



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

**Document  
Code**

**SEMESTER LEARNING PLAN**

<b>Courses</b>	<b>CODE</b>	<b>Course Family</b>	<b>Credit Weight</b>			<b>SEMESTER</b>	<b>Compilation Date</b>										
FASHION DESIGN	8321202027	Compulsory Study Program Subjects	T=2	P=0	ECTS=3.18	2	July 17, 2024										
<b>AUTHORIZATION</b>	<b>SP Developer</b>		<b>Course Cluster Coordinator</b>			<b>Study Program Coordinator</b>											
	Dr. Deny Arifiana, S.Pd., M.A.		Dr.Sn. Inty Nahari, S.Pd., M.Ds.			Imami Arum Tri Rahayu, S.Pd., M.Pd.											
<b>Learning model</b>	Project Based Learning																
<b>Program Learning Outcomes (PLO)</b>	<b>PLO study program that is charged to the course</b>																
	PLO-5	Have a professional attitude as an educator and practitioner in the field of fashion design which includes discipline, honesty, responsibility and cooperation.															
	<b>Program Objectives (PO)</b>																
	<b>PLO-PO Matrix</b>																
		P.O		PLO-5													
	<b>PO Matrix at the end of each learning stage (Sub-PO)</b>																
	P.O	Week															
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
<b>Short Course Description</b>	This course consists of theory and practice which discusses the basic concepts of model drawing including the meaning, objectives and benefits of fashion drawing. Drawing types of clothing, drawing parts of clothing, drawing fabric textures, and drawing fabric motifs. The course implementation uses an individual and classical approach in the form of lectures, demonstrations, discussions, experiments which are complemented by practicums in creating mini design collections based on the source of ideas and in accordance with the teaching objectives.																
<b>References</b>	<b>Main :</b>																
	<ol style="list-style-type: none"> <li>1. Abling, Bina. 2006. Marker Rendering. New York: Fairchild Publications, Inc.</li> <li>2. Drudi, Elisabetta dan Paci, Tiziana, 2001, Figurine Drawing For Fashion Design. Amsterdam: The Pepin Press BV.</li> <li>3. Riegelman, Nancy.2003. 9 HEADS. California: Publishers Cataloging-in-Publication Data.</li> <li>4. Abling, Bina. 2004. Fashion Skethbooks. FourthEdition. New York: Firchild Publications, Inc.</li> <li>5. pelman, Steven. 2005. Illustrating Fashion Concept To Creation. Second Edition. New York: Firchild Publications, Inc.</li> </ol>																
	<b>Supporters:</b>																
<b>Supporting lecturer</b>	Dr.Sn. Inty Nahari, S.Pd., M.Ds. Dr. Deny Arifiana, S.Pd., M.A.																
<b>Week-</b>	<b>Final abilities of each learning stage (Sub-PO)</b>	<b>Evaluation</b>		<b>Help Learning, Learning methods, Student Assignments, [ Estimated time]</b>		<b>Learning materials [ References ]</b>	<b>Assessment Weight (%)</b>										
		<b>Indicator</b>	<b>Criteria &amp; Form</b>	<b>Offline ( offline )</b>	<b>Online ( online )</b>												
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)										

1	Understand the basic concepts of fashion design I	1. Define the meaning of mode I design 2. Explain the objectives of mode I design 3. Explain the scope of mode I design 4. Explain the tools and materials used in mode I design	<b>Criteria:</b> Assessment includes: accuracy of answers accompanied by appropriate examples.	Learning Model: Cooperative Learning Method: Discussion & Assignments Approach: Scientific 2 X 50			0%
2	Understanding Fashion Categories	1. Describe categories of clothing based on occasions 2. Identify types of clothing 3. Explain the characteristics of types of clothing (clothing designs, materials, etc.)	<b>Criteria:</b> 1.Oral test assessment: accuracy of answers given. 2.Presentation assessment includes: completeness of the information presented, systematic delivery of the material, suitability of the examples shown, creativity in the use of media.	Learning Model: Cooperative Learning Method, Observational Discussion, Scientific Approach 2 X 50			0%
3	Understand and be skilled at drawing clothing parts	1. Describe the meaning of Clothing Parts 2. Identify Clothing Parts 3. Skilled in drawing Clothing Parts	<b>Criteria:</b> 1.Assessment of essay questions: accuracy of answers given along with applicable examples. 2.Performance assessment includes: accuracy in drawing, completeness, number of parts of clothing drawn, neatness and harmony between body proportions and parts of clothing.	Learner Model: Direct Instruction Learning Method Demonstration discussion observation Scientific Approach 2 X 50			0%
4	Understand and be skilled at designing based on fabric texture	1. Define fabric texture 2. Identify various fabric textures 3. Skilled in fabric texture design 4. Skilled in designing clothing based on fabric texture	<b>Criteria:</b> 1.Assessment of essay questions: accuracy of answers given along with appropriate examples. 2.Performance assessment includes: accuracy of the technique of applying the method of drawing the texture of the fabric to the design according to its characteristics, neatness, harmony between the category of clothing and the texture of the fabric applied.	Learner Model: Direct Instruction Learning Method Demonstration discussion observation Scientific Approach 4 X 50			0%
5							0%

