PARSONS PARIS
THE NEW SCHOOL

FASHION DESIGN (BFA)

Curriculum Chart

FIRST YEAR	Fall	Spring
Integrative Studio 1 and Integrative Seminar 1	6	–
Sustainable Systems	3	–
Space/Materiality	3	–
Drawing/Imaging	3	–
Time	–	3
Integrative Studio 2 and Integrative Seminar 2	–	6
Objects as History	–	3
Program Elective	–	3
Total	15	15

SOPHOMORE YEAR	Fall	Spring
Design Studio 1: 2D/3D Introduction to Practice and Process	3	–
Visual Communication 1: Introduction to 2D Representational Models	3	–
Technical Studio 1: 3D Execution and Technique	3	–
History of Fashion	3	–
Program Electives	3	3
Design Studio 2: 2D/3D Exploration – Practice and Process	–	3
Visual Communication 2: Exploration 2D Processes	–	3
Technical Studio 2: 3D Technical Exploration	–	3
ULEC University Lecture Elective	–	3
Total	15	15

JUNIOR YEAR	Fall	Spring
Design Studio 3: Context and Design	3	–
Visual Communication 3	3	–
ULEC University Lecture Elective	3	–
Liberal Arts Electives	3	3
Program Electives	3	3
Design Studio 4: Exploration of Personal Design Philosophy	–	3
Visual Communication 4	–	3
Global Issues in Design	–	3
Total	15	15

SENIOR YEAR	Fall	Spring
ADHT Pre-Capstone	3	–
Thesis 1: Ideation	6	–
Program Electives	3	3
Liberal Arts Elective	3	3
Thesis 2: Resolution	–	3
ULEC University Lecture Elective	–	3
Total	15	15

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First Year Course Descriptions

Integrative Studio 1
In Integrative Studio 1 students explore a range of visual, analytical, and making skills while working on projects that are collaborative and cross-disciplinary. How do we make sense of our ideas, the information we collect, and our hunches and theories? And what can this inquiry tell us about why we make certain decisions as creative thinkers? Students work independently and in teams to explore research, prototyping and the creative process. The studio integrates learning from other first year courses, especially in thematic links to Integrative Seminar 1. At various times in the semester, the two classes share concepts and assignments, bringing together reading, writing and making in a manner that is essential to the creative work of professional artists and designers. Course sections are thematic and include Memory, Avatar, Migrate and Fake.

Integrative Seminar 1
Integrative Seminar 1 has two important goals. First, it will prepare you to read and write at the university level. Throughout the semester, you will work toward questions of scholarly consequence as you acquire the authority you need to write your way into existing intellectual conversations. Second, its relationship with Integrative Studio 1 will result in critical dialogues between seminar and studio practice, or writing and making. This course shares a common theme with Integrative Studio 1 and at various times in the semester, the two classes share ideas, concepts and assignments through bridge topics. In this way, it will bring together reading, writing and making in a manner that is essential to the creative work of artists and designers in every discipline. The Parsons Learning Portfolio will be introduced and developed in the Integrative courses.

Sustainable Systems
This course surveys, from multiple perspectives, the sources of energy that designers make use of when designing better futures. Through a combination of lectures, seminars, fieldwork and experiments, students will be introduced to the physics, chemistry and biology of energy, and how these principles translate to our everyday experiences of food, devices, clothes, rooms, buildings, transport and cities, and more. Students will learn about issues surrounding societal energy sources, such as the pollution associated with their production and use, risks of climate change, and the challenges associated with infrastructural dependence on dwindling supplies. Students will focus on the energy systems associated with particular kinds of designing and through assignments that combine research, writing and making to discover how these systems impact the practices of art and design.

Space/Materiality
In this studio course, students learn through first-hand experience in Parsons' modeling facilities and hybrid studio/shop classrooms. Students explore concepts such as malleability, weight, texture, color, durability, smell, sound, taste, life cycle and ecological impacts through a wide variety of projects that privilege the close relationship of making to thinking. Other areas of inquiry range from space formation to environmental psychology to object exploration–

and more–to discover how materials and their uses shape meaning. Discussion, critique and written responses create class community and idea sharing, while helping students understand their work in historical and cultural contexts. The course will have a number of sections each following a particular theme: Habitat, Community, Culture, Body.

