**Course Description:**
The course focuses on group design work and industry partnerships that provide the experience in real world design briefs. The student will also explore design under a corporate ethos. In addition, the student will experiment with new technologies including but not limited to, laser cutting, 3D printing, and wearable technology. The students will develop sketchbooks detailing the development process of each project.

(1 hr. lecture, 2 hr. lab)
Prerequisite: CTE 1721C, CTE 2745C

<table>
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<tr>
<th>Course Competency</th>
<th>Learning Outcomes</th>
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| **Competency 1.** The student will demonstrate knowledge of the design process by: | 3. Critical Thinking  
4. Information Literacy  
9. Aesthetic/Creative Activity |
| 1. Summarizing the process of research and development to arrive at their specific design solution.  
2. Documenting the process in sketches and photos.  
3. Defending avenues taken in the design development process. | |
| **Competency 2.** The student will develop an understanding of design under a corporate directive by: | 3. Critical Thinking  
4. Information Literacy  
9. Aesthetic/Creative Activity |
| 1. Preserving the given corporate ethos for each project.  
2. Designing in a collaborative group structure.  
3. Presenting concepts for review and critique by community (corporate) partner, instructor, group members and class. | |
| **Competency 3.** The student will use knowledge of pattern making and construction to develop new designs by: | 3. Critical Thinking  
4. Information Literacy  
9. Aesthetic/Creative Activity |
| 1. Developing patterns from scratch for both apparel and non-apparel product.  
2. Deciding the appropriate seam finishes for each product.  
3. Researching and executing new techniques based on the needs of the materials dictated by each project. | |