



New Program Report

Date Submitted:
02/04/2019

Institution
Lindenwood University

Site Information

Implementation Date:
8/26/2019 12:00:00 AM

Added Site(s):

Selected Site(s):

Lindenwood University, 209 South Kings Highway, St. Charles, MO, 63301

CIP Information

CIP Code:
500407

CIP Description:

A program that prepares individuals to apply artistic principles and techniques to the professional design of commercial fashions, apparel, and accessories, and the management of fashion development projects. Includes instruction in apparel design; accessory design; the design of men's, women's, and children's wear; flat pattern design; computer-assisted design and manufacturing; concept planning; designing in specific materials; labor and cost analysis; history of fashion; fabric art and printing; and the principles of management and operations in the fashion industry.

CIP Program Title:

Fashion/Apparel Design

Institution Program Title:

Fashion Design and Technology

Degree Level/Type

Degree Level:

Bachelor's Degree

Degree Type:

Bachelor of Fine Arts

Options Added:

Collaborative Program:
N

Mode of Delivery

Current Mode of Delivery

Classroom

Hybrid

Online



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Student Preparation

Special Admissions Procedure or Student Qualifications required:

There are no special qualifications for this program, however, a portfolio can be submitted to the Division Director for Art and Design for review and consideration

Specific Population Characteristics to be served:

n/a

Faculty Characteristics

Special Requirements for Assignment of Teaching for this Degree/Certificate:

Faculty will need to hold one of the following degrees to teach the studio courses for Fashion Design and Technology: MFA Fashion Design, PhD Textile Management, MA Fashion Design with additional qualifying experience.

Estimate Percentage of Credit Hours that will be assigned to full time faculty:

Full-time faculty will offer 80% of the course work required for the degree.

Expectations for professional activities, special student contact, teaching/learning innovation:

N/A

Student Enrollment Projections Year One-Five

Year 1	Full Time: 13	Part Time: 2	
Year 2	Full Time: 20	Part Time: 5	
Year 3	Full Time: 30	Part Time: 5	Number of Graduates: 15
Year 4	Full Time: 40	Part Time: 5	
Year 5	Full Time: 50	Part Time: 10	Number of Graduates: 25

Percentage Statement:

n/a

Program Accreditation

Institutional Plans for Accreditation:

Along with the other programs in Art and Design in the School of Arts, Media, and Communications, the BFA in Fashion Design and Technology is designed to fulfill the recommendations of National Schools of Art and Design.

Program Structure

Total Credits:

120

Residency Requirements:

n/a

General Education Total Credits:

42

Major Requirements Total Credits:

78

Course(s) Added



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COURSE NUMBER	CREDITS	COURSE TITLE
FBD 31600	3	Fashion Illustration
FBD 38500	3	Fashion Business and Entrepreneurship
FD 35000	3	Computer-Aided Design I: Apparel Design
AAD 13600	3	Design II
FBD 37300	3	History of Costume from 1900
FBD 31300	3	Apparel Design III: Mini Collections
FBD 35300	3	3D Fashion Design and Technology
FBD 37600	3	Fashion Accessories
FBD 35100	3	Computer-Aided Design II: Textile Design
FBD 21100	3	Apparel Design I: Draping
FBD 37200	3	History of Costume to 1900
FBD 20000	3	Introduction to Fashion Design
AMC 44444	3	Internship
FBD 48800	3	Senior Collection II
FBD 35200	3	Computer-Aided Design III: Patternmaking
FBD 21000	3	Textile Science
ARTH 22200	3	History of Western Art to 1300
ARTH 22400	3	History of Western Art from 1300
AAD 35000	3	Portfolio Review
FBD 41400	3	Apparel Design IV: Technical Design
AAD 10600	3	Design I
FBD 48700	3	Senior Collection I
FBD 45000	3	Portfolio Design
FBD 31200	3	Apparel Design II: Patternmaking
AAD 10000	3	Digital Foundations

Free Elective Credits:

0

Internship or other Capstone Experience:

Students are required to complete an internship, portfolio, and senior collection.

Assurances



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I certify that the program will not unnecessarily duplicate an existing program within the geographically applicable area.

I certify that the program will build upon existing programs and faculty expertise.

I certify that the institution has conducted research on the feasibility of the proposal and it is likely the program will be successful. Institutions' decision to implement a program shall be based upon demand and/or need for the program in terms of meeting present and future needs of the locale, state, and nation based upon societal needs, and/or student needs.

