

212.420 Apparel Production Computer Applications (15 credits)

Advanced applications of computers in apparel production.

Details

- **Year:** 2014
- **Mode:** Internal
- **Semester:** One
- **Location:** Wellington
- **Coordinator:** [Ms Lilian Mutsaers](#)
- **Online component:** Paper Guide and Administration - Access to an online learning environment is required so students can access the Paper Guide, expected learning outcomes and assessment tasks. The online learning environment may also be required to access supplementary study resources and the electronic submission of assignments. Core study resources will be supplied directly to students. [Learn more about Stream, our online learning environment.](#)

Requirements

- **Prerequisite(s):** [212.220](#), [212.303](#)

Special notes

- This paper covers advanced patternmaking processes and complex grading techniques for apparel manufacture. You will explore creative aspects of the software and develop a preferred method of using software applications. You will work through a scenario of design development through patternmaking ar sampling to progress you designs into final production.

Dates

- **Start Date:** Monday 24 February, 2014
- **End date:** Saturday 21 June, 2014
- **Exam date:** Please refer to [assessments](#) below to see if there is an exam for this paper.

Withdrawal dates

The last day to withdraw from this paper:

- **Without financial penalty:** Monday 10 March, 2014
- **Without academic penalty:** Friday 23 May, 2014

Fees

Paper fees

- **Domestic Students:** NZD \$743.90 *
- **International Students** NZD \$3,380.00 *

* This fee information is for estimation purposes only and includes New Zealand Goods and Services Tax. Actual fees payable will be finalised on confirmation enrolment. The estimate does not include non-tuition fees. To view an estimate showing both tuition and non-tuition fees use the [Fees Calculator](#).

Learning outcomes

Students who successfully complete this paper should be able to:

1. Investigate the creative applications of relevant computer software.
2. Critically evaluate and apply design processes and production requirements in computer technology for he apparel industry.
3. Demonstrate and apply a comprehensive understanding of manipulation and modification of computer-generated patterns to meet specific size requiremer
4. Demonstrate the development of computer graded patterns and production data relevant to mass manufacture.

Please note: Learning Outcomes are subject to change until the beginning of the semester in which the paper is delivered.

Assessments

During this course, the following assessments will contribute to your final mark. Learning outcomes assessed are indicated (where applicable) in brackets.

Assessment	Weighting
1 Project - Grading and System Exploratiion (LO 1, 2, 3, 4.)	40%

Please note: Assessment weightings are subject to change until the beginning of the semester in which the paper is delivered.

Textbooks

There are no set texts for this paper.