

# STADIO

## HIGHER EDUCATION

### SCHOOL OF FASHION

#### DIPLOMA IN CLOTHING PRODUCTION

NQF 6 | 360 CREDITS | SAQA ID: 118444 | MIN. 3 YEARS

CAMPUSES: HATFIELD & RANDBURG



#### CAREER OPPORTUNITIES

- |                            |                             |
|----------------------------|-----------------------------|
| • PATTERN MAKERS           | • DIGITAL GRADERS           |
| • GARMENT CONSTRUCTIONISTS | • GARMENT TECHNOLOGIST      |
| • CLOTHING MANUFACTURERS   | • PRODUCTION LINE MANAGERS  |
| • FASHION DESIGNERS        | • QUALITY ASSURANCE OFFICER |
| • SEAMSTRESSES             | • FASHION ENTREPRENEUR      |

#### DESCRIPTION

STADIO's School of Fashion (formerly LISOF) offers the Diploma in Clothing Production that is designed to produce graduates who will be able to take up positions in the fashion industry (either in the formal or informal sectors) that relate to pattern making, garment construction, clothing design, apparel production, and manufacturing and supply chain processes. The clothing manufacturing industry in South Africa is of considerable economic importance, given that it contributes to around one-third of GDP (Gross Domestic Product) for fashion retail. This qualification will aim to help fill the need for capable and skilled fashion production practitioners in the fashion industry.

The learning programme allows students to extend their vocational capacity beyond a single competency area and, therefore, provides more significant opportunities for eventual employment and/or lifelong learning.

The design, production and merchandising fields are highly reliant on innovation, particularly if South Africa remains competitive in these fields. It is for this reason that the programme is saturated with up-to-date trends in terms of good practice (both nationally and internationally), creative, technical and technological content to ensure that successful students contribute to the broader transformation of the South African cultural and economic context and can operate successfully in the international context.

STADIO School of Fashion has close ties to the industry, allowing students to be immersed in up-to-date practices within the continuously changing industry. By integrating real-world, project-based methodology in technologically advanced studios and lecture rooms, you are exposed to specialised techniques and innovative approaches to fashion-related work.

At the School of Fashion, you will learn practical skills, build a network of industry contacts, and gain real-world experience in a supportive, creative, and professional environment. You will be able to study alongside fellow students who are passionate

## MODE OF DELIVERY - CONTACT LEARNING (BLENDED CONTACT)

The programme is offered in STADIO's Blended Contact mode of delivery. Contact learning is aimed at students who want to attend venue-based face-to-face classes at one of STADIO's campuses. The Blended Contact mode combines classroom and online learning and teaching in a manner that includes some flexibility, while optimising the time students spend on campus. Based on the nature of the module, each module utilises a unique combination of the following learning settings:

- **Classroom:** Classroom sessions involve learning by doing, debating, arguing, trying, experimenting, practising, analysing, and sharing — all the skills students will need when they enter the world of work. Students will have the opportunity to contribute to the learning process and at the same time they will learn from the contributions of their fellow students. Class attendance of venue-based sessions is compulsory.
- **Synchronous online:** These are live online teaching sessions facilitated by a range of lecturers from different campuses. STADIO believes in encouraging students to think and engage laterally and to consider different perspectives and this is what students will get from having different experts share their knowledge with them. Students will be advised of the date and time of the session at the start of the semester, and they may connect from the comfort of their home, or from any other venue. They may also come to campus to make use of the campus Wi-Fi to join these sessions. Some of the live online sessions may be recorded, while others will not. It depends on the nature of the session and the lecturer will advise students beforehand. The lecturer will also use these sessions for group work and for discussions. These sessions are also compulsory, as they are an integral part of the teaching programme.
- **Asynchronous online:** These are recorded lectures which students will watch in their own time, but within the timelines provided in the course environment. In these short sessions, the lecturers will explain the theoretical concepts and they will work through examples, etc. Students enjoy the benefit of watching these important sessions repeatedly during the semester, as they prepare for their assessments.

Students will find a detailed timetable indicating the combination of sessions on the learning management system (Canvas) at the start of the semester. This will enable them to plan their schedule ahead of time, and to optimise travelling arrangements to and from the campus.

Contact learning is suited to students who are able to attend and are interested in participating in face-to-face classes on a physical campus and who want to become part of a campus community with all the activities that go with being on the campus. It is important to realise that class attendance is compulsory and students must commit to regularly attend classes on campus if they want to be successful and derive the best benefits of contact learning.

## OUTCOMES

This programme aims to equip students to be able to contribute to the clothing development production strategies and processes that are cognisant with design trends and requirements of the fashion industry. Students will be able to assist with the application of business strategies for the production, merchandising and distribution of fashion products. Students will also be able to apply textile and fabrication knowledge and computer processes to the design and production of apparel.