Drawing/Imaging
How is meaning constructed and communicated through visual images? In this course, students use traditional drawing and digital imaging methods to explore the conceptual, aesthetic and formal qualities that inform how ideas and impressions are expressed on a two-dimensional plane. Students explore visual organization, representational and abstract forms and engagement through observational drawing, photography, digital image creation, and the integration of a variety of media. The tools and methods acquired in this course form an introductory platform for students to build upon in their upper level disciplinary courses. Sections of this class may explore the following themes in relationship to the construction of form, function, identity and meaning: Language, Things, Places, People.

Time
This course is an introduction to the cultural and perceptual constructions of time. Learning to work with time involves more than simply editing video and sound into linear sequences. It entails the consideration of time as a designed idea that can function as a tool. How does this tool, in turn, affect how objects function, how environments are perceived, or how experiences are shared? Studio projects, readings, writing, and examples of many artists' work are used to examine how ideas such as frame, duration, and speed have evolved to impact our understanding of time. A variety of methods and media – from digital video, to drawing, to performance – are used to explore and represent different cross-disciplinary notions of time in the fields of art, design, science, and industry. The course will have a number of sections each following a particular theme: Composition, Embodied, Frame, Metropolis.

Integrative Studio 2
How many ways are there to explore an idea? In Integrative Studio 2, students fact-find individually and in groups to explore all types of discovery and documentation. Research often requires moving out into the world through field work, experimentation, failure, and creative problem solving. The studio integrates learning from other first year courses, especially in thematic links to Integrative Seminar 2. At various times in the semester, the two classes share concepts and assignments, bringing together reading, writing and making in a manner that is essential to the creative research of professional artists and designers. Course sections are thematic and include Community Engagement, Fashion, Visual Culture and Constructed Environments.

Integrative Seminar 2
In Integrative Seminar 2, the skills acquired in Integrative Seminar 1 are expanded through the introduction of a wide variety of research methods–both digital and analog–and in projects that are shared with Integrative Studio 2. Students use digital tools and online platforms along with fieldwork to extend the research and creative problem-solving undertaken in class. Using methods such as interviews, visual research, online sources, libraries, experiments, and first hand observation, students are exposed to the multiple ways in which a topic can be researched. This course offers options that align with the research approaches used within the

different schools at Parsons: Community Engagement, Constructed Environments, Fashion, and Visual Culture.

Objects as History
This course introduces students to major trends in world history and to the considered study of objects as expressions of a particular place and time. Its structure is roughly chronological, beginning in prehistory and continuing until the dawn of mass industrialization-a development that occurred at different times for different cultures. The focus will be on objects-from ordinary tools of daily life to extraordinary monuments of skill and design-on display in local museum collections. These objects will be explored in terms of how and why they were made, by whom and for whom, how they were used, what they meant to their users, and what social structures are embedded in them.

Program Elective
This course provides students an opportunity to complement and build upon their first year studio experiences with offerings that might include disciplinary studios, advanced skills studios, and exploratory studios. The course options give students the chance to bolster their skills, experience a topic related to a discipline of interest, or to simply explore an unfamiliar way of experiencing art and design.

Sophomore Year Course Descriptions

Design Studio 1: 2D/3D Introduction to Practice and Process
The aim of Design Studio 1 is to provide an introductory experience of the fundamental creative processes of fashion design development as related to 2D and 3D skills and practices within the context of the discipline. As the first in a core sequence, students will begin to identify and understand the importance of primary research within the context of design and aesthetics.

Visual Communication I: Introduction to 2D Representational Methods
The aim of Visual Communication 1 is to give the student an exploratory introduction to 2D vocabularies: via digital and drawing methods specific to the discipline. As the first in a two-course core sequence, students will begin to identify and understand proportion, scale, silhouette and surface manipulation, and use appropriate tools and media.

Technical Studio 1: 3D Execution and Technique
Technical studio 1 is supportive of Integrated Studio 1 and provides additional skills/techniques within the context of 3D execution (make). As the first in a four-course core sequence, students will begin to identify and understand the systems and processes associated with 2D to 3D development and resolution. This will allow students to become immersed in the key elements of process, material and technical investigation as an underpinning to 3D design realization. Technical enquiry and process: Technical Draping, Draft Drape Skills, Flat Patternmaking

History of Fashion

This course examines fashion from 1850 to the present and its capacity as both a reflection of, and an influence on, the cultural conditions of its respective time period. In its entirety, students should gain a greater perspective on the historical, social, economic, and industrial precursors and contexts to contemporary fashion's design, consumption, production, image, tastes, and trends. This seminar course is supplemented by field trips and guest speakers. Course work will be comprised of group and independent research, written papers, and oral presentations. Pathway: Fashion Studies, Design History.

