

MEJO 592, Spring 2020

WORKROOM FashionMash: Product Design

The Workroom FashionMash: Product Design course allows students to experience the full breadth of the creative industry. Students will merge the influences of advertising, culture, design and entrepreneurship to bring a new product to life for the fashion/lifestyle industry. Delving into customer relationships and sales, students are also challenged to align their new product ideas with consumer trends. This course is ideal for those interested in adding industry-specific content to their portfolios, as it demonstrates the powerful influence lifestyle brands wield in other product categories.

Course Objectives:

To show participants the scope of what's possible as a creative industry professional by:

- 1) Using market research and the principles of human centered design to identify opportunities
- 2) Applying core marketing principles, and branding attributes
- 3) Using rapid prototyping to manipulate materials and prepare testable designs
- 4) Developing a pitch/presentation that demonstrates next-level design thinking and makes a viable financial case for the concept being presented.
- 5) Understanding the customer and core sales concepts
- 6) Developing a design sensibility

Details:

Class Meetings: 2:00pm to 3:15 Tuesday & Thursday, Workroom Space—Franklin Street
149 East Franklin Street, Chapel Hill.

Instructors: Dana McMahan and consulting fashion designer Luis Machicao

Office: Workroom or Carroll 238 (Dana) Office hours are T/Th 12:30-2

Phone: 919-434-1229 (Dana)

Required Reading:

Handouts and online resources. Everything needed for this class will be posted to Sakai, including book chapters that can be accessed free through the library. There will be no handouts in the classroom. If you prefer printed copies of materials, please prepare for class by downloading what you need before you come to class.

Course Format:

This course is a hands-on class. You will work on the semester's project in every session and will have interaction with industry professionals throughout the semester. Attendance is crucial for success in this course.

Attendance

Attendance is expected in order to participate fully in this course. This is a highly interactive, hands-on course. You may be absent a maximum of 3 times for this class. These absences can be for anything—illness, travel, personal time—but beyond 3 absences, your grade will be lowered regardless of scores on your other work. Excused absences beyond 3 are only admissible with extreme emergencies.

Evaluating Work:

This is a creative class focused on design and development in a highly branded environment. The top grades in this class will be awarded for work that stretches the imagination and shows a powerful commitment to passionate thinking.

<u>Grade</u>	<u>Minimum Percentage Required</u>
A	93
A-	90
B+	87
B	83
B-	80
C+	77
C	73
C-	70
D+	67
D	63
F	62 and below

Your grade will result from the following:

Participation, Attendance & Innovation (More than 3 classes absences lowers grade regardless of other scores)	10%
Concept Assignment 1	10%
Concept Assignment 2	10%
Concept Assignment 3	10%
Product Project, Milestones and Completed	25%
Exam	15%
Final Product Showcase	20%

Note: In-class assignments will not be repeated unless advance arrangements are made or extreme circumstances create an excused absence. Please be aware of this factor when formulating your schedule for the semester. Keep in touch with me via email about any issues that could potentially disrupt your class performance. My (virtual) door is always open.

Honor Code

I expect that each student will conduct himself or herself within the guidelines of the University honor system (<http://honor.unc.edu>). All academic work should be done with the high levels of honesty and integrity that this University demands. You are expected to produce your own work in this class. If you have any questions about your responsibility or your instructor's responsibility as a faculty member under the Honor Code, please see me or Senior Associate Dean Charlie Tuggle, or you may speak with a representative of the Student Attorney Office or the Office of the Dean of Students.

Seeking Help

If you need individual assistance, it's your responsibility to meet with the instructor. If you are serious about wanting to improve your performance in the course, the time to seek help is as soon as you are aware of the problem – whether the problem is difficulty with course material, a disability, or an illness.

Diversity

The University's policy on Prohibiting Harassment and Discrimination is outlined in the Undergraduate Bulletin <http://www.unc.edu/ugradbulletin/>. UNC is committed to providing an inclusive and welcoming environment for all members of our community and does not discriminate in offering access to its educational programs and activities on the basis of age, gender, race, color, national origin, religion, creed, disability, veteran's status, sexual orientation, gender identity, or gender expression.

Special Accommodations

If you require special accommodations to attend or participate in this course, please let the instructor know as soon as possible. If you need information about disabilities visit the Accessibility Services website at <https://accessibility.unc.edu/>

Accreditation

The School of Media and Journalism's accrediting body outlines a number of values you should be aware of and competencies you should be able to demonstrate by the time you graduate from our program. Learn more about them here:

<http://www2.ku.edu/~acejmc/PROGRAM/PRINCIPLES.SHTML#vals&comps>

No single course could possibly give you all of these values and competencies; but collectively, our classes are designed to build your abilities in each of these areas. In this class, we will address a number of the values and competencies, with special emphasis on these:

- Demonstrate an understanding of the history and role of professionals and institutions in shaping creative advertising and product development;
- Understand concepts and apply theories in the use and presentation of images and information;
- Demonstrate an understanding of professional ethical principles and work ethically in pursuit of truth, accuracy, fairness and diversity;
- Think critically, creatively and independently;
- Conduct research and evaluate information by methods appropriate to the creative advertising and product development industry;
- Write correctly and clearly in forms and styles appropriate for consumer audiences and purposes they serve;
- Critically evaluate your own work and that of others for accuracy and fairness, clarity, appropriate style and grammatical correctness;
- Apply basic numerical and statistical concepts used in creative product development;
- Apply tools and technologies appropriate for creative advertising and product development.

