

**MINISTRY OF EDUCATION AND TRAINING
HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY AND
EDUCATION**

**UNDERGRADUATE PROGRAMME
OF GARMENT TECHNOLOGY**

Issued by the decision from the President of Ho Chi Minh City University of Technology and Education

Bachelor of Engineering in Garment Technology

Code: 7540205

Type of Training: Regular Full-time

Ho Chi Minh City, 2014

UNDERGRADUATE CURRICULUM

I. PROGRAMME NAME: GARMENT TECHNOLOGY

Degree: Bachelor of Engineering in Garment Technology

Code: 7540205

Type of Training: Regular Full-time *conferred by the President of HCMC University of Technology and Education*

Training Duration: 4 years

II. CANDIDATE FOR ADMISSION: Those who have Diploma of High School

III. Grading Scale and Training Model

Grading Scale: 10

Educational Model: Laws of Ministry of Education and Training

IV. GOALS AND LEARNING OUTCOMES

Goals: Bachelor Programme in Garment Technology is designed to provide learners fundamental and professional knowledge of mass garment production used basically as technical principles and practical skills to organize industrial processes; manipulate relevantly insights to solve the manpower needs for social and economic development; achieve the higher education qualifications to become a comprehensive citizen

Training Objectives

After graduated, the bachelor can have good knowledge, skills and competences as:

1. Technical knowledge and debation
2. Professionally personal characters
3. Teamwork and communication skills
4. Idea formation, design, implement and operation in business, society and environment

Learning outcomes

1. Technical knowledge and debation)
 - 1.1. Basically natural and social knowledge to solve the issues in garment industry
 - 1.2. Technically foundational knowledge on garment manufacturing processes
 - 1.3. Professional knowledge in terms of garment technology
2. Professionally personal characters
 - 2.1. Analyze, debate and solve troubles in apparel industry
 - 2.2. Experiment and modelize technical knowledge in clothing production
 - 2.3. Systematically perceive specifications of garment products
 - 2.4. Generate good personal skills and attitudes in order to achieve best studying and reseaching results
 - 2.5. Enhance professional skills and attitudes to get high job performances)
3. Teamwork and communication skills
 - 3.1. Lead and work in group with different majors
 - 3.2. Use and communicate proficiently various documents such as paper, email, graphic software and presentation
 - 3.3. Read and understand English materials in garment technology
4. Idealize, design, implement and operate in business, society and environment

- 4.1. Identify important role of technical operations towards environment and society
- 4.2. Evaluate context in business and production activities in terms of garment technology
- 4.3. Form ideas for technical systems in garment manufacturing processes
- 4.4. Design entirely technical systems in clothing industry
- 4.5. Implement efficiently technical systems in clothing industry
- 4.6. Manipulate exactly technical systems in clothing industry

V. TOTAL NUMBER OF CURRICULUM'S CREDITS: 132 credits (excluding courses of physical and defense education)

VI. DISTRIBUTION OF KNOWLEDGE GROUP

COURSE NAME	Credit No.		
	Total	Required	Optional
GENERAL KNOWLEDGE	51	45	6
Political Theory and Law	12	12	
Humanities and Social Sciences	6		6
English	9	9	
Introduction to Garment Technology	3	3	
Information Technology	3	3	
Maths and Natural Sciences	18	18	
KNOWLEDGE OF GARMENT TECHNOLOGY	99	89	10
Fundamental Knowledge	24	20	4
Professional Knowledge	46	40	6
Experiments, Practices	17	17	
Graduation Internship	2	2	
Graduation Thesis	10	10	
Total	150		

VII. REQUIRED COURSES AND CUMULATIVE CREDITS

VII.1. Required Courses

VII.1.1. General Courses

No.	Course Code	Course Name	Credit No.	Note
I		Humanities and Social Sciences	12	
01		Principles of Marxist-Leninist Philosophy	5	
02		Revolution Lines of Vietnam Communist Party	3	
03		Ho Chi Minh Ideology	2	
04		General Law	2	
II		English	9	
05		English 1	3	
06		English 2	3	
07		English3	3	
III		Introduction to Garment Technology	3	
08	INOL130351	Introduction to Garment Technology	3	3(2+1)
IV		Information Technology	3	
09		Information Technology	3	3(2+1)
V		Maths and Natural Sciences	18	
10		Maths 1	3	
11		Maths 2	3	
12		Applied Statistical Probability	3	
13		Mathematic Planning	3	
14		Physics 1	3	
15		Physics 2	3	3(2+1)

