work on a full theory dissertation OR a dissertation supported by a practical component, depending on the student's area of strength. The proposal should be approved within 6 months of the registration.

7. ECP (EXTENDED CURRICULUM PROGRAMME) (DIFDF1) Offering from 2022 (Approved 10 November 2021)

4-year full-time, NQF Level 6, Dip (Fashion Design), SAQA credits 360

7.1. Programme Structure

The qualification is offered on a full-time basis only. The programme is divided into eight semesters or Study Levels 1, 2, 3, 4.

The table below outlines how the modules in the qualification is structured. Students must do all modules listed as compulsory and fundamental.

Code	Module	NQF Level	Assessment	Semester of Study	SAQA Credits	Pre-Requisite Modules
BAPC101	Basic Pattern Construction 1	5	CA - compulsory	Semester 1A	4	
BAGC101	Basic Garment Construction 1	5	CA - compulsory	Semester 1A	4	
BTDF101	Basic Technical Drawing for Fashion 1	5	CA - compulsory	Semester 1A	4	
BDFD101	Basic Drawing for Fashion Design 1A	5	CA - compulsory	Semester 1A	4	
BAIL101	Basic Information Literacy 1A	5	CA - compulsory	Semester 1A	4	
EGLA101	FGE: English for the Arts	5	CA - compulsory	Semester 1A	12	
BGDD101	Basic Garment Design and Development 1	5	CA - compulsory	Semester 1B	4	Basic Pattern Construction 1 Basic Garment Construction 1 Basic Technical Drawing for Fashion 1
B23D101	Basic 2&3 Dimensional Studies 1	5	CA - compulsory	Semester 1B	4	
BDFD102	Basic Drawing for Fashion Design 1B	5	CA - compulsory	Semester 1B	4	Basic Drawing for Fashion Design 1A
BAIL102	Basic Information Literacy 1B	5	CA - compulsory	Semester 1B	4	Basic Information Literacy 1A
DEAP101	Design Appreciation 1	5	CA - compulsory	Semester 1B	4	
PTTC101	Pattern Technology 1	5	CA - compulsory	Semester 1A	8	
GRMT101	Garment Technology 1	5	CA - compulsory	Semester 1A	8	
CRDS101	Creative Design 1	5	CA - compulsory	Semester 1A	8	
TCTH101	Theory of Clothing 1	5	CA - compulsory	Semester 1A	8	
CSTN101	Cornerstone 101	5	CA - compulsory	Semester 1A	12	

GDSD101	Garment Design and Development I	5	CA - compulsory	Semester 1B	8	Pattern Technology I Garment Technology I Creative Design I
DRIL101	Drawing and Illustration I	5	CA- fundamental	Semester 1B	8	
EPRN101	Entrepreneurial Studies I	5	CA - compulsory	Semester 1B	8	
23DS101	2 & 3 Dimensional Studies I	5	CA - compulsory	Semester 1B	8	
TXTL101	Textiles I	5	CA- fundamental	Semester 1B	8	
LWLF101 CLDV101	Institutional Gen Ed Law for Life (Social) OR Cultural Diversity	5	CA - compulsory	Semester 1B	8	
PTTC201	Pattern Technology II	6	CA– compulsory	Semester 2A	8	Garment Design and Development I
GRMT201	Garment Technology II	6	CA– compulsory	Semester 2A	8	Garment Design and Development I
CRDS201	Creative Design II	6	CA-- compulsory	Semester 2A	8	Garment Design and Development I
BSNS201	Business Studies II	6	CA- compulsory	Semester 2A	8	
CADA201	Computer Aided Design IIB (Lectra)	6	CA - compulsory	Semester 2A	8	
FRCH101 PTGS101 MRDN101 IZUL101	Faculty Gen Ed: Language: French **OR** Portuguese **OR** Mandarin **OR** isiZulu	5	CA – Elective	Semester 2A	12	
GDSD201	Garment Design and Development II	6	CA– compulsory	Semester 2B	8	Pattern Technology II Garment TechnologyII Creative Design II
DRIL201	Drawing and Illustration II	6	CA–Fundamental	Semester 2B	8	
TCTH201	Theory of Clothing II	6	CA– compulsory	Semester 2B	8	Theory of Clothing I
23DS201	2 & 3 Dimensional Studies II	6	CA - compulsory	Semester 2B	8	
CADB201	Computer Aided Design IIA (Adobe)	6	CA - compulsory	Semester 2B	8	
VWKP101 ICMS101	Institutional Gen Ed Values in the Workplace **OR** Interpersonal communication and the Self	5	CA – elective	Semester 2B	8	
PTTC301	Pattern Technology III	7	CA - compulsory	Semester 3A	12	Garment Design and Development II
GRMT301	Garment Technology III	7	CA - compulsory	Semester 3A	12	Garment Design and Development II
CDDR301	Creative Design & Drawing III	7	CA - compulsory	Semester 3A	8	Garment Design and Development II
TCTH301	Theory of Clothing III	6	CA - compulsory	Semester 3A	8	Theory of Clothing II
23DS301	2&3 Dimensional StudiesIII	6	CA - compulsory	Semester 3A	12	
MVLT101 CRTH101	Faculty Gen Ed Media & Visual Literacy **OR** Critical thinking	6	CA – elective	Semester 3A	12	