PRELIMINARY Timeline and Schedule of Topics

Please note that this schedule is subject to change based on project needs.

Class 1	Jan 9	<i>In Class:</i> Welcome to Workroom FashionMash Product Design <i>Out of Class:</i> Read/Listen/Watch: Listed on Sakai Resources by date <i>Out of Class:</i> Sign up for Glossy.co daily newsletter, Vogue Business
Class 2	Jan 14	<i>In Class:</i> Introduce the Client, Design Thinking Process, In-Class Exercise <i>Out of Class:</i> Read/Listen/Watch: Listed on Sakai Resources by date
Class 3	Jan 16	<i>In Class:</i> History of Fashion (Luis Machicao) <i>Out of Class:</i> Read/Listen/Watch: Listed on Sakai Resources by date <i>Out of Class:</i> If needed, must have completed Illustrator training on Lynda.com
Class 4	Jan 21	<i>In Class:</i> Design Principles, Customer Relationships <i>Out of Class:</i> If needed, must have completed MakerSpace orientation & Laser cutter <i>Out of Class:</i> PROJECT MILESTONE 1 SUBMISSION DUE

Class 5	Jan 23	<i>In Class:</i> Inspired Designs: Finding Inspiration, Sketching and Conceptualizing <i>Out of Class:</i> Concept 1 Due on Sakai 11pm
Class 6	Jan 28	<i>In Class:</i> Meet the Customer, Research, Identifying Motivators <i>Out of Class:</i> Read/Listen/Watch: Listed on Sakai Resources by date
Class 7	Jan 30	<i>In Class:</i> Out of class Research Day--work due at 3:15 via Sakai. <i>Out of Class:</i> Read/Listen/Watch: Listed on Sakai Resources by date
Class 8	Feb 4	<i>In Class:</i> Research & Rough Prototypes <i>Out of Class:</i> Read/Listen/Watch: Listed on Sakai Resources by date
Class 9	Feb 6	<i>In Class:</i> Prototypes continued: Garment Production <i>Out of Class:</i> Read/Listen/Watch: Listed on Sakai Resources by date
Class 10	Feb 11	<i>In Class:</i> Design/Develop <i>Out of Class:</i> Read/Listen/Watch: Listed on Sakai Resources by date <i>Out of Class:</i> Concept 2 Due on Sakai 11pm
Class 11	Feb 13	<i>In Class:</i> Design/Develop <i>Out of Class:</i> Read/Listen/Watch: Listed on Sakai Resources by date
Class 12	Feb 18	<i>In Class:</i> Design/Develop <i>Out of Class:</i> Read/Listen/Watch: Listed on Sakai Resources by date
Class 13	Feb 20	<i>In Class:</i> Enhancing Designs (Use Maker Spaces as necessary) <i>Out of Class:</i> Read/Listen/Watch: Listed on Sakai Resources by date <i>Out of Class:</i> PROJECT MILESTONE 2 SUBMISSION DUE
Class 14	Feb 25	<i>In Class:</i> Enhancing Designs (Maker Spaces as necessary) <i>Out of Class:</i> Study for Exam (Readings, Podcasts, Videos)
Class 15	Feb 27	<i>In Class:</i> Enhancing Designs <i>Out of Class:</i> Study for Exam (Readings, Podcasts, Videos)
Class 16	Mar 3	<i>In Class:</i> EXAM
Class 17	Mar 5	<i>In Class:</i> Out of Class Workday

Spring Break

Class 18	Mar 17	<i>In Class:</i>	Build Products, Develop Showcase, Start Movie Tie-In
		<i>Out of Class:</i>	Work with group on product and showcase
Class 19	Mar 19	<i>In Class:</i>	Wardrobe for Film
		<i>Out of Class:</i>	Concept 3 Due on Sakai, look in Assignments Folder
Class 20	Mar 24	<i>In Class:</i>	Produce Products, Develop Showcase
		<i>Out of Class:</i>	Work with group on product and showcase
		<i>Out of Class:</i>	PROJECT MILESTONE 3 SUBMISSION DUE
Class 21	Mar 26	<i>In Class:</i>	Produce Products, Develop Showcase
		<i>Out of Class:</i>	Work with group on product and showcase
Class 22	Mar 31	<i>In Class:</i>	Test Product
		<i>Out of Class:</i>	Work with group on product and showcase
Class 23	Apr 2	<i>In Class:</i>	Adjust Products
		<i>Out of Class:</i>	Work with group on product and showcase
Class 24	Apr 7	<i>In Class:</i>	Adjust Products
		<i>Out of Class:</i>	Work with group on product and showcase
Class 25	Apr 9	<i>In Class:</i>	Adjust Products
		<i>Out of Class:</i>	Work with group on product and showcase
Class 26	Apr 14	<i>In Class:</i>	Test Again
		<i>Out of Class:</i>	Work with group on product and showcase
		<i>Out of Class:</i>	PRODUCT PROJECT COMPLETED AND SUBMITTED
Class 27	Apr 16	<i>In Class:</i>	Finalize and Produce
		<i>Out of Class:</i>	Work with group on product and showcase
Class 28	Apr 21	<i>In Class:</i>	Finalize and Produce
		<i>Out of Class:</i>	Work with group on product and showcase
Class 29	Apr 23	<i>In Class:</i>	Finalize and Produce
		<i>Out of Class:</i>	Work with group on product and showcase
EXAM	May 4	12pm	PRESENTATION OF PRODUCT (Final Exam)