No.	Course Code	Course Name	Credit No.	Note
		Total	51	
VI		Physical Education	5	
18		Physical Education 1	1	
19		Physical Education 2	1	
20		<i>Physical Education 1 – Optional Courses</i>	3	
VII		Defense Education	165 hours	
21		Defense Education	165 hours	

VII.1.2. Specific Courses of Garment Technology

VII.1.2.1. Fundamental Courses

No.	Course Code	Course Name	Credit No.	Note
01	DTDA130251	Graphical drawing	2	
02	TETE130351	Fibers and Yarns	3	
03	GMAC230551	Fabrics and Trims	3	
04	SSRC220451	System of Clothing Sizes	2	
05	GEMA240651	Sewing Equipment and Maintenance	4	
06	FSTE230751	Basic Sewing Techniques	3	
07	GDAP330851	Applied Graphic Softwares in Garment Technology	3	3(2+1)
		Total	20	

VII.1.2.2. Professional Knowledge (Theory and Practice):

No.	Course Code	Course Name	Credit No.	Note
08	EGTE330952	English for Garment Technology	3	
09	FMDR231051	Basic Menswear's Drafting Techniques	3	
10	FWDR331151	Basic Womenswear's Drafting Techniques	3	
11	AWDR331251	Advanced Womenswear's Drafting Techniques	3	
12	AMDR431351	Advanced Menswear's Drafting Techniques	3	
13	GMTE231451	Garment Technology	3	
14	PRAP331551	Clothing Manufacturing Preparation	3	
15	GQMA331651	Quality Management of Garment Products	3	
16	AGMA331751	Production Management	3	
17	MEAP431851	Garment Merchandising	3	
18	PPAP431951	Planning for Garment Production	2	
19	CAAP342051	Computer Aided Design in Garment Industry	4	
20	GTPR412151	Project of Garment Technology	1	
21	GDPR412251	Project of Costume Design	2	
22	GSSS412451	Specific Topics in Companies	1	
		Total	40	

VII.1.2.3. Professional Courses (Practice and Internship)

No.	Course Code	Course Name	Credit No.	Note
		Practice	17	
23	PSEM212551	Practice of Sewing Equipment and Maintenance	1	
24	PFGT222651	Practice of Basic Sewing Techniques	2	
25	PFMD222751	Practice of Basic Menswear's Drafting Techniques	2	
26	PFWD322851	Practice of Basic Womenswear's Drafting	2	

No.	Course Code	Course Name	Credit No.	Note
		Techniques		
27	PAWD332951	Practice of Advanced Womenswear's Drafting Techniques	3	
28	PAMD433051	Practice of Advanced Menswear's Drafting Techniques	3	
29	PPAP323151	Practice of Garment Manufacturing Preparation	2	
30	PCAP323251	Practice of CAD Technology in Garment Industry	2	
		Internship Courses	2	
31	GRPR423351	Internship Courses	2	
		Total	19	

VII.1.2.4. Graduation Thesis or Graduation Courses

No.	Course Code	Course Name	Credit No.	Note
		Graduation Thesis	10	
		Select 10 credits within the following courses	10	
32	WDDE433451	Drafting Techniques of Wedding Dresses	3	3 (2+1)
33	HHDE443551	Hat and Handbag Design	4	4 (2+2)
34	FODE433651	TFootwear Design	3	3 (2+1)
35	PLIS423751	Workshop Design and Equipment Installion	2	2
36	KMTE433851	Knitted Garment Technology	3	3 (2+1)
37	COEM433951	Computerized Embroidery	3	3 (2+1)
38	CAMM434051	Computerized Production Management	3	3 (2+1)
39	BUCO444151	<i>Business Communication</i>	4	4 (3+1)
40	IGTN444251	<i>Negotiation Skills for Garment Merchandisers</i>	4	4 (3+1)
41	FTGT414351	Graduation Topics 1	1	
42	STGT424451	Graduation Topics 2	2	
43	TTGT434551	Graduation Topics 3	3	
44	PMMA444351	Costume Draping Techniques on Dressform	3	3 (2+1)
		Total	10	

