	Universitas Negeri Surabaya Faculty of Engineering, Undergraduate Study Program, Fashion Design Education	Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
Fashion Pattern Engineering	8321202111		T=2	P=0	ECTS=3.18	3	July 18, 2024

AUTHORIZATION	SP Developer	Course Cluster Coordinator	Study Program Coordinator
	.....	.....	Imami Arum Tri Rahayu, S.Pd., M.Pd.

Learning model	**Case Studies**
Program Learning Outcomes (PLO)	**PLO study program that is charged to the course**
	Program Objectives (PO)
	PLO-PO Matrix

	P.O

PO Matrix at the end of each learning stage (Sub-PO)

P.O	Week															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Short Course Description	Study of concepts and mastery of skills in making pattern engineering for parts of women's clothing, including: body, sleeves, skirts, trousers, and details of party wear, casual wear and costume/show wear, by applying the principles of pattern magic, three-dimensional patterns and zero-waste patterns. Learning is carried out by applying a constructivist approach, including discussions, problem solving, project-based learning, individual and group skills training, assignments, and making final reports. Assessments take the form of theory, practice, performance and portfolio tests.
References	**Main :**

1. 1. Aldrich, W. (2015). *Metric Pattern Cutting for Womens Wear* .Chicester: John Wiley and Sons Ltd. 2. Drudi, E. (2007). *Wrap and Drape Fashion* . Amsterdam: Pepin Press. 3. Elradi, W.A. (2016). The concept of Zero waste fashion and macramé technique to boost up the innovation of women garments designs inspired by Nubian motifs. *International Design Journal.* 6 (1): 325-337. 4. Joseph-Armstrong, H. (2010). *Pattermaking for Fashion Design* . New Jersey: Prentice Hall. 5. Muliawan, Porrie. (2004). *Analisa Pecah Pola Busana Wanita.* Jakarta: BPK Gunung Mulia. 6. Nakamichi, T. (2011). *Pattern Magic 1* . London: Laurence King Publishing 7. Nakamichi, T. (2011). *Pattern Magic 2* . London: Laurence King Publishing 8. Nakamichi, T. (2016). *Pattern Magic 3* . London: Laurence King Publishing. 9. Rissanen, T. (2013). Zero-Waste Fashion Design- a study at the intersection of cloth, fashion design and pattern cutting. *Ph.D Thesis* . Sydney: University of Technology. 10. Sato, H. (2012). *Drape Drape 1.* London: Laurence King Publishing

	Supporters:
Supporting lecturer	Dr. Lutfiyah Hidayati, S.Pd., M.Pd. Ma'rifatun Nashikhah, S.Pd., M.Pd.

Week-	Final abilities of each learning stage (Sub-PO)	Evaluation	Help Learning, Learning methods, Student Assignments, [Estimated time]	Learning materials [References	Assessment Weight (%)

		Indicator	Criteria & Form	Offline (*offline*)	Online (*online*)	]	
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
1	Students understand the RPS for Fashion Pattern Engineering and agree on a learning contract. Students understand the basic concepts of Fashion Pattern Engineering	1. Explain the definition of fashion pattern engineering. 2. Explain the purpose and benefits of pattern engineering. 3. Explain the characteristics of pattern engineering tools and materials. 4. Identify types of fashion pattern engineering techniques		Presentation, group discussion and reflection 2 X 50			0%
2	Students are able to create variations in women's body patterns	1. Describe the design analysis of women's body patterns. 2. Design analysis of women's body patterns. 3. Make women's body patterns.		Discussion, assignments and exercises 4 X 50			0%
3	Students are able to create variations in women's body patterns	1. Describe the design analysis of women's body patterns. 2. Design analysis of women's body patterns. 3. Make women's body patterns.		Discussion, assignments and exercises 4 X 50			0%
4	Students are able to make variations of women's sleeve patterns	1. Describe the design analysis of women's sleeve pattern ruptures 2. Design the analysis of women's sleeve pattern ruptures 3. Create the women's sleeve pattern rupture		Discussion, assignments and exercises 4 X 50			0%
5	Students are able to make variations of women's sleeve patterns	1. Describe the design analysis of women's sleeve pattern ruptures 2. Design the analysis of women's sleeve pattern ruptures 3. Create the women's sleeve pattern rupture		Discussion, assignments and exercises 4 X 50			0%
6	Students are able to make variations of broken skirt patterns	1. Describe the design analysis of skirt pattern ruptures 2. Design an analysis of skirt pattern ruptures 3. Create skirt pattern ruptures		Discussion, assignments and exercises 2 X 50			0%