Program Elective
This course provides students an opportunity to complement and build upon their second year experiences with offerings that might include disciplinary studios, advanced skills studios, and exploratory studios. The course options give students the chance to bolster their skills, experience a topic related to a discipline of interest, or to simply explore an unfamiliar way of experiencing art and design.

Design Studio 2: 2D/3D Introduction – Practice and Process
The aim of Design Studio 2 allows the students to further develop 2D and 3D skills and practices within the context of the discipline and will build on the skills introduced in design studio 1. As the second in a four-course core sequence, students will be moving towards a competency in the application of design and research processes whilst seeking appropriate technical 3D solutions. Students will the continue refine their approaches in regard to primary research and balancing the technical with the aesthetic.

Visual Communication 2: Exploration 2D Processes
Visual Communication 2 aims to give the student the opportunity to build on Visual communication 1 2D representational methods with further development in regard to establishing a personal approach and fluency in 2D vocabularies via digital and drawing methods. As the second in a four-course core sequence, students will expand on their ability to manipulate and apply appropriate solutions in the development of their individual style and design identity.

Technical Studio 2: 3D Technical Exploration
Technical Studio 2 is supportive of Design Studio 2 and provides the opportunity to build on additional skills/techniques within 3D execution (make). As the second in a four-course core sequence, students will continue to identify and understand the systems and processes associated with competently translating 2D concepts into 3D solutions, through problem solving, design development and analysis.

Liberal Arts Elective
These elective seminar courses range from French language, to Psychology, Economics, and Humanities. They are intended to complement students' focus in art and design and are often taken by students from a range of majors. Students can select from a range of face-to-face or online offerings.

Junior Year Course Descriptions

Design Studio 3: Context and Design
Students taking this course will be fully focused on the integration of both the design aesthetic and technical developments, through the exploration of 2D ideas into 3D product. Utilizing pattern making and draping technical skills, students will begin to explore deeper and more complex design inspiration, which will be individually derived and the product of in-depth original (primary) creative research. Work will begin to demonstrate breadth and understanding of a variety of design prompts and contexts, which take into account the fashion environment, and external opportunities will exist for students to creatively explore differing design arenas. The Reflective journal will be embedded within the course and will form and integral component.

Visual Communication 3
Within visual Communication 3 students will be exposed to more sophisticated approaches to 2D design as digital /drawing. The further acquisition of technical hand/digital skills will be integral to the course as well as a greater finesse in regard to the development of individual design and presentation signature. Students will continue to frame and support the development of their work through a reflective journal.

ULEC University Lecture Elective
University Lecture (ULEC) courses are offered through various disciplinary lenses with the purpose of expanding educational horizons - this is not a course that will contribute to a student's chosen major. Each ULEC course is comprised of two parts – the actual lecture given by the instructor, and a discussion section that allows students to go in-depth with the topic.

Liberal Arts Elective
These elective seminar courses range from French language, to Psychology, Economics, and Humanities. They are intended to complement students' focus in art and design and are often taken by students from a range of majors. Students can select from a range of face-to-face or online offerings.

Program Elective
This course provides students an opportunity to complement and build upon their third year experiences with Fashion-specific offerings that might include disciplinary studios, advanced skills studios, and exploratory studios. The course options give students the chance to bolster their skills, experience a topic related to a discipline of interest, or to simply explore an unfamiliar way of experiencing art and design.

Design Studio 4: Exploration of Personal Design Philosophy
Integrated studio 4 provides the student with an opportunity to develop a personal design philosophy. Students will be encouraged to define themselves within a market category. As the forth in a six-course core sequence, students will begin to theorize and contextualize their own work in readiness for senior capstone experience/final major project.

Visual Communication 4
Visual Communication 4 aims to give the student the opportunity to build on skills and techniques within 2D representation via digital and traditional drawing methods. As the fourth

in a four-course core sequence, students will have the opportunity to continue this pathway and further articulate their vision through 2D processes with emphasis on innovation and personalization of technique.

Global Issues in Design: Lecture
Impermanence may be the only permanent characteristic of the 21st century. People rarely live in just one place anymore. New urban landscapes are rapidly evolving in response to the tides of migration; at the same time, new geographies are mapped everyday on the internet. We have grown accustomed to buying products made in one place, manufactured in another, and sold everywhere. Goods, services, and images have become their own culture, transforming designers and artists into culture authors. How can we talk about these new cultures? Lectures by anthropologists, historians, and critics will establish a critical framework for case studies drawn from design and visual media. Students will discuss the issues raised, in light of both the course readings and their own studio practices, in their discussion sections.