VII.2. Optional Courses

VII.2.1. Courses of General Knowledge

No.	Course Code	Course Name	Credit No.	Note
I	Humanities and Social Science			
	Select 6 credits within the following courses			
01		General Economics	2	
02		Vietnam's Cultural Fundamentals	2	
03		Technical Writing Skills	2	
04		Planning Methods and Tools	2	
05		Presentation skills	2	
06		Introduction to Administration	2	
07		Introduction to Quality Management	2	
08		Introduction to Logic	2	
09		Creative Reasoning Methods	2	
10		Systematic Thought	2	
11		Introduction to Sociology	2	

VII.2.2. Specific Courses of Garment Technology

No.	Course Code	Course Name	Credit No.	Note
I	Select 4 credits within these fundamental courses			
01	ARCL224651	Costume Arts	2	
02	PGBU324751	Business Psychology	2	
03	AEST224851	Aesthetics	2	
04	FADE324951	Fashion design	2	
II	Select 4 credits within these Professional Courses			
01	MIAP435051	Garment Manufacturing Improvement	3	
02	GAMA435151	Garment Marketing	3(2+1)	
03	WODR435251	Drafting Techniques of Office Uniform	3(2+1)	
04	PRDR435351	Drafting Techniques of Protective Clothes	3(2+1)	

VIII. TRAINING SCHEDULE

VIII.1. First Semester: 20 Credits

No.	Course Code	Course Name	Credit No.	Note
1	LLCT150105	Principles of Marxist-Leninist Philosophy	5	
2		English 1	3	
3		Maths 1	3	
4	INGT130151	Introduction to Garment Technology	3	
5		General Law	2	
6	DTDA130251	Graphical Drawing	2	
7	Select 6 credits within the following courses		2	
		General Economics	2	
		General Economics		
		Vietnam's Cultural Fundamentals		
		Technical Writing Skills		
		Planning Methods and Tools		
		Presentation skills		
		Introduction to Administration		
		Introduction to Quality Management		
		Introduction to Logic		
		Creative Reasoning Methods		
		Systematic Thought		
		Introduction to Sociology	20	

VIII.2. Second Semester: 20 Credits

No.	Course Code	Course Name	Credit No.	Note
8		Ho Chi Minh Ideology	2	
9		English 2	3	
10		Information Technology	3	
11		Maths 2	3	

No.	Course Code	Course Name	Credit No.	Note
12		Applied Statistical Probability	3	
13		General Physics A1	3	
14	TETE130351	Fibers and Yarns	3	
15		Physical Education 1		
		Total	20	

VIII.3. Third Semester: 20 Credits

No.	Course Code	Course Name	Credit No.	Note
16	LLCT230214	Revolution Lines of Vietnam Communist Party	3	
17		English 3	3	
18		Mathematical planning	3	
19	PHYS131002	General Physics A2	3	
20	SSRC320451	System of Clothing Sizes	2	
21	GEMA340651	Sewing Equipment and Maintenance	4	
22	PSEM312551	Practice of Sewing Equipment and Maintenance	1	
23	PHED310513	Physical Education 2		
24	Select one of optional general courses (2 credits)		2	
	GEFC220105	General Economics	2	
	IVNC320905	Vietnam Cultural Fundamentals	2	
		Technical documents	2	
	PLSK120290	Planning Methods and Tools	2	
		Presentation skills	2	
	INMA220305	Introduction to Administration	2	
	IQMA220205	Introduction to Quality Management	2	
	INLO220405	Introduction to Logics	2	
		Innovative methodology	2	
	SYTH220491	Systematic Thought	2	
	INSO321005	Introduction to Sociology	2	
		Total	21	

VIII.4. Fourth Semester: total 20 Credits

No.	Course Code	Course Name	Credit No.	Note
25	GMAC230551	Fabrics and Trims	3	TETE130351
26	FSTE230751	Basic Sewing Techniques	3	GMAC230451 GEMA240651
27	FMDR231051	Basic Menswear's Drafting Techniques	3	SSRC220551 FSTE230751
28	GMTE231451	Garment Manufacturing Technology	3	GEMA240651
29	PFGT222651	Practice of Basic Sewing Techniques	2	0
30	PFMD222751	Practice of Basic Menswear's Drafting Techniques	2	0

