

# Apparel Product Design 1

## *DESCRIPTION OF COURSE UNIT*

Program Studi Sarjana (S1) Desain Produk  
*Bachelor of Industrial Design (BOLD)*  
2018-2023



**Description of Course Unit**  
**according to the ECTS User's Guide 2015**

Course unit title	Apparel Design 1
Course unit code	DP184519
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 <sup>rd</sup> year
Semester/trimester when the course unit is delivered	5 <sup>th</sup> semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Eri Naharani Ustazah, S.T., M.Ds.
Learning outcomes of the course unit	<ul style="list-style-type: none"> <li>• student will be able to apply Design Thinking metho in fashion / apparel case</li> <li>• student will be able to make : Design Brief, Moodboard dan Style guide</li> <li>• student will be able to assembly product by using reverse engineering method</li> <li>• student will be able to show their idea through : Thumbnail sketch, Alternatif Desain dan Desain Final</li> <li>• student will be able to make Study/Form Model,</li> <li>• student will be able to do iteration, development, dan presentation prototype</li> <li>• student will be able to calculate Bill of Materials (BOM)</li> <li>• students will be able to show their design work in an exhibiton with shop etiquette</li> </ul>
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>In this course, student learn to conduct design project that is related to function and aesthetics in simple fashion product such as : simple pouch</p> <ol style="list-style-type: none"> <li>1. Introduksi : history, designer icon, design works</li> <li>2. Basic theory : design thinking, concept, creative eksploration and study model, material, finishing</li> <li>3. Design Brief : Image, inspiration, mood board, Style guide, Identify the Opportunity for a New Product</li> <li>4. Research : Perform Product Research &amp; reverse Engineering</li> <li>5. Concept : Idea sketch, refine sketch, thumbnail</li> </ol>

	sketch, design alternative dan final design 6. Iteration : Create 3D Model, Study/Form, Model prototype 7. Iteration : Development, Presentation prototype 8. Bill of Materials, Production, material & process, shop etiquette
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> <li>• Burke, Sandra.2012.Fashion Designer-Concept to Collection. London: Burke publishing</li> <li>• Charlotte &amp; Peter Fuell, Industrial Design A-Z, Taschen, 2000</li> <li>• Charlotte &amp; Peter Fuell, Designing The 21st Century, Taschen, 2001</li> <li>• Design Secrets: Products, Rocport Publisher. Inc., 2001</li> <li>• Krome, Barrat, Logic and Design, George Godwin Ltd. 1980</li> <li>• Larsen, Jack Lenor, Design Since 1945, Philadelphia Museum of Art Rizzoli, New York, 1983</li> <li>• Pearce, Peter, Experiments in Form, V.N, Reinhold Co. 1980</li> <li>• William, Christoper, Origin of Form, Arch Book Co, New York, 1981</li> </ul>
Planned learning activities and teaching methods	Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Dashboard

## CURRICULUM

List of Curriculum

✓ Learning Outcomes &gt;

Courses &gt;

## SKPB

List of Curriculum

Courses &gt;

## ASSESSMENT

Evaluation Entry

Scoring Recap

LO CLO Report

Scoring Revision &gt;

## MBKM

Entri Nilai

DASHBOARD &gt; COURSES &gt; DETAIL

## Course Details

DP184519

Desain Produk Apparel 1

Apparel Design 1

3 credits

Coordinator: Eri Naharani Ustazah, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

## Course Description

Mata kuliah pilihan yang berfokus pada bidang desain produk apparel dengan menerapkan metode desain dan menghasilkan prototype produk apparel sederhana

*Courses that focus on the field of apparel product design by applying design methods and producing simple apparel products prototypes*

LO CLO Assessment &amp; Evaluation Plan Lesson Plan

## Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk [Show](#)

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input checked="" type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

[Set Permanent of LO, CLO, and Assessment & Evaluation Plan](#)

Dashboard

## CURRICULUM

List of Curriculum

✓ Learning Outcomes &gt;

📄 Courses &gt;

## SKPB

List of Curriculum

📄 Courses &gt;

## ASSESSMENT

👤 Evaluation Entry

📄 Scoring Recap

📄 LO CLO Report

📄 Scoring Revision &gt;

## MBKM

📄 Entri Nilai

DASHBOARD &gt; COURSES &gt; DETAIL

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Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

Code	Description of CLO		Mapping of CLO to LO			Weight of CLO	
			LO 2	LO 5	LO 6		
CLO-1	Mahasiswa mampu mengaplikasikan metode desain pada pengembangan produk apparel <i>Students are able to apply design methods to apparel product development</i>	 	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	40	%
CLO-2	Mahasiswa mampu menggunakan peralatan produksi produk apparel <i>able to use apparel production equipment</i>	 	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20	%
CLO-3	Mahasiswa mampu menerapkan teori estetika pada pengembangan produk apparel <i>Students are able to apply aesthetic theory to apparel design developmnet</i>	 	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	20	%
CLO-4	Mahasiswa mampu mempresentasikan hasil pengembangan desain apparel <i>Students are able to present the results of apparel design development</i>	 	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	20	%
CLO-	<div>Bahasa Indonesia</div> <div>English</div>	 					
Total Weight			40%	40%	20%	100%	