Global Issues in Design: Recitation
See course description for Global Issues in Design: Lecture.

Art History/Design Studies Electives (3000 level)
These elective lecture courses will introduce students to the methodologies of the dynamic intersection between design studies and visual studies. It will familiarize students with the key terms and debates of the area of study or discipline in question, and will consider their historical relevance. For example in visual studies, students will study the relationship between visual culture and the subjects that look at it and create it, as well as the social, cultural, and historical significance of this exchange. Using the rhetorical methods acquired from the readings and the examples from visual culture that are studied in class, the class interrogates taken-for-granted practices of looking.

Senior Year Course Descriptions

Art History/Design Studies Elective
These elective lecture courses will introduce students to the methodologies of the dynamic intersection between design studies and visual studies. It will familiarize students with the key terms and debates of the area of study or discipline in question, and will consider their historical relevance. For example in visual studies, students will study the relationship between visual culture and the subjects that look at it and create it, as well as the social, cultural, and historical significance of this exchange. Using the rhetorical methods acquired from the readings and the examples from visual culture that are studied in class, the class interrogates taken-for-granted practices of looking.

Thesis 1: Ideation
This course serves as a vehicle for the capstone senior experience [collection/thesis/portfolio] and defines the student within the context of individual modes of design enquiry. Students will embark on their senior year within their selected specialization (Womenswear, Menswear, Childrenswear etc) and define their thesis project via written

proposal with the goal of executing a fully realized collection along with an extensive portfolio. Students will research and demonstrate their interpretations of personal problem solving within the context of their own design philosophy, and communicate (verbally and visually) the relationship of their research to their studio practice Topic 1: Research Methods Topic 2: Integrative Fashion Topic 3: Innovation

Creative Technical Studio 1
This course is supportive of Integrated Studio 5 (Thesis 1) and gives the student additional skills/techniques within 3D execution (make) of their Thesis collection. Students will identify the systems and processes associated with 2D to 3D development and resolution. This will allow students to become immersed in the key elements of process, material and technical investigation as an underpinning to 3D design realization. Technique enquiry and process includes: Technical Draping, Draft/Drape and Flat Patternmaking.

Program Elective
This course provides students an opportunity to complement and build upon their fourth year experiences with Fashion-specific offerings that might include disciplinary studios, advanced skills studios, and exploratory studios. The course options give students the chance to bolster their skills, experience a topic related to a discipline of interest, or to simply explore an unfamiliar way of experiencing art and design.

Liberal Arts Elective
These elective seminar courses range from French language, to Psychology, Economics, and Humanities. They are intended to complement students' focus in art and design and are often taken by students from a range of majors. Students can select from a range of face-to-face or online offerings.

ULEC University Lecture Elective
University Lecture (ULEC) courses are offered through various disciplinary lenses with the purpose of expanding educational horizons - this is not a course that will contribute to a student's chosen major. Each ULEC course is comprised of two parts – the actual lecture given by the instructor, and a discussion section that allows students to go in-depth with the topic.

Thesis 2: Resolution
This course is the vehicle for student's to execute their own vision for both 2D and 3D solutions and outcomes within the context of design. Students will self negotiate through a series of options that will culminate in fully supported and contextualized design solution as a body of work, which will take the form of a fully realized collection along with an extensive portfolio. Students will present their resolved concepts in a format that best conveys their personal design identity. Students will be expected to fully realize their design proposals through prototype and sample development representing resolved propositions.

Creative Technical Studio 2
This course is supportive of Integrated Studio 6 (Thesis 2) and gives the student additional skills/techniques within 3D execution (make). Students will finalize their systems and processes associated with 2D to 3D development and resolution. This will allow students to

become immersed in the key elements of process, material and technical investigation as an underpinning to 3D design realization. Technique enquiry and process includes: Technical Draping, Draft/Drape and Flat Patternmaking.

Senior Seminar

In their junior or senior year, depending on their major, students choose from a range of courses designed to prepare them for their capstone experience. Art and Design History and Theory (ADHT) pre-capstone courses enable students to reflect critically on art, design, and visual practices as they relate to sustainability, politics, and social justice. Through these courses, students continue refining the skills and thought processes they have acquired in their studies at Parsons: presentation skills, writing skills, self-reflection and peer reflection and assessment skills, executive skills, research skills, and systems thinking.