

PROGRAM LEARNING OUTCOMES



ANTELOPE VALLEY COLLEGE

Program: Clothing and Textiles-Fashion Design

* Note: program course numbers will be effective Fall 2011.

Indicate, by number, the Institutional Learning Outcome(s) each Program Learning Outcome will support.

Submit a signed copy of this form to the SLO committee mailbox.

Institutional Learning Outcomes

1. Analyze diverse perspectives from a variety of disciplines and experiences that contribute to the development of self-awareness.
2. Value and apply lifelong learning skills required for employment, basic skills, transfer education, and personal development.
3. Demonstrate a breadth of knowledge and experiences from the Humanities, Social and Behavioral Sciences, Arts, Natural Sciences, and Mathematics.
4. Solve problems using oral and written communication, critical thinking and listening skills, planning and decision-making skills, information literacy, and variety of technologies.
5. Demonstrate good citizenship and teamwork through respect, tolerance, cultural awareness, and the role of diversity in modern society.
6. Identify career opportunities that contribute to the economic well being of the community.

Specifically describe the assessment method(s) used to measure each outcome and specify the achievement target that will determine successful completion of the outcome.

If this is an instructional program, a curriculum map must be attached. All programs must attach a proposed cycle of assessment.

ILO	PROGRAM LEARNING OUTCOMES	ASSESSMENT METHODS and ACHIEVEMENT TARGETS
2, 6	Analyze and evaluate all aspects of the apparel design/construction industry related to safe work environment, and proper use of tools, equipment, and machinery.	Grading of final design project in CT222, CT241, or CT243. Achievement Target: 85% of students will score 70% or higher.
2, 6	Choose appropriate fabric, commercial patterns (where applicable), and notions for construction of garments that meet industry standards.	Grading of final project in CT 241 or CT243. Achievement Target: 85% of students will score 70% or higher.
2, 6	Analyze and choose garment construction techniques (ranging from basic to complex), apply alteration principles, and revise proper fit for various body types while measuring industry tolerances.	Grading of final project in CT 200, CT222, CT241, or CT243. Achievement Target: 85% of students will score 70% or higher.
2, 4, 6	Analyze and evaluate commercial engineering practices such as product cost, textile technologies, and industrial methods of production design and construction.	Grading of the final design project in CT222, CT241, or CT243. Achievement Target: 85% of students will score 70% or higher.
2, 4, 6	Examine and create original designs utilizing fashion design principles and elements, while evaluating the appropriateness of the design as related to consumer group, clientele, specific function, psychological aspects, and marketability.	Grading of final project in CT241, or CT243. Achievement Target: 85% of students will score 70% or higher.

Area Dean Appr

24/28/11 SLO Committee Approv

Date: 5/9/2011