 Set Permanent of LO, CLO, and Assessment & Evaluation Plan

Dashboard

## CURRICULUM

List of Curriculum

✓ Learning Outcomes &gt;

📄 Courses &gt;

## SKPB

List of Curriculum

📄 Courses &gt;

## ASSESSMENT

👤 Evaluation Entry

📄 Scoring Recap

📄 LO CLO Report

📄 Scoring Revision &gt;

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📄 Entri Nilai

DASHBOARD &gt; COURSES &gt; DETAIL

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LO CLO Assessment & Evaluation Plan Lesson Plan

## Assessment &amp; Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight	
1	Menyusun konsep desain masker fashion <i>Develop fashion mask design concept</i> Studi Kasus   Case Method	10 %	0 %	5 %	5 %	20%	 
2	Membuat prototipe desain masker fashion <i>Making a fashion mask design prototype</i> Studi Kasus   Case Method	10 %	5 %	5 %	5 %	25%	 
3	Konsep dan prototipe design tote bag <i>Tote bag design concept and prototype</i> Studi Kasus   Case Method	10 %	10 %	5 %	5 %	30%	 
4	Prototipe : outer/kimono <i>Prototype : outer/ kimono</i> Studi Kasus   Case Method	10 %	5 %	5 %	5 %	25%	 
5	ID Nama Evaluasi						 
	EN Evaluation Name						
Choose evaluation type ▾							
TOTAL		40%	20%	20%	20%	100%	
Target		40%	20%	20%	20%	100%	

 Set Permanent of LO, CLO, and Assessment & Evaluation Plan



[Dashboard](#)

## CURRICULUM

[List of Curriculum](#)[✓ Learning Outcomes >](#)[📄 Courses >](#)

## SKPB

[List of Curriculum](#)[📄 Courses >](#)

## ASSESSMENT

[👤 Evaluation Entry](#)[📄 Scoring Recap](#)[📄 LO CLO Report](#)[📄 Scoring Revision >](#)

## MBKM

[📄 Entri Nilai](#)DASHBOARD > COURSES > [DETAIL](#)

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LO CLO Assessment & Evaluation Plan [Lesson Plan](#)

## Lesson Plan

Weeknum	Course Material	Learning Method		
1	Pengenalan dasar desain apparel <i>Basic introduction to apparel design</i>	Non SCL	<a href="#">✎</a>	<a href="#">🗑</a>
2	Pengenalan dasar desain apparel <i>Basic introduction to apparel design</i>	Non SCL	<a href="#">✎</a>	<a href="#">🗑</a>
3	Pengenalan dasar menjahit <i>Basic introduction to sewing</i>	Metode SCL lainnya	<a href="#">✎</a>	<a href="#">🗑</a>
4	Metode reverse engineering pada desain masker fashion <i>Reverse engineering method on fashion mask design</i>	Case method	<a href="#">✎</a>	<a href="#">🗑</a>
5	Membuat pola masker fashion <i>Making fashion mask pattern</i>	Case method	<a href="#">✎</a>	<a href="#">🗑</a>
6	Membuat prototipe masker fashion <i>Making a fashion mask prototype</i>	Case method	<a href="#">✎</a>	<a href="#">🗑</a>
7	Membuat prototipe masker fashion <i>Making a fashion mask prototype</i>	Case method	<a href="#">✎</a>	<a href="#">🗑</a>
8	Metode reverse engineering pada desain tote bag <i>Reverse engineering method on tote bag design</i>	Case method	<a href="#">✎</a>	<a href="#">🗑</a>
9	Membuat pola tote bag <i>Making a fashion mask pattern</i>	Case method	<a href="#">✎</a>	<a href="#">🗑</a>
10	Membuat prototipe tote bag <i>Making a tote bag prototype</i>	Case method	<a href="#">✎</a>	<a href="#">🗑</a>
11	Membuat prototipe tote bag <i>Making a tote bag prototype</i>	Case method	<a href="#">✎</a>	<a href="#">🗑</a>
12	Membuat prototipe outer/ kimono <i>Making outer/kimono prototype</i>	Non SCL	<a href="#">✎</a>	<a href="#">🗑</a>
13	Membuat prototipe outer/ kimono <i>Making outer/kimono prototype</i>	Case method	<a href="#">✎</a>	<a href="#">🗑</a>
14	Membuat prototipe outer/ kimono <i>Making outer/kimono prototype</i>	Case method	<a href="#">✎</a>	<a href="#">🗑</a>
15	Kuliah tamu : Menyusun konsep pada produk fashion <i>Guest lecture: Develop concepts on fashion products</i>	Non SCL	<a href="#">✎</a>	<a href="#">🗑</a>
16	Membuat prototipe outer/ kimono <i>Making outer/kimono prototype</i>	Case method	<a href="#">✎</a>	<a href="#">🗑</a>

Bahasa Indonesia

English

Choose method ▼

[✎](#)[✕](#)

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