

Redesigning our Majors Symposium



Faculty Ownership & Shared Governance During Curricular Revision

- Apparel Design & Merchandising
- Sociology
- Communications Studies/School of Design
- Health Education



Apparel Design & Merchandising Program

Connie Ulasewicz

Benefits of Faculty Learning Community

- Making Connections across Colleges
- Support/Resources from FLC throughout the process and beyond

Using Resources & Tools

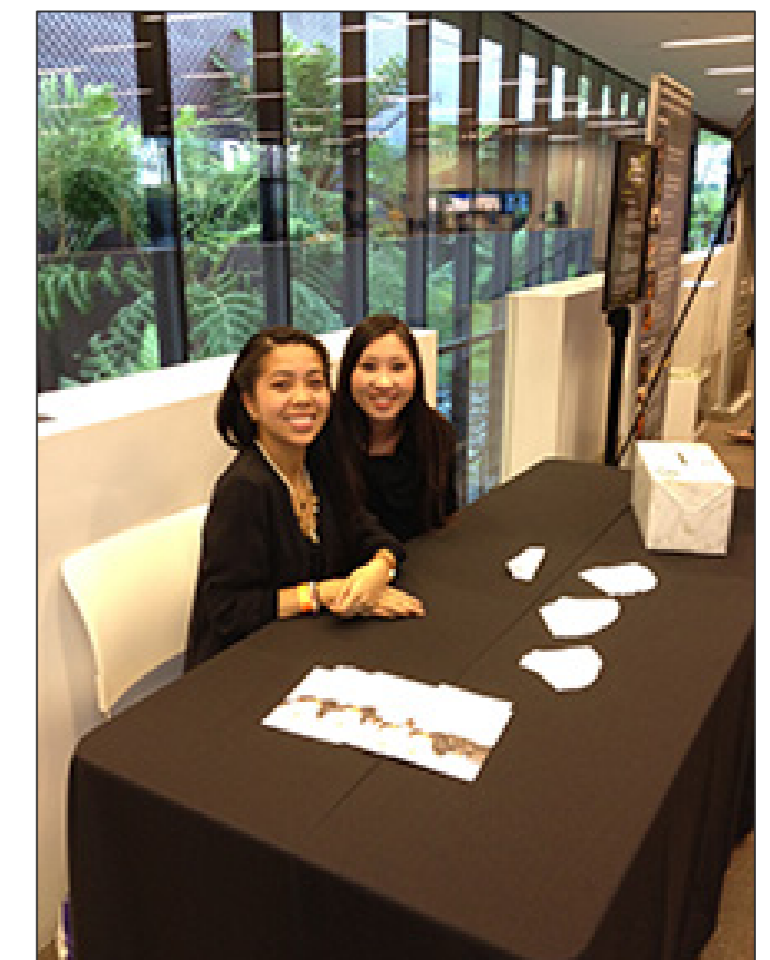
- Teagle Faculty
- Alumnae Survey
- iLearn (shared technology resource)

Engaging Lecturers and Colleagues

- Money from Grant Essential
- Accessible Times

Apparel Design & Merchandising Program Mission Statement

The ADM program creates an educational and experiential foundation for diverse professional careers in the globally interdependent apparel industry. Students explore human behavior, social problems and environmental concerns, interpreting influences and outcomes through apparel design and merchandising.



Apparel Design & Merchandising Program

1. Students will understand and apply knowledge about the roles and functions of various industry sectors in which sewn products are developed, produced, marketed, sold, and consumed, including design, construction, sourcing, manufacturing, marketing, and merchandising processes. **Industry**
1. Students will apply theories and research on appearance and behavior, across the lifespan and in diverse communities. **Human Behavior**
1. Students will analyze the aesthetic expression of dress in relation to historical, socio-cultural, and ecological factors and their relationship to quality of life. **Aesthetics**
1. Students will identify, analyze and evaluate issues of social responsibility and ethical behavior with local and global apparel and textile industries as they relate to historical and current issues. **Historical, Local & Global Issues**
1. Students will research, identify and interpret needs and wants of consumers and how industry processes are applied in order to plan, develop, produce, communicate and sell product. **Industry-Consumer**
1. Students will use appropriate technology to facilitate critical, creative, quantitative and qualitative thinking in oral, written and visual formats to varied audiences. **Professional Skill**
1. Students will demonstrate the ability to design, merchandise and communicate to and for diverse populations. **Creative Thinking**

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Program Learning Objectives Met In Classes

	260	261	262	265	360	361	362	365	369	466	560	561	566	569	600	665	661
Industry	X	X		X		X	X	X	X	X	X		X	X		X	X
Human behavior					X							X	X		X	X	
Aesthetics			X		X	X	X					X	X	X		X	X
Historical																	
Local					X			X			X	X				X	
Global Issues																	
Consumer Industry	X			X			X	X	X	X	X		X			X	
Professional Skill	X	X	X	X	X			X	X	X			X	X	X	X	
Creative Thinking		X	X			X	X			X	X			X	X		X

