



INTRODUCTION

If you dream about a career in the fashion & lifestyle industry, the top-up Bachelor's Degree in Design & Business might be just the thing for you! You learn how to analyse a design task in relation to a customer's values and goals. You work with design processes, trend theories and innovation from a business perspective. You will learn to plan, manage and execute complex, analytical and creative tasks backed by relevant theory and practice. In other words, you learn the theories and methods required to independently organise, manage, and carry out design and business projects in the fashion and lifestyle industries.

At the specialization Sustainable Fashion Tech, we are committed to finding sustainable solutions to the fashion industry's challenges with future lack of resources, dangerous chemicals, and overconsumption. An implementation of digital technologies can be one of the solutions to optimize and make certain processes in the fashion industry more responsible consequently our focus is on developing fashion and clothing through both digital and physical processes. We immerse ourselves in the design process to explore what aesthetic and sustainable and circular design approaches one can implement to create more responsible clothing for the current and future consumer. We focus both on utilizing already existing resources and take a view on developing/re-thinking a sustainable value chain in search for a greener and more responsible production as well as preparing the consumer of the future to make the responsible choices on the way to a green transition.

EXCHANGE IN SUSTAINABLE FASHION TECH

30 ECTS programme for students with 2 years of undergraduate experience in fashion design or fashion technical design. The programme is fixed.

SEMESTER DATES - SPRING 2023

Introduction event: Approx. January 23-27

Semester start: January 30

End of semester: June 23

SPECIALISATION MODULE - Spring 2023:

SECOND LIFE

(5 ECTS)

Based on the UN's Sustainable Development Goals, the student in the module Second Life will work with in-depth user insight and involvement to identify recipient needs and translate these into innovative and functional sustainable product solutions. In continuation of this, the UN's Sustainable Development Goal no. 12: Responsible consumption and production will come into play in the product development itself. As a prelude to the design process, the student will be introduced to circular design approaches, as well as 3D prototyping where utilization of already existing resources will be the focal point. The purpose of the module is to develop and produce sustainable design products that have a commercial expression based on the user needs.

SPECIALISATION MODULE - Spring 2023:

DESIGN IDENTITY FOR THE FUTURE

(5 ECTS)

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. This will be conducted in a student-driven approach to knowledge gathering and knowledge sharing.

The module Design Identity for The Future focuses on design identity and the future role of the designer. You will have the opportunity to independently find your path, based on knowledge, skills and competences gained during your education, set in the context of the UN's Sustainable Development Goals.

A fundamental element of the module is the iterative design process. Overall, the focus is on the future role of the designer as well as design, product development and storytelling.

ELECTIVE MODULE - Spring 2023

(5 ECTS)

Provides students with the opportunity to immerse themselves in their chosen field of interest.

Examples of elective modules: Aesthetics, Function & 3D prototyping, Print & Surface design, SoMe - Strategy and tactics.

Information about the specific elective modules offered is usually provided around November and students accepted into the program will be asked to indicate their elective priorities at this point.

DESIGN, BUSINESS & TECHNOLOGY - Spring 2023:

TREND-CREATIVITY/INNOVATION-ENTREPRENEURSHIP

(15 ECTS)

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. This will be conducted in a student-driven approach to knowledge gathering and knowledge sharing.

The purpose of this module is to give the student insight into and understanding of following topics:

- applying research and design theory and methodology
- design history
- trend research / mega and gigatrends.
- development of future scenarios
- UN Sustainable Development Goals and Circular Economy
- creative innovation processes
- the key concept of creativity
- the entrepreneurial ecosystem
- develop viable start up concept

Find practical information about incoming exchange at KEA here: global.kea.dk/student-mobility/incoming-exchange

Questions?

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