6	Understand and be skilled in designing clothing based on fabric motifs	<ol style="list-style-type: none"> <li>1. Defining fabric motifs</li> <li>2. Identifying various fabric motifs</li> <li>3. Skilled in designing fabric motifs</li> <li>4. Skilled in designing clothing based on fabric motifs</li> </ol>	<p><b>Criteria:</b></p> <ol style="list-style-type: none"> <li>1. Assessment of discussion questions: accuracy of answers given accompanied by examples.</li> <li>2. Performance assessment includes: technical accuracy in applying fabric motifs to designs according to the clothing category, neatness and harmony between the category design and fabric motifs.</li> </ol>	<p>Learner Model: Direct Instruction Learning Method Demonstration discussion observation Scientific Approach 4 X 50</p>			0%
7							0%
8	Students are able to work on UTS questions		<p><b>Criteria:</b></p> <ol style="list-style-type: none"> <li>1. Assessment of written questions includes the accuracy of the answers given.</li> <li>2. Performance assessment includes: creativity in making designs, applying fabric (motifs and textures) to designs according to the clothing category.</li> </ol>	2 X 50			0%

9	Understand and be skilled at creating mini design collection worksheets based on sources of ideas and opportunities	<p>1. Worksheet: Defining the worksheet Identifying the systematics of the worksheet</p> <p>2. Source of Ideas: Defining the source of the Idea Identifying various sources of ideas Determining the source of the idea</p> <p>3. Collage: Defining the collage Identifying the steps for making a collage Skilled in making a collage source of ideas</p> <p>4. Theme: Defining the theme Identifying various themes Skilled in determining themes Skilled in creating narratives</p> <p>5. Color Plan: Defining color plans Identifying color plans in idea sources Skilled in making color plans</p> <p>6. Fabric Plan: Defining fabric plans Identifying various types of fabric Skilled in determining fabric plans</p>	<p><b>Criteria:</b></p> <p>1.Oral test assessment includes: the accuracy of the answers given along with appropriate examples.</p> <p>2.Performance assessment includes: completeness and sequential arrangement of the worksheet, creativity, suitability of the theme to the collage, accuracy in selecting the color plan and fabric plan based on the collage.</p>	<p>Learning Model: Project Based Learning Method: Experimental discussion Task Approach: Scientific 6 X 50</p>			0%
10							0%
11							0%
12	Understand and be skilled in fashion design	<p>1. Basic design: Defining basic design Identifying the steps to create a design Skilled in creating basic design</p> <p>2. Design Engineering Defining design engineering Identifying the steps in creating design engineering Skilled in creating design engineering</p>	<p><b>Criteria:</b></p> <p>1.Assessment of essay questions: accuracy of answers given/discussed accompanied by appropriate examples.</p> <p>2.Performance assessment includes: creativity in developing fashion designs, diversity of mix and match designs produced.</p>	<p>Learning Model: Project Based Learning Method: Experiment discussion Task Approach: Scientific 6 X 50</p>			0%
13							0%
14							0%

15	Compile a Mini Design Collection Worksheet Based on Sources of Ideas and Opportunities	Compile a worksheet based on the source of the idea	<b>Criteria:</b> Worksheet assessment includes: completeness, systematic preparation, creativity and neatness.	Learning Model: Project Based Learning Method: Experimental discussion Task Approach: Scientific 2 X 50			0%
16	Students are able to work on UAS questions		<b>Criteria:</b> Assessment includes: accuracy of answers given, creativity, completeness and neatness.	2 X 50			0%

#### Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
		0%

#### Notes

- 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.
- 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.
- 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.
- 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.
- Indicators for assessing** abilities in the process and student learning outcomes are specific and measurable statements that identify the abilities or performance of student learning outcomes accompanied by evidence.
- 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.
- Forms of assessment:** test and non-test.
- 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.
- 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.
- Learning materials** are details or descriptions of study materials which can be presented in the form of several main points and sub-topics.
- 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%.
- TM=Face to face, PT=Structured assignments, BM=Independent study.