PFRD301	Portfolio and Range Development 111	7	CA - compulsory	Semester 3B	28	Pattern Technology 111 Garment Technology 111 Creative Design & Drawing111
BSNM301	Business Management 111	6	CA - compulsory	Semester 3B	8	
CADS301	Computer Aided Design 111 (Lectra and Sync)	6	CA - compulsory	Semester 3B	8	
GENV101 TENE101	Institutional Gen Ed The Global Environment OR The Entrepreneurial Edge	6	CA – elective	Semester 3B	8	

KEY: CA = Continuous Assessment
Numbers 1 to 3 indicate the year of study, "A" = Semester 1, "B" = Semester 2. A Pre-requisite means this module must be passed prior to registration for the subsequent module.

7.2. Programme Information

In addition to compliance with the provisions of the General Rules pertaining to admission and registration (Rule G3, G7 and G21B(1) refer), short listed candidates must successfully complete a departmental entrance test, and submit a portfolio of a minimum of 10 recent and relevant fashion/art related work for evaluation during an in-depth interview. This portfolio could include garments made up yourself, fashion drawings, art sketches, self-embellished garments, etc. The entrance test includes a range of drawing, design, writing and basic discipline specific numeracy exercises. Based on the results of the entrance test, portfolio submission and interview, the student will qualify for entrance into the 3-year 'Diploma in Fashion Design' or Extended Curriculum Programme. Selection into the programme is based on academic merit, and a ranking system will apply based on the outcome of the admission assessments.

7.3. Programme Rules

7.3.1. Duration of Programme

Minimum duration is 4 years full time. Maximum duration is 5 years full time

7.3.2. Promotion to a Higher Level

DUT Rule G16 applies

7.3.3. Exclusion Rights

DUT Rule G17 applies - In addition to Rule G17, any student on year one of the extended programme who does not successfully complete the year will be excluded from reregistering for the Diploma in Fashion Design Extended Programme again.

7.3.4. Assessment Rules

All modules will be assessed by means of continuous assessment. Final module marks will be calculated as a weighted average of all assessments for that module. Any resubmission and/or reassessment will be capped at the 50% pass mark.

7.4. Module Content

Basic Pattern Construction 1 – 4 credits
This module is theory and practice-based. The module content includes the construction of basic blocks; dart manipulation; necklines and facings; basic style analysis and master patterns; pattern construction and design features for a variety of garment styles

Basic Garment Construction 1 – 4 credits
This module is theory and practice-based. The module content includes an introduction to basic purpose machines. Machinery, like the flat machine, overlock machine and pressing units; sewing exercises and samples; sewing of basic garments

Basic Technical Drawing for Fashion 1 – 4 credits
The module content includes principles of technical drawing; principles of proportion, fit, form and silhouette; basic terminology related to technical detail

Basic Drawing for Fashion Design 1A – 4 credits
The module content includes principles and elements of art and design; colour theory; observational drawing; working with different mediums

Basic Information literacy 1A – 4 credits
The module content includes developing the practical skills to navigate Microsoft Office suite software packages; navigate Word, Excel and the Windows operating system; Internet and email; basic functions of file management

English for the Arts – 12 credits
The content includes the following: Introduction to English for the Arts; Theoretical Approach to Language: Social Context of Language; Structures of the English Language; Receptive and Productive skills; Semantic; Text and Discourse Analysis; Academic Writing and Verbal Presentation

Garment Design and Development 1 – 4 credits
This module is made up of projects that requires the student to apply knowledge and skills gained from pattern construction, garment construction and technical drawing for fashion in an integrated way, e.g.: Dress (block development, style adaptations, technical drawing, armholes, facing, closings, seams, material selection); Skirt (block development, style adaptations, technical drawing, seams, stitching details, closings, material selection); Capstone Project (Integrated project)

Basic 2 & 3 Dimensional Studies 1 – 4 credits
The module content includes an introduction to printing technologies; product design and application; eco-friendly sustainability project; integrated capstone project

Basic Drawing for Fashion Design 1B – 4 credits
The module content includes the rendering the fashion figure, basics; principles and elements of art and design; observational drawing; working with different mediums; textile rendering

Basic Information Literacy 1B – 4 credits
The module content includes navigating software packages to develop practical skills with regards to graphics and multimedia; visual presentations; information retrieval and academic writing

Design Appreciation 1 – 4 credits
The module content includes design adaptation – national and international; the principles and elements of design for fashion; key design developments in the fashion of costume through the ages, both local and international.