

Apparel Product Design 2

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 2
Course unit code	DP1846328
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	6 th semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Waluyohadi, S.Ds., M.Ds.
Learning outcomes of the course unit	1. student will be able to apply Design Thinking metho in fashion / apparel case 2. student will be able to make : Design Brief, Moodboard dan Style guide 3. student will be able to assembly product by using reverse engineering method 4. student will be able to show their idea through : Thumbnail sketch, Alternatif Desain dan Desain Final 5. student will be able to make Study/Form Model, 6. student will be able to do iteration, development, dan presentation prototype 7. student will be able to calculate Bill of Materials (BOM) 8. students will be able to show their design work in an exhibiton with shop etiquette
Mode of delivery	face-to-face
Prerequisites and co-requisites	
Course content	This course is an elective course that can be taken by students in semester 2 and above. In contrast to Apparel 1 which focuses more on technical skills, in this course students are taught about the design of apparel products with an emphasis on business processes. 1. Introduksi : history, designer icon, design works 2. Basic theory : design thinking, concept, creative eksplorasi and study model, material, finishing 3. Design Brief : Image, inspiration, mood board, Style guide, Identify the Opportunity for a New Product

	4. Research : Perform Product Research & reverse Engineering 5. Concept : Idea sketch, refine sketch, thumbnail 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	• Burke, Sandra.2012.Fashion Designer-Concept to Collection. London: Burke publishing • Charlotte & Peter Fuell, Industrial Design A-Z, Taschen, 2000 • Charlotte & Peter Fuell, Designing The 21st Century, Taschen, 2001 • Design Secrets: Products, Rocport Publisher. Inc., 2001 • Krome, Barrat, Logic and Design, George Godwin Ltd. 1980 • Larsen, Jack Lenor, Design Since 1945, Philadelphia Museum of Art, Rizzoli, New York, 1983 • Pearce, Peter, Experiments in Form, V.N, Reinhold Co. 1980 • William, Christoper, Origin of Form, Arch Book Co, New York, 1981
Planned learning activities and teaching methods	Discovery Learning; Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Dashboard

CURRICULUM

Learning Outcomes

Courses

SKPB

ASSESSMENT

MBKM

List of Curriculum

Learning Outcomes

Courses

List of Curriculum

Courses

Evaluation Entry

Scoring Recap

LO CLO Report

Scoring Revision

Entri Nilai

DASHBOARD > COURSES > DETAIL

Course Details

DP184628

Desain Produk Apparel 2

Apparel Design 2

3 credits

Coordinator: Waluyohadi, S.Ds., M.Ds.

Course Form

Course Type

Minimum Passing Grade

:

:

:

Tidak Ada

C

Course Description

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LO

CLO

Assessment & 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
☐	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>
☐	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>
☐	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>
☐	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>
☐	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>
☐	6. Ketramampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
☐	7. Ketramampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
☐	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
☐	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
☐	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
☒	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
☒	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
☒	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>
☐	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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ADVANCING HUMANITY



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Hotline Call official : +62315931147 email : despro@its.ac.id

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

Course Details

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3 credits

Coordinator: Waluyohadi, S.Ds., M.Ds.

Course Form

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LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

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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 11	LO 12	LO 13	
CLO-1	Mahasiswa memahami budaya tekstil Indonesia melalui konsep desain dan produksi batik <i>Students understand the Indonesian textile culture through batik's design concept and production process</i>	☒	☒	☐	50%
CLO-2	Mahasiswa memahami proses bisnis apparel <i>Students understand the apparel business process</i>	☐	☒	☒	50%
Total Weight		25%	50%	25%	

[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](#)

Course Details

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

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	Total Weight
1	Legenda fashion <i>Fashion Legend</i> Studi Kasus Case Method	0%	15%	15%
2	Pustaka desain tas <i>Bag design library</i> Kognitif - Quiz Cognitive - Quiz	0%	15%	15%
3	UTS : Sketsa desain batik <i>Midterm exam : Batik design sketch</i> Kognitif - UTS Cognitive - Midterm Exam	20%	0%	20%
4	Prototip batik <i>Batik prototype</i> Hasil proyek Team-based Project	30%	0%	30%
5	UAS : Proses bisnis apparel <i>Final exam : Apparel business process</i> Studi Kasus Case Method	0%	20%	20%
TOTAL		50%	50%	100%
Target		50%	50%	100%

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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Weeknum	Course Material	Learning Method		
1	Perkenalan & bahan batik <i>Introduction & batik material</i>	Non SCL		
2	Filosofi dan konsep batik <i>Batik : concept & philosophy</i>	Metode SCL lainnya		
3	Sketsa motif batik <i>Batik pattern sketch</i>	Metode SCL lainnya		
4	Sketsa full motif batik <i>Full batik pattern sketch</i>	Metode SCL lainnya		
5	Pewarnaan motif batik & produksi <i>Batik production & coloring</i>	Team-based project		
6	Analisis persaingan bisnis apparel <i>Competitor analysis of apparel business</i>	Metode SCL lainnya		
7	Brand, core value, & people in fashion <i>Brand, core value, & people in fashion</i>	Metode SCL lainnya		
8	UTS : Sketsa desain batik <i>Midterm exam : Batik design sketch</i>	Case method		
9	Bag design library <i>Bag design library</i>	Metode SCL lainnya		
10	Fashion legends <i>Fashion legends</i>	Metode SCL lainnya		
11	Foto produk <i>Product photography</i>	Metode SCL lainnya		
12	Brand : value, label, fashion show <i>Brand : value, label, fashion show</i>	Non SCL		
13	Kultam : IG, influencer, promotion guide <i>Guest lecturer : IG, influencer, promotion guide</i>	Case method		
14	Go online : Google trend, SEO, copywriting, deskripsi produk marketplace <i>Go online : Google trend, SEO, copywriting, product description on marketplace</i>	Non SCL		
15	Retail : floor plan, display, lipat baju, hanger, keagenan, pricing, HKI <i>Retail : floor plan, display, cloth folding, hanger, distribution channel, pricing, IPR</i>	Non SCL		
16	UAS & pengumpulan tugas prototip batik <i>Final exam & batik prototype submission</i>	Non SCL		

Bahasa Indonesia

English

Choose method ▼