

AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Modern Fasio	n Trends						
Course Code		MOT160		Couse Le	Couse Level		Short Cycle (Associate's Degree)		
ECTS Credit	2	Workload	50 (Hours)	Theory	2	Practice	0	Laboratory	0
Objectives of the	Course	With this cour examine fashi		t; To deter	mine the imp	ortance and p	place of fashic	n in clothing and	to
Course Content		Definition of c Conceptual ar The main fact The relationsh Features of fa Life cycle of fa Advertising, m Clothes and fa Fashion trend Famous fashio	nalysis of fash ors in the evo hip between fa shion product ashion product narketing and ashion trends s in the 20th o	lion, lution of fa ashion and t, elements t branding in from antiq century	shion society, mas of fashion n fashion pro uity to the pr	ducts	and fashion		
		Work Placement N/A							
Work Placement		N/A							
Work Placement Planned Learning	g Activities		Methods	Explanati	ion (Presenta	ation), Case S	tudy		

Assessment methods and orienta							
Method	Quantity	Percentage (%)					
Midterm Examination		1	40				
Final Examination		1	60				

Recommended or Required Reading

- 1 Elif Jülide Dereboy; "Moda ve Yüzyılın Moda Tasarımcıları", Güzel Sanatlar-Moda Yayıncılık, Ankara, 2008
- 2 Elif Jülide Dereboy; "Kostüm ve Moda Tarihi", Güzel Sanatlar-Moda Yayıncılık, Ankara,

Week	Weekly Detailed Co	urse Contents					
1	Theoretical	Definition of clothing and fashion, basic terms					
2	Theoretical	Conceptual analysis of fashion,					
3	Theoretical	The main factors in the evolution of fashion					
4	Theoretical	The relationship between fashion and society, mass psychology and fashion					
5	Theoretical	Features of fashion product, elements of fashion					
6	Theoretical	Life cycle of fashion product					
7	Theoretical	Advertising, marketing and branding in fashion products					
8	Theoretical	Advertising, marketing and branding in fashion products					
9	Theoretical	Clothes and fashion trends from antiquity to the present					
10	Theoretical	Clothes and fashion trends from antiquity to the present					
11	Theoretical	Fashion trends in the 20th century					
12	Theoretical	Fashion trends in the 20th century					
13	Theoretical	Celebrity fashion designers and styles					
14	Theoretical	Celebrity fashion designers and styles					

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload	
Lecture - Theory	14	0	2	28	
Midterm Examination	1	10	1	11	



Final Examination	1		10	1	11	
Total Workload (Hours)						
[Total Workload (Hours) / 25*] = ECTS 2						
*25 hour workload is accepted as 1 ECTS						

Learning Outcomes

Learn	ing Outcomes		
1			
2			
3			
4			
5			

Programme Outcomes (Automotive Technology)

Flogia	annie Outcomes (Automotive Technology)
1	Using the basic knowledge and skills acquired in his/her field of study, to have the ability to evaluate and interpret the data, to define and analyze the problems, to make solution suggestions based on evidence and proofs.
2	To choose and use efficiently contemporary techniques and means as well as information technologies required for the applications related to the field of study.
3	The ability to apply the processes related to industrial and service sector by examining.
4	To gain the ability to produce solutions to unforeseen situations, take responsibility in teams and to have the skill to conduct individual works.
5	To achieve an awareness of the necessity of lifelong learning and consistently self-improving besides of following the developments in science and technology.
6	To become skillful at using computer hardware and software in a baseline level required by the field of study.
7	To be aware of Business Law, Job Security, environmental protection and quality concepts.
8	To have a command of communication skills and foreign language in order to communicate efficiently and follow the latest developments in his/her field of study.
9	Acquiring enough conceptual and applied knowledge in Mathematics, Science and Basic Engineering issues related to his/her field.
10	To plan the processes in automotive technology field to meet the expectations of the sector.
11	To become skillful at making designs by means of technical and computer-aided drawings and simulation programs, and by using various software programs to be able to choose systems and components required in by the field apart from making the basic sizing computations and drawing the architectural and static projects and details.
12	Ability to use the methods and techniques of career planning and discussing the effects of character traits on career preferences.
13	To provide them with knowledge about substance use and addiction problem and prevention methods.

Contribution of Learning Outcomes to Programme Outcomes 1: Very Low, 2: Low, 3: Medium, 4: High, 5: Very High

	L1	L2	L3	L4	L5
P1	1				
P2		2			
P3			1		
P4				2	
P5					3