Contact Information

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BFA in Fashion Design and Technology

GE Core Requirements	Hours Req.	Hours Compl.	300/400 Hours	Lindenwood Course Completed	Transfer Course Completed
Core					
Composition I <i>ENGL 15000 or EPP 15000</i>	3				
Composition II <i>ENGL 17000</i>	3				
Math <i>GE-Math</i>	3				
US History or Government <i>GE-Human Culture: US History/Government</i>	3				
Natural & Social Science/Math					
Social Science <i>GE-Social Science</i>	3				
Natural Science with Lab <i>GE-Natural Science Lab</i>	3				
Social Science or Natural Science Elective <i>GE-Social Science, GE-Natural Science, or GE-Natural Science Lab</i>	3				
Social Science, Natural Science, or Math Elective <i>GE-Social Science, GE-Natural Science, GE-Natural Science Lab, or GE-Math</i>	3				
Human Culture					
Arts <i>GE-Human Culture: Arts</i>	3				
Literature <i>GE-Human Culture: Literature</i>	3				
Non-Literature, Non-Arts Human Culture Elective <i>GE-Human Culture: US History/Government, GE-Human Culture: World History, GE-Human Culture: Foreign Language, GE-Human Culture: Foreign Culture, GE-Human Culture: Philosophy, or GE-Human Culture: Religion</i>	3				
Human Culture Elective <i>Any GE-Human Culture</i>	3				
GE Electives					
GE Elective <i>Any GE Course</i>	3				
GE Elective <i>Any GE Course</i>	3				
Total	42				
*At least 6 of the 42 required hours must also have GE-Human Diversity designation in addition to one of the required content areas, or students may choose to take additional courses that count only for GE-Human Diversity. See course descriptions in the undergraduate catalog for specific GE designations.					
GE-Human Diversity	3				
GE-Human Diversity	3				

		Major Core Requirements (48 hours)	Hours Req.	Hours Compl.	300/400 Hours	Lindenwood Course Completed	Transfer Course Completed
			78		51		
✓	✓	AAD 12000 Digital Foundations	3				
✓		FBD 20000 Introduction to Fashion Design	3				
✓		AAD 10600 Design I	3				
✓		AAD 13600 Design II	3				
✓		AAD 13000 Drawing I	3				
✓		ARTH 22200 History of Western Art to 1300	3				
✓		ARTH 22400 History of Western Art from 1300	3				
✓		FBD 37200 History of Costume to 1900	3		3		

✓		FBD 37300	History of Costume from 1900	3		3	
✓		FBD 21000	Textile Science	3			
✓		FBD 31600	Fashion Illustration	3		3	
✓		AAD 35000	Portfolio Review	3		3	
✓		FBD 21100	Apparel Design I: Draping	3			
✓		FD 35000	Computer-Aided Design I: Apparel Design	3		3	
✓		FBD 31200	Apparel Design II: Patternmaking	3		3	
✓		FBD 31300	Apparel Design III: Mini Collections	3		3	
✓		FBD 38500	Fashion Business and Entrepreneurship	3		3	
✓		FBD 41400	Apparel Design IV: Technical Design	3		3	
✓		FBD 35100	Computer-Aided Design II: Textile Design	3		3	
✓		FBD 35200	Computer-Aided Design III: Patternmaking	3		3	
	✓	FBD 35300	3D Fashion Design and Technology	3		3	
✓		FBD 37600	Fashion Accessories	3		3	
✓		FBD 45000	Portfolio Design	3		3	
✓		AMC 44444	Internship or Study Abroad	3		3	
✓		FBD 48700	Senior Collection I	3		3	
✓		FBD 48800	Senior Collection II	3		3	
			Free Electives (30 Hours)	0		51	
			Total	120	0	51	Students must have 42 upper-level credit hours to graduate.

PLO ID

Program Learning Outcomes (PLOs)

