

ARE YOU INTERESTED IN FASHION, SUSTAINABILITY AND THE LATEST TECHNOLOGIES?

Do you want to help transform the industry into a responsible future? Are you the fashion industry changemaker? Do you want to design and develop concepts and product solutions that affect our climate and planet in a positive direction? Then you should study Sustainable Fashion Tech at KEA.

For the fashion designer of the future, responsibility, sustainability and will be a starting point when creating design, concepts and product solutions. New digital technologies are part of the fashion industry's development potential and will in the future help to ensure a strong and sustainable fashion industry.

The fashion and lifestyle industry need new profiles with design, technology and communication skills. You can acquire knowledge, skills and competencies in the field of Sustainable Fashion Tech. Through teaching, research and collaborations, you as a student at Sustainable Fashion Tech are strengthened in working experimentally and innovatively in the span between tradition and innovation in the fashion industry.





EXCHANGE

The sustainable fashion tech exchange semester is a 30 ECTS programme for students with 2 years of undergraduate experience in fashion design, pattern making design, fashion management, textile design or similar areas.

Students with a more business/management-oriented fashion background are welcome. All students are required to have fashion-related experience either in product solutions, creative concept building and/or within the field of sustainability.

A design portfolio is required at the time of nomination to assess eligibility.

The programme is fixed with the exception of the elective

SUSTAINABLE FASHION TECH 1: NATURE & CREATIVITY*

5 ECTS

In this module the student is introduced to BIOMIMICRY. The module is based on the UN Sustainable Development Goals with goals no. 12: Responsible consumption and production, 14: Life below water and 15: Life on land as primary focus. The purpose of working with biomimicry is to build a basic understanding of nature's possibilities and boundaries in relation to working with design from a sustainable point of view.

The focus of the module is to kick-start a creative process based on nature as the main source of inspiration including investigating biomimicry's philosophical principles: Nature as model, measure and mentor, as well as experimenting with functions, structures and surfaces through material manipulations.

ELECTIVE MODULE*

5 ECTS

Provides students with the opportunity to immerse themselves in their chosen field of interest. Students will be able to choose between the following two modules:

SUSTAINABLE BUSINESS CASE:

The module focuses on developing a sustainable design strategy as well as a communication strategy and PR content for a selected company within the fashion- and lifestyle industry.

EDITORIAL LAYOUT:

The module is aimed at students with a large interest in editorial magazine design. Students are introduced to the creative process and methods of experimental and new way of working with editorial design. During the 6 weeks the student will learn about the many aspects within creative magazine genres such as Indy magazine, bookazine, Zines and recent new editorial concept.

SUSTAINABLE FASHION TECH 2: DESIGN IDENTITY FOR THE FUTURE*

5 ECTS

This module focuses on the design identity and the future role of the designer. The students will be given the opportunity to independently find their own professional path based on the knowledge, skills and competences gained during the education, set in the context of the UN's World Sustainable Development Goals. The students will have the opportunity to work with a business case or to create an entrepreneurial project. The students develop a sustainable design strategy that leads on to a design solution targeting the company's / organization's DNA and the user's needs. In this module there will be a specific focus on the iterative design process. Furthermore, the focus will be on the role of the designer as well as design, product development and virtual storytelling.

DESIGN, BUSINESS & TECHNOLOGY 4: TREND*

5 ECTS

The purpose of this module is to give the student insight into and understanding of trend research, design history as well as the fashion and lifestyle industry practice. The student will be trained in applying research and design theory and methodology in the development of future scenarios aimed at a paradigm shift in the industry and its surroundings on the basis of mega and gigatrends. There will be a focus on new trends and opportunities in the context of the UN Sustainable Development Goals and Circular Economy, as a future driver for new technologies, processes, systems, and consumption patterns. The module challenges the student to have a critical view at practical and theoretical challenges emphasizing a sociological perspective and analysis of target group and market, in the process of developing sustainable solutions.

DESIGN, BUSINESS & TECHNOLOGY 5: CREATIVITY & INNOVATION*

5 ECTS

The overarching goal of the module is to strengthen students' skills to join creative innovation processes. Based on relevant Sustainable Development Goals, students will work on a relevant industry case containing a specific challenge in relation to sustainability. The chief method of the module will take point of departure in a specific process tool, the goal of which is to increase the innovation level of a company. With the goal of accelerating sustainable business solutions, students will work in detail with the value chain of a company.

A key concept of the module is creativity. Creativity is defined as the ability to see new connections between actors, products, and industries. Creativity is also about collaboration and the will to find inspiration in unlikely places. In other words, creativity is a process every Design & Business student can learn to practise in order to find or create innovative sustainable business solutions.

DESIGN, BUSINESS & TECHNOLOGY 6: ENTREPRENEURSHIP*

5 ECTS

The Student will be introduced to the entrepreneurial ecosystem, with a focus on how the student can identify, create, and design innovation opportunities and develop them into viable start up concepts. The content of the module covers both entrepreneurial and intrapreneurial perspectives.

The module will link updated theoretical approaches to innovation, sustainability, design and business with application-oriented methods and tools from the initial stages of entrepreneurship.

Furthermore, the module draws inspiration from guest lectures to give the student an understanding of the real-life challenges and opportunities within the area of entrepreneurship.

*All course content subject to changes in 2022. Updated flyer will be available in Fall 2021.

SEMESTER DATES 2022 (Offered in Spring only)

INTRODUCTION EVENT: Mid-late January

SEMESTER START: Late January SPECIALISATION EXAM: Late June

SEMESTER END: Late June

FOR ANY QUESTIONS, PLEASE CONTACT

International Coordinator at KEA Design Hanne Vang Hansen havh@kea.dk +45 2946 8218



FOR MORE INFORMATION GO TO KEA.DK/EXCHANGE