## ADMISSION REQUIREMENTS

The admission criteria for the Diploma in Clothing Production are:

Candidates who matriculated after 2008 require:

- A National Senior Certificate (NSC) with admission to Diploma studies and a minimum of 45% for English as a first or additional language. A Diploma pass on the NSC requires an achievement of a minimum of 40% in four 20-credit subjects (excluding Life Orientation).
- A National Senior Certificate (Vocational) (NS(V)4) with admission to Diploma studies and a minimum 50% in three fundamental subjects, including English; and minimum 60% in three compulsory vocational subjects.
- The STADIO, formerly LISOF, Higher Certificate in Fashion Retail (NQF 5); or Higher Certificate in Fashion (NQF 5); Higher Certificate in Digital Marketing Practice (NQF 5);
- The STADIO, formerly Prestige Academy, Higher Certificate in Photography (NQF 5); or
- A Higher Certificate (NQF 5), Advanced Certificate (NQF 6) or Diploma (NQF 6) in the field of fashion or commerce

## ARTICULATION POSSIBILITIES

Students graduating with the Diploma in Fashion Production may articulate into an Advanced Diploma programme in a cognate field. Applicants will be required to meet the selection criteria of the programme.

## SPECIFIC REQUIREMENTS

### MINIMUM SYSTEM REQUIREMENTS:

- Smart Device for Online Learning
- USB
- Creative Design kit
- Garment Construction kit
- Pattern Design kit
- Technical Drawing kit
- Various consumables (pens, paper, other stationery) to be purchased and replenished throughout the year as needed
- Sewing Machine

### ACCESS TO TECHNOLOGY:

STADIO provides students with materials, resources, assessments (including online tests and quizzes), discussion opportunities and several administrative services via its student administration and learning environments. Having access to the above online facilities is essential for efficient communication, learning and success. You will need continuous access to study, using the resources mentioned above, and accessing and submitting some assessments.

## STUDENT SUPPORT FOR CONTACT LEARNING STUDENTS

### C4SS - CENTRE FOR STUDENT SUCCESS

The Centre for Student Success supports students with academic, psychological and financial wellness.

### SSS - STUDENT SUPPORT SERVICES

Student Support Services is the first port of call for all student queries and requests, they can channel your requests to the right individuals.

### THE BUDDY PROGRAMME

The Buddy programme exists to help first year students to make the transition between secondary and tertiary studies.

## CURRICULUM OUTLINE

	1ST YEAR	2ND YEAR	3RD YEAR
Compulsory (All)	Academic Literacy DAL152 (10)	Digital Practices 2A DDPA262 (15)	Supply Chain Processes 3A DSCPA362 (10)
	Digital Literacy DDL152 (10)	Design Thinking DDT262 (10)	Digital Design Practice 3A DDPA362 (10)
	Fashion & Culture 1A DFCA152 (10)	Entrepreneurship for Fashion DEFF262 (10)	Apparel Design & Production 3A DADA362 (40)
	Textile Theory & Application DTTA152 (10)	Apparel Design & Production 2A DADA262 (30)	Supply Chain Processes 3B DSCPB362 (10)
	Apparel Design & Production 1A DADA152 (20)	Digital Practices 2B DDPB262 (15)	Digital Design Practice 3B DDPB362 (10)
	Fashion & Culture 1B DFCA152 (10)	Styling and Merchandising Practice DSMP262 (10)	Apparel Design & Production 3B DADB362 (40)
	Visual Communication DVC152 (15)	Apparel Design & Production 2B DADB262 (30)	
	Introduction to Business processes DIBP152 (15)		
	Apparel Design & Production 2A DADB152 (20)		
CREDITS P/YEAR	120	120	120

\* Some of the modules are semesterised and will be communicated at Registration



**STADIO SCHOOL OF FASHION IS THE ONLY INTERNATIONALLY ACCREDITED FASHION SCHOOL IN SOUTH AFRICA!**

## MODULE DESCRIPTIONS

### ACADEMIC LITERACY

The purpose of this module is to develop students' written, oral, auditory, and visual language proficiencies which are required to learn effectively and to comprehend and complete assessments successfully. Students are introduced to foundational academic skills including organising, researching and planning, while their cognitive skills of critical thinking, problem solving, using data for decision-making, and interpreting texts are also cultivated. Students also learn how to use language effectively to create coherent texts and ensure that modes of communication are clear and direct.

### DIGITAL LITERACY

The purpose of this module is to understand and use the basic Microsoft Office Suite. The students will be taught to use Microsoft Word, Microsoft Excel and Microsoft Power Point for the purpose of facilitating the learning journey as well as gaining computer skills that are essential to the workplace. Students will use the computer software programmes to facilitate research, communication, presentation, comprehension and numerical abilities. This module will include an online module to assist students with computer literacy skills and abilities.