1	Students will utilize essential habits of mind to communicate, solve problems, articulate and apply design principles of visual organization with broad, integrative, and specialized knowledge, within fashion design.					
2	Students will fluently communicate, solve problems and respond to art and design historical, cultural, and stylistic contexts and ideas; form and defend value judgments about art and design concepts with specialized knowledge of fashion design					
3	Students will synthesize knowledge from the field of fashion design and technology					
1	I			Course ART 10600/ Fall Freshmen	Articulating two-dimensional design elements and their effects on various surfaces	3
2	I			Course ART 10600/ Fall Freshmen	Apply two-dimensional design elements in projects	3
1	I			Course ARTH 22200/ Fall Freshmen	Articulating principles of design and visual organization in various media across eras	3
3	I			Course ARTH 22200/ Fall Freshmen	Demonstrate knowledge of the history of art to 1300, its cultural and stylistic contexts, and in formal analysis papers analyze said works	3
4	I			Course ARTH 22200/ Fall Freshmen	In essays and inclass oral presentations, demonstrate process of solving design problems.	3
1	I			Course FBD 10000/ Fall Freshmen	Articulating interactive and web design visual organization principles	3
2	I			Course FBD 10000/ Fall Freshmen	Apply digital design elements in projects	3
3	I			Course FBD 10000/ Fall Freshmen	Introduce brief history of web design to contextualize student projects	3
PLO	I	D	M	YEAR/TERM	Priority Content/Topics	HRS
1	I			Course FBD 10100/ Spring Freshmen	Articulate principles of design across emerging platforms	3
3	I			Course FBD 10100/ Spring Freshmen	Demonstrate knowledge of various platforms, their history and relevance to different design schema	3
1	I			Course ARTH 22400/ Spring Freshmen	Articulating principles of design and visual organization in various media across eras	3
3	I			Course ARTH 22400/ Spring Freshmen	Demonstrate knowledge of the history of art from 1300, its cultural and stylistic contexts, and in formal analysis papers analyze said works	3
4	I			Course ARTH 22400/ Spring Freshmen	In essays and inclass oral presentations, demonstrate process of solving design problems.	3
1	I			Course FBD 10050 / Spring Freshmen	Articulate visual organization principles of web design	3
2	I			Course FBD 10050 / Spring Freshmen	Apply principles of temporal design in introductory web design projects	3
3	I			Course FBD 10050 / Spring Freshmen	Demonstrate knowledge of the history of web design and students projects within it	3
PLO	I	D	M	YEAR/TERM	Priority Content/Topics	HRS
1		D		Course FBD 20200/ Fall Sophomore	Articulating intermediate design principles through software	3
2	I			Course FBD 20200/ Fall Sophomore	Through software, apply principles of visual organization	3

3	I			Course FBD 20200/ Fall Sophomore	Demonstrate knowledge of the history of the use of software in the creation of various designs	3
1	I			Course COM 154/ Fall Sophomore	Articulate design principles through non-linear video editing	3
2	I			Course COM 154/ Fall Sophomore	Apply visual organization principles through non-linear video editing	3
PLO	I	D	M	YEAR/TERM	Priority Content/Topics	HRS
1		D		Course ARTH 36900/ Spring Sophomore	Articulating principles of design and visual organization in digital media from the last century	3
3		D		Course ARTH 36900/ Spring Sophomore	Demonstrate knowledge of the history graphic and web design, its cultural and stylistic contexts, and in research papers	3
4		D		Course ARTH 36900/ Spring Sophomore	In essays and inclass oral presentations, demonstrate process of solving design problems.	3
1		D		Course FBD 24000/ Spring Sophomore	Articulate principles of design for clients in The Firm	3
2		D		Course FBD 24000/ Spring Sophomore	Apply principles of visual organization in projects for The Firm	3
3		D		Course FBD 24000/ Spring Sophomore	Demonstrate knowledge of the history of graphic and web design in the design process and choices made in projects	3
4		D		Course FBD 24000/ Spring Sophomore	Demonstrate knowledge of complex problem solving in design projects	3
1			M	Course FBD 30000/ Spring Sophomore	Articulate principles of design in the Sophomore Portfolio Review	3
2		D		Course FBD 30000/ Spring Sophomore	Apply principles of visual organization in foundations portfolio	3
3		D		Course FBD 30000/ Spring Sophomore	Demonstrate knowledge of the history of graphic and web design in the design in review oral defense	3
4		D		Course FBD 30000/ Spring Sophomore	Demonstrate knowledge of complex problem solving in foundations portfolio	3
PLO	I	D	M	YEAR/TERM	Priority Content/Topics	HRS
1			M	Course FBD 31000/ Fall Junior	Articulate advanced principles of design in projects	3
2			M	Course FBD 31000/ Fall Junior	Apply advanced principles of visual organization in projects	3
3		D		Course FBD 31000/ Fall Junior	Demonstrate knowledge of the history of graphic and web design in the design process and choices made in projects	3
4		D		Course FBD 31000/ Fall Junior	Demonstrate knowledge of complex problem solving in projects	3
1			M	Course FBD 32500/ Fall Junior	Articulate advanced principles of design in projects	3
2			M	Course FBD 32500/ Fall Junior	Apply advanced principles of visual organization in projects	3
3		D		Course FBD 32500/ Fall Junior	Demonstrate knowledge of the history of graphic and web design in the design process and choices made in projects	3
4		D		Course FBD 32500/ Fall Junior	Demonstrate knowledge of complex problem solving in projects	3
1			M	Course GD 32200/ Fall Junior	Articulate advanced principles of design in motion graphics projects	3
2			M	Course GD 32200/ Fall Junior	Apply advanced principles of visual organization in motion graphics projects	3

