



FICHA DE UNIDADE CURRICULAR

Unidade Curricular

201313035 - DESIGN DE MODA VI

Tipo

Obrigatória

Ano lectivo

2019/20

Curso

Lic Moda

Ciclo de estudos

1º

Créditos

12.50 ECTS

Idiomas

Português

Periodicidade

semestral

Pré requisitos

Ano Curricular / Semestre

3º / 2º

Área Disciplinar

Design

Horas de contacto (semanais)

Teóricas	Práticas	Teórico práticas	Laboratoriais	Seminários	Tutoriais	Outras	Total
0.00	0.00	9.00	0.00	0.00	0.00	0.00	9.00

Total Horas da UC (Semestrais)

Total Horas de Contacto
126.00

Horas totais de Trabalho
350.00

Docente responsável (nome / carga lectiva semanal)

Francisco Mário Ribeiro da Silva

Outros Docentes (nome / carga lectiva semanal)

Francisco Mário Ribeiro da Silva 9.00 horas

Objetivos de aprendizagem (conhecimentos, aptidões e competências a desenvolver pelos estudantes)

Aproximar os alunos da prática do design através da simulação do quotidiano de um atelier de moda, confrontando-os com um modelo de aprendizagem mais 'vivo' e 'situado', levando-os a projectar / materializar a colecção a apresentar ao publico.

Consolidar metodologias criativas que organizam e viabilizam a CONSTRUÇÃO de projectos de design de diversas naturezas , segundo uma lógica conceptual de cruzamento dos actos de questionar + desenhar +

prototipar (*think it + draw it + do it*).

Entender a necessidade de pensar e actuar rapidamente, bem como a dinâmica de trabalho colaborativo.

Fortalecer a capacidade dos alunos para construir nexos entre ideia | conceito | design e matéria.

Conteúdos Programáticos / Programa

O conteúdo programático é implementado através do desenvolvimento de um projecto de médio prazo, com base num processo de aprendizagem colaborativa, pretendendo estimular a capacidade dos alunos para entender a relação entre design e concretização e o questionamento de todo o processo de corporização do conjunto de designs.

Os conteúdos serão consolidados através do desenvolvimento de um projecto colaborativo de design, em estreita ligação com a UC de Design de Moldes 2D II, que será apresentado publicamente.

Demonstração da coerência dos conteúdos programáticos com os objectivos de aprendizagem da unidade curricular

Domínio de diferentes metodologias de processo criativo para o desenvolvimento de projectos de design de moda respondendo a briefs com componentes diversas e distintas.

Metodologias de ensino (avaliação incluída)

Tratando-se de uma disciplina teórico-prática, será adoptada a utilização de um conjunto de estratégias para o desenvolvimento do processo criativo, para além da passagem de conteúdos de carácter mais teórico devidamente fundamentados e assentes em metodologias adoptadas por instituições de referência.

Os docentes procurarão igualmente estimular os alunos na 'descoberta' de referências e estímulos visuais por forma a fortalecer a conceptualização dos projectos, ao mesmo tempo que desenvolverão um grande projecto de trabalho em equipe, como resposta à nova realidade da indústria da moda, pretende-se assim não formar designers-diva mas pelo contrário potenciar a capacidade dos alunos para a integração de equipas - à semelhança daquilo que deverá ocorrer durante as suas eventuais carreiras em diversos sectores da indústria de moda.

Demonstração da coerência das metodologias de ensino com os objectivos de aprendizagem da unidade curricular

O último ano do 1º Ciclo funciona como um laboratório de experimentação interdisciplinar em que métodos, processos e técnicas são seleccionados em função dos conceitos definidos, procurando estabelecer interacção com outras unidades curriculares. O modelo de acompanhamento dos alunos será tutorial.

Bibliografia Principal

Atkinson, M. (2012). How to Create your Final Collection: A fashion Students Handbook (Portfolio Skills) : London, Laurence King.

Cabrera, A. (2010). 101 Things I learned in Fashion School, New York: Grand Central Publishing

DeLong, M. & Martinson, B. (2012). Color and Design. New York: Berg Publishers

Dieffenbacher, F. (2012). Fashion Thinking: Creative Approaches to the Design Process, London: Ava Publishing.

Ellinwood, J. G. (2011). Fashion by Design. New York: Berg Publishers.

Faerm, S. (2010). Fashion Design Course – Principles, Practice and Techniques: The Ultimate Guide for Aspiring Fashion Designers, London: Thames & Hudson

Fischer, A. (2008). Basic Fashion Design: Construction, London: Ava Publishing.