7	Students are able to make variations of broken skirt patterns	1. Describe the design analysis of skirt pattern ruptures 2. Design an analysis of skirt pattern ruptures 3. Create skirt pattern ruptures		Discussion, assignments and exercises 2 X 50			0%
8	MIDDLE SEMESTER EXAMINATION Understand the material from meetings 1 to 7			2 X 50			0%
9	Students are able to make variations of broken trouser patterns	1. Describe the design analysis of trouser pattern ruptures 2. Design an analysis of trouser pattern ruptures 3. Make trousers pattern ruptures		Discussion, assignments and exercises 2 X 50			0%
10	Students are able to create broken patterns for various women's casual clothing designs using pattern magic and zero-waste pattern techniques	1. Describe the broken design analysis of women's casual clothing patterns 2. Design a broken analysis of women's casual clothing patterns using pattern magic 3. Create broken patterns of women's casual clothing patterns using pattern magic 4. Design a broken analysis of women's casual clothing patterns using zero-waste patterns 5. Create a zero-waste pattern for women's casual clothing		Discussion, assignments and exercises 4 X 50			0%

11	Students are able to create broken patterns for various women‘s casual clothing designs using pattern magic and zero-waste pattern techniques	1. Describe the broken design analysis of women‘s casual clothing patterns 2. Design a broken analysis of women‘s casual clothing patterns using pattern magic 3. Create broken patterns of women‘s casual clothing patterns using pattern magic 4. Design a broken analysis of women's casual clothing patterns using zero-waste patterns 5. Create a zero-waste pattern for women‘s casual clothing		Discussion, assignments and exercises 4 X 50			0%
12	Students are able to create patterns of various women‘s party clothing designs using pattern magic and 3-dimensional techniques	1. Describe the broken design analysis of women‘s party fashion patterns 2. Design a broken analysis of women‘s party fashion patterns using pattern magic 3. Create broken patterns of women‘s party fashion patterns using pattern magic 4. Design a 3-dimensional broken analysis of women‘s party fashion patterns 5. Create broken 3-dimensional women‘s party dress patterns		Discussion, assignments and exercises 4 X 50			0%

13	Students are able to create patterns of various women's party clothing designs using pattern magic and 3-dimensional techniques	1. Describe the broken design analysis of women's party fashion patterns 2. Design a broken analysis of women's party fashion patterns using pattern magic 3. Create broken patterns of women's party fashion patterns using pattern magic 4. Design a 3-dimensional broken analysis of women's party fashion patterns 5. Create broken 3-dimensional women's party dress patterns		Discussion, assignments and exercises 4 X 50			0%
14	Students are able to create broken patterns for various custom performance clothing designs using pattern magic and zero-waste pattern techniques	1. Describe the design analysis of performance clothing patterns (custom) 2. 2. Designing a breakout analysis of performance fashion patterns using pattern magic 3. Making breakout patterns for performance wear patterns using pattern magic 4. Designing a breakout analysis of women's casual wear patterns using a zero-waste pattern 5. Creating breakout patterns for performance wear patterns using a zero-waste pattern		Discussion, assignments and exercises 4 X 50			0%

15	Students are able to create broken patterns for various custom performance clothing designs using pattern magic and zero-waste pattern techniques	1. Describe the design analysis of performance clothing patterns (custom) 2. 2. Designing a breakout analysis of performance fashion patterns using pattern magic 3. Making breakout patterns for performance wear patterns using pattern magic 4. Designing a breakout analysis of women's casual wear patterns using a zero-waste pattern 5. Creating breakout patterns for performance wear patterns using a zero-waste pattern		Discussion, assignments and exercises 4 X 50			0%
16	FINAL EXAMS			2 X 50			0%

Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage
		0%

Notes

1. **Learning Outcomes of Study Program Graduates (PLO - Study Program)** are the abilities possessed by each Study Program graduate which are the internalization of attitudes, mastery of knowledge and skills according to the level of their study program obtained through the learning process.
2. **The PLO imposed on courses** are several learning outcomes of study program graduates (CPL-Study Program) which are used for the formation/development of a course consisting of aspects of attitude, general skills, special skills and knowledge.
3. **Program Objectives (PO)** are abilities that are specifically described from the PLO assigned to a course, and are specific to the study material or learning materials for that course.
4. **Subject Sub-PO (Sub-PO)** is a capability that is specifically described from the PO that can be measured or observed and is the final ability that is planned at each learning stage, and is specific to the learning material of the course.
5. **Indicators for assessing** ability in the process and student learning outcomes are specific and measurable statements that identify the ability or performance of student learning outcomes accompanied by evidence.
6. **Assessment Criteria** are benchmarks used as a measure or measure of learning achievement in assessments based on predetermined indicators. Assessment criteria are guidelines for assessors so that assessments are consistent and unbiased. Criteria can be quantitative or qualitative.
7. **Forms of assessment:** test and non-test.
8. **Forms of learning:** Lecture, Response, Tutorial, Seminar or equivalent, Practicum, Studio Practice, Workshop Practice, Field Practice, Research, Community Service and/or other equivalent forms of learning.
9. **Learning Methods:** Small Group Discussion, Role-Play & Simulation, Discovery Learning, Self-Directed Learning, Cooperative Learning, Collaborative Learning, Contextual Learning, Project Based Learning, and other equivalent methods.
10. **Learning materials** are details or descriptions of study materials which can be presented in the form of several main points and sub-topics.
11. **The assessment weight** is the percentage of assessment of each sub-PO achievement whose size is proportional to the level of difficulty of achieving that sub-PO, and the total is 100%.
12. TM=Face to face, PT=Structured assignments, BM=Independent study.