## MODULE DESCRIPTIONS CONTINUED

### FASHION AND CULTURE

The purpose of this module is to enable students to understand the culturalisation and historical influences on fashion. The students will understand what has influenced fashion and will focus on the interrelationship between fashion, economics, politics and social conditions. The students will also learn to understand fashion sub-cultures and the diversification of fashion over time. This knowledge will enable the students to create apparel for a customer base that is evolved and grounded in diversification. Students will also be introduced to trend forecasting for the purpose of designing and manufacturing apparel that is on-trend and aligned to consumerism and economies of scale. Students will work with the world-renowned WGSN website and will learn to navigate this site for the purpose of design research. Students will be competent to understand how trends inform business and design decisions.

### TEXTILE THEORY AND APPLICATION

The purpose of this module is to introduce students to the various textiles used in the manufacturing of fashion apparel. Students will learn to identify various textiles and classify them in terms of categories, applications, and usage. Students will begin to understand the types of textiles that will be best suited to the apparel they are going to design and produce and will include a basic costing of textiles.

### VISUAL COMMUNICATION IN FASHION

The purpose of this module is for students to be able to understand technological developments over the years and how these have had an impact on visual imagery. Visuals have evolved from mere 'art pieces' to various forms of communication through fashion illustration, the use of colour palettes, storyboards and visual representations of the narrative being communicated. Students in this module will learn to express/communicate digitally, verbally and through the production of physical artefacts. Students will, ultimately, understand the role and scope of visual communication in the fashion industry.

### INTRODUCTION TO BUSINESS PROCESSES

The purpose of this module is to introduce the student to the fundamentals of business management and business development. Students will learn the core constructs of management (planning, organising, leading and controlling) and will understand how these are applied in businesses today. The students will engage with the key pillars that form the foundation for a fashion business including: buying, sourcing, marketing, production and the production lifecycle.

### DIGITAL PRACTICES

Students will be provided with insight into different digital solutions (Lectra, Adobe Illustrator, Adobe Photoshop) used by industry for the purpose of design and pattern making. Students will develop the insight to comment on the usefulness of these tools in relation to their own designs. The skills gained from this module will culminate in creating a range in the final year of study utilising the various software products.

### DESIGN THINKING

The purpose of this module is to develop students' abilities to apply innovative and creative thinking processes to the design and production process. Students will use design thinking and problem-solving abilities to develop solutions to sustainability issues experienced in the fashion industry. The outcomes of this module will further provide students with the basis for their 3rd year work in Apparel Design and Production.

### ENTREPRENEURSHIP FOR FASHION

The purpose of this module is to enable the student to examine the traditional and non-traditional (digital) ways in which to start a business. The students will be able to position themselves in the job market in a manner that enables them to stand out from their competitors through the art of self-branding. Students will be able to identify gaps in the market in the fashion industry and will be able to build relationships and networks that will assist with the closing of these gaps. Students will also be familiar with the e-commerce elements of the fashion industry.

## MODULE DESCRIPTIONS CONTINUED

### STYLING AND MERCHANDISING PRACTICE

The purpose of this module is to introduce the role of styling in apparel product development and line adoption. Students will be able to make appropriate design decisions based on conceptual; understanding of product styling, functionality and consumer preference. Students will also be able to articulate the strategic importance of establishing visual brand recognition through styling.

### SUPPLY CHAIN PROCESSES

The purpose of this module is to introduce the concepts and principles associated with the field of supply chain management and apply problem-solving techniques related to practice in fashion retail organisations. Students will engage with capacity management and logistics in fashion retail and ethics and responsibilities as these relate to the fashion industry.

### APPAREL DESIGN AND PRODUCTION

This module aims to introduce students to the technical principles of clothing design, the principles of pattern design and manipulation, and garment construction techniques and protocols. Students will engage with the circular process of design to manufacture each semester, increasing each instance's complexity and skill set. Students will complete a marketable range in the final year of study using industry-relevant software and knowledge gained from all modules.

## STUDENT SUPPORT FOR CONTACT LEARNING STUDENTS

### CAMPUS FACILITIES

Students have access to the campus facilities during the week (as well as some Saturdays\*) – including the library for internet access, research books, photocopying and printing

### SUPPLIES

Stationery supplies shop and canteen are available on-site (both Pretoria and Johannesburg campuses)

### GUIDANCE

Students may engage with their lecturers for assistance with module work, can receive institutional guidance from the Registrar, and also advice on student matters from SRC members

### TUTORIALS

Online video tutorials are also available in specific subjects for revision and practice purposes

“ Today I am the Group Planner for one of the largest luxury retailers, The Surtee Group. Working with brands such as Versace, Michael Kors, Armani, Lacoste and a few more. Without the School of Fashion, formerly LISOF, I never would have found my happy medium between product and finance.

Cara Armstrong

”

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FEES & PAYMENT  
OPTIONS



PRESCRIBED  
TEXTBOOKS



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# STADIO

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