Twin Cities Campus

Apparel Design B.S.

DESGN GARP Administration

College of Design

- Program Type: Baccalaureate
- Requirements for this program are current for Spring 2014
- Required credits to graduate with this degree: 120
- Required credits within the major: 81 to 88
- Degree: Bachelor of Science

Apparel design students learn to design, produce, and market apparel products by developing the creative thinking and technical expertise to address contemporary issues while using industry technologies, communicating design ideas, and gaining an understanding of the global apparel industry. The program incorporates custom design and industry production approaches and features projects that emphasize fashion and function. The program focuses on a research-based design process used by many design industries, and courses incorporate industry-sponsored projects and community service projects. Studio courses closely replicate the professional working methods of apparel designers. In addition to providing a strong liberal arts curriculum, courses offer essential background in costume history, consumer behavior, and social and cultural meanings of apparel. A required internship and mentor experience provides students with professional experience. An annual fashion show presents students' achievements to the professional community.

Students enter the program as pre-apparel design majors. To attain full major status, they must complete six required pre-apparel design courses with a grade of at least C-, maintain a 2.50 GPA, and pass a competitive portfolio review. Students entering the program should also have apparel construction/assembly competence and a working knowledge of microcomputers and software.

To complete the major, students must take six sequential apparel design studio courses. They are also encouraged to use the liberal education categories to explore multicultural themes and to strengthen knowledge that supports their major coursework.

Graduates of the program work in various settings, including product development and quality assurance for large retail companies, product design for small and large manufacturers, theater and film design, wearable art, and custom design.

Program Delivery

This program is available:

- via classroom (the majority of instruction is face-to-face)

Admission Requirements

Students must complete 7 courses before admission to the program.

Freshman and transfer students students are usually admitted to pre-major status before admission to this major

A GPA above 2.0 is preferred for the following:

- 2.50 already admitted to the degree-granting college
- 2.50 transferring from another University of Minnesota college
- 2.50 transferring from outside the University

Admission to the pre-major status is done by a competitive holistic review. Students must maintain a GPA of 2.50 during pre-major coursework. In addition, students must receive a minimum grade of C- or better in the required pre-major courses before going through portfolio review (not just a 2.50 GPA). Once students have achieved major status, they must maintain a GPA of 2.00.

Students must pass a portfolio review to be admitted into the degree program.

For information about University of Minnesota admission requirements, visit the Office of Admissions website.

Required prerequisites

Pre-Apparel Design Courses

Students must demonstrate competence in basic apparel construction skills by successfully completing ADES 1221.

Note: Students must be admitted to pre-major status to take most of these courses.

ADES 1221 - Introduction to Soft Goods Fabrication (3.0 cr)
ADES 2221 - Design in 3 Dimensions (4.0 cr)
DES 1101W - Introduction to Design Thinking [AH, WI] (4.0 cr)
DES 2101 - Design and Visual Presentation (3.0 cr)

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GDES 1311 - Foundations: Drawing and Design in Two and Three Dimensions (4.0 cr)
GDES 1312 - Foundations: Color and Design in Two and Three Dimensions (4.0 cr)
RM 1201 - Fashion, Ethics, and Consumption [CIV] (3.0 cr)

General Requirements

All students are required to complete general University and college requirements including writing and liberal education courses. For more information about University-wide requirements, see the liberal education requirements.Required courses for the major or minor in which a student receives a D grade (with or without plus or minus) do not count toward the major or minor (including transfer courses).

Program Requirements

All coursework in the major must be taken A-F (with the exception of the internship).

Communication Course

WRIT 3562W - Technical and Professional Writing [WI] (4.0 cr)
or WRIT 3029W - Business and Professional Writing [WI] (3.0 cr)
or ENGL 3027W - The Essay [WI] (4.0 cr)

Major Courses

ADES 2211 - Fashion Illustration and Portfolio Development (4.0 cr)
ADES 2213 - Textile Product Analysis (4.0 cr)
ADES 2214 - Softlines Analysis (3.0 cr)
ADES 2222 - Apparel Design Studio II (4.0 cr)
ADES 3217 - Fashion: Trends and Communication (3.0 cr)
ADES 3223 - Apparel Design Studio III (4.0 cr)
ADES 3224W - Functional Clothing Design [WI] (4.0 cr)
ADES 3225 - Apparel Design Research (1.0 cr)
ADES 3227 - Design for Manufacturing (4.0 cr)
ADES 3228 *{Inactive}*(2.0 cr)
ADES 3121 - History of Fashion, 19th to 21st Century (3.0 cr)
ADES 4196 - Internship in Apparel Design (1.0 - 4.0 cr)
ADES 4215 - Product Development: Softlines (4.0 cr)
ADES 4225 - Apparel Design Studio V (4.0 cr)
DES 3201 - Career and Internship Preparation for Design (1.0 cr)
GDES 3312 - Color and Form in Surface Design (4.0 cr)
RM 2215 - Introduction to Retail Merchandising (3.0 cr)
RM 4212W - Dress, Society, and Culture [WI] (3.0 cr)
DES 5185 - Human Factors in Design (3.0 cr)
or GDES 4330 *{Inactive}*(4.0 cr)
or RM 3196 - Field Study: National or International (1.0 - 4.0 cr)
or ADES 4218W - Fashion, Design, and the Global Industry [WI] (3.0 cr)
or Fiber-based Split Rock course

Program Sub-plans

A sub-plan is not required for this program.

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