3		D		Course GD 32200/ Fall Junior	Demonstrate knowledge of the history of graphic and web design in the design process and choices made in motion graphics projects	3
4		D		Course GD 32200/ Fall Junior	Demonstrate knowledge of complex problem solving in motion graphics projects	3
PLO	I	D	M	YEAR/TERM	Priority Content/Topics	HRS
1			M	Course FBD 31600/ Spring Junior	Articulate advanced principles of design in web design projects	3
2			M	Course FBD 31600/ Spring Junior	Apply advanced principles of visual organization in web design projects	3
3		D		Course FBD 31600/ Spring Junior	Demonstrate knowledge of the history of graphic and web design in the design process and choices made in web design projects	3
4		D		Course FBD 31600/ Spring Junior	Demonstrate knowledge of complex problem solving in web design projects	3
1			M	Course FBD 32000/ Spring Junior	Articulate principles of design for clients in The Firm	3
2			M	Course FBD 32000/ Spring Junior	Apply principles of visual organization in projects for The Firm	3
3		D		Course FBD 32000/ Spring Junior	Demonstrate knowledge of the history of graphic and web design in the design process and choices made in projects.	3
4		D		Course FBD 32000/ Spring Junior	Demonstrate knowledge of complex problem solving in design projects	3
1			M	Course FBD 33600/ Spring Junior	Articulate advanced principles of design in 3-D graphics projects	
2			M	Course FBD 33600/ Spring Junior	Apply advanced principles of visual organization in 3-D graphics projects	
3		D		Course FBD 33600/ Spring Junior	Demonstrate knowledge of the history of graphic and web design in the design process and choices made in 3-D graphics projects	
4		D		Course FBD 33600/ Spring Junior	Demonstrate knowledge of complex problem solving in 3-D graphics projects	
PLO	I	D	M	YEAR/TERM	Priority Content/Topics	HRS
1			M	Course FBD 44000/ Fall Senior	Articulate principles of design for clients in The Firm	3
2			M	Course FBD 44000/ Fall Senior	Apply principles of visual organization in projects for The Firm	3
3			M	Course FBD 44000/ Fall Senior	Demonstrate knowledge of the history of graphic and web design in the design process and choices made in projects	3
4			M	Course FBD 44000/ Fall Senior	Demonstrate knowledge of complex problem solving in design projects	3
1			M	Course FBD 42400/ Fall Senior	Articulate advanced principles of design in mobile application projects	3
2			M	Course FBD 42400/ Fall Senior	Apply advanced principles of visual organization in mobile application projects	3
3			M	Course FBD 42400/ Fall Senior	Demonstrate knowledge of the history of graphic and web design in the design process and choices made in mobile application projects	3

4			M	Course FBD 42400/ Fall Senior	Demonstrate knowledge of complex problem solving in mobile application projects	3
PLO	I	D	M	YEAR/TERM	Priority Content/Topics	HRS
1			M	Course FBD 45000/ Spring Senior	Articulate advanced principles of design in web design projects	3
2			M	Course FBD 45000/ Spring Senior	Apply advanced principles of visual organization in web design projects	3
3			M	Course FBD 45000/ Spring Senior	Demonstrate knowledge of the history of graphic and web design in the design process and choices made in web design projects	3
4			M	Course FBD 45000/ Spring Senior	Demonstrate knowledge of complex problem solving in web design projects	3
1			M	Course FBD 48400/ Spring Senior	Articulate advanced principles of design in capstone project	3
2			M	Course FBD 48400/ Spring Senior	Apply advanced principles of visual organization in capstone project	3
3			M	Course FBD 48400/ Spring Senior	Demonstrate knowledge of the history of graphic and web design in the design process and choices made in capstone project	3
4			M	Course FBD 48400/ Spring Senior	Demonstrate knowledge of complex problem solving in capstone project	3

I Introduction
 R Reinforcement
 M Mastery