Gaimster, J. & Gaimster, A. (2011). Visual Research Methods in Fashion, New York: Berg Publishers.

Grandon, A. & Fitzgerald, T. (2009). 200 Projects to Get You into Fashion Design. London: A&C Black Publishers.

Hallet, C. & Johnston, A. (2010). Fabric for Fashion: The Swatch Book, London: Laurence King.

Hopkins, J. (2012). Fashion Design: The Complete Guide, London: Ava Publishing.

Jones, S. J. (2011). Fashion Design (Portfolio), London: Laurence King.

Martin, R. (2012). DIY Couture: Create Your Own Fashion Collection. London: Laurence King.

Renfrew, E. & Renfrew, C. (2009). Developing a Collection. Lausanne: AVA Publishing.

Sudjic, D. (2009). The Language of Things: Design, Luxury, Fashion, Art: how we are seduced by the objects around us. London: Penguin.

Szkutnicka, B. (2010). Technical Drawing For Fashion. London: Laurence King.

Tain, L. (2010). Portfolio Presentation for Fashion Designers. New York: Fairchild.

Yamase, K. (2012). Cut-Up Couture: Edgy Upcycled Garments to Sew. New York: Interweave Press.

Bibliografia Complementar



CURRICULAR UNIT FORM

Curricular Unit Name

201313035 - Fashion Design VI

Type

Obrigatória

Academic year

2019/20

Degree

Lic Moda

Cycle of studies

1º

Year of study/ Semester

12.50 ECTS

Lecture language

Português

Periodicity

semestral

Prerequisites

Unit credits

3º / 2º

Scientific area

Design

Contact hours (weekly)

Tehoretical	Practical	Theoretical-practicals	Laboratory	Seminars	Tutorial	Other	Total
0.00	0.00	9.00	0.00	0.00	0.00	0.00	9.00

Total CU hours (semestrial)

Total Contact Hours

126.00

Total workload

350.00

Responsible teacher (name /weekly teaching load)

Francisco Mário Ribeiro da Silva

Other teaching staff (name /weekly teaching load)

Francisco Mário Ribeiro da Silva 9.00 horas

Learning objectives (knowledge, skills and competences to be developed by students)

To bring students closer to the practice of design through the simulation of the everyday life of a fashion studio, confronting them with a more 'live' and 'situated' learning model, leading them to design / materialize the collection to be presented to the public.

To consolidate creative methodologies that organize and make possible the CONSTRUCTION of design projects of different natures, according to a conceptual logic of crossing the acts of questioning + draw + prototipar (think it + draw it + do it).

Understand the need to think and act quickly, as well as the dynamics of collaborative work.
Strengthen students' ability to build bridges between ideas | concept | design and material.

Syllabus

The programmatic content is implemented through the development of a medium term project, based on a collaborative learning process, aiming to stimulate the students' ability to understand the relationship between design and concretization and the questioning of the entire process of designing the set of designs .

The content will be consolidated through the development of a collaborative design project, in close liaison with the UC 2D II Mold Design, which will be presented publicly.

Demonstration of the syllabus coherence with the curricular unit´s learning objectives

Domain of different methodologies of creative process for the development of projects of fashion design responding to briefs with diverse and distinct components.

Teaching methodologies (including evaluation)

In the case of a theoretical-practical discipline, the use of a set of strategies for the development of the creative process will be adopted, in addition to the passage of more theoretical contents, duly grounded and based on methodologies adopted by reference institutions.

Teachers will also seek to stimulate students in the 'discovery' of references and visual stimuli in order to strengthen the conceptualization of the projects, while at the same time developing a great project of teamwork, in response to the new reality of the fashion industry, if this does not form designer-diva but on the contrary enhance the ability of students to integrate teams - similar to what should occur during their eventual career in various sectors of the fashion industry.

Demonstration of the coherence between the Teaching methodologies and the learning outcomes

The last year of the 1st Cycle works as a laboratory of interdisciplinary experimentation in which methods, processes and techniques are selected according to the defined concepts, trying to establish interaction with other curricular units. The tutoring model for the students will be tutorial.

Main Bibliography

- Atkinson, M. (2012). How to Create your Final Collection: A fashion Students Handbook (Portfolio Skills) : London, Laurence King.
- Cabrera, A. (2010). 101 Things I learned in Fashion School, New York: Grand Central Publishing
- DeLong, M. & Martinson, B. (2012). Color and Design. New York: Berg Publishers
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Publishing.

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Faerm, S. (2010). *Fashion Design Course – Principles, Practice and Techniques: The Ultimate Guide for Aspiring Fashion Designers*, London: Thames & Hudson

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Additional Bibliography