No.	Course Code	Course Name	Credit No.	Note
31		Physical Education 3		
32	Select one of optional general courses (2 credits)		2	
	GEFC220105	General Economics		
	IVNC320905	Vietnam Cultural Fundamentals		
		Technical documents		
	PLSK120290	Planning Methods and Tools		
		Presentation skills		
	INMA220305	Introduction to Administration		
	IQMA220205	Introduction to Quality Management		
	INLO220405	Introduction to Logics		
		Innovative methodology		
33	Select one of optional fundamental courses (2 credits)		2	
	ARCL224651	Costume Arts		
	PGBU324751	Business Psychology		
	AEST224851	Aesthetics		
	FADE324951	Fashion design		
		Total	20	

VIII.5. Fifth Semester: total 20 Credits

No.	Course Code	Course Name	Credit No.	Note
34	GDAP330851	Applied Information Technology in Garment Industry	3	0
35	EGTE330952	English for Garment Industry	3	0
36	FWDR331151	Basic Womenswear's Drafting Techniques	3	SSRC220551 FSTE230751
37	PRAP331551	Clothing Manufacturing Preparation	3	FMDR231051 FWDR331151
38	PFWD322851	Practice of Basic Womenswear's Drafting Techniques	2	0
39	PPAP323151	Practice of Clothing Manufacturing Preparation	2	0
40	Select one of optional fundamental courses (2 credits)		2	
	ARCL224651	Costume Arts		
	PGBU324751	<i>Business Psychology</i>		
	AEST224851	Aesthetics		
	FADE324951	Fashion design		
		Total	18	

VIII.6. Sixth Semester: total 18 Credits

No.	Course Code	Course Name	Credit No.	Note
41	AWDR331251	Advanced Womenswear's Drafting Techniques	3	FWDR331151
42	GQMA331651	Quality Management of Garment Products	3	GMTE231451 PRAP331551

No.	Course Code	Course Name	Credit No.	Note
43	AGMA331751	Production Management	3	GMTE231451 PRAP331551
44	CAAP342051	Computer Aided Design in Garment Industry	4	SSRC220551 PRAP331551
45	PAWD332951	Practice of Advanced Womenswear's Drafting Techniques	3	
46	PCAP323251	Practice of CAD Technology in Garment Industry	2	
		Total	18	

VIII.7. Seventh Semester: total 18 Credits

No.	Course Code	Course Name	Credit No.	Note
47	AMDR431351	Advanced Menswear's Drafting Techniques	3	FMDR231051
48	MEAP431851	Garment Merchandising	3	GMTE231451 PRAP331551
49	PPAP431951	Planning for Garment Production	2	AGMA331751
50	GSSS412451	Specific Topic	1	0
51	PAMD433051	Practice of Advanced Menswear's Drafting Techniques	3	0
		Select 2 credits within the following courses	6	
52	MIAP435051	Garment Manufacturing Improvement		AGMA331751
53	GAMA435151	<i>Garment Marketing</i>		AGMA331751
	WODR435251	Drafting Techniques of Office Uniform		FWDR331151
	PRDR435351	Drafting Techniques of Protective Clothes		FMDR231051
		Total	18	

VIII.8. Eighth Semester: total 15 Credits

No.	Course Code	Course Name	Credit No.	Note
54	GDPR422251	Project of Costume Design	2	GMTE231451 PRAP331551
55	GTPR412151	Project of Garment Technology	1	GMTE231451 PRAP331551
56	GRPR423351	Internship in Companies	2	
		Graduation Thesis	10	
		Select 10 credits within the following courses	10	
57	WDDE433451	Drafting Techniques of Wedding Dresses	3	FWDR331151 AWDR331251
58	HHDE443551	Hat and Handbag Design	4	SSRC220551 FSTE230751
59	FODE433651	Footwear Design	3	SSRC220551
60	PLIS423751	Workshop Design and Equipment Installion	2	GEMA240651 AGMA331751
61	KMTE433851	Knitted Garment Technology	3	GMTE231451 PRAP331551
62	COEM433951	Computerized Embroidery	3	
63	CAMM434051	Computerized Production Management	3	GMTE231451

No.	Course Code	Course Name	Credit No.	Note
				PRAP331551
64	BUCO444151	<i>Business Communication</i>	4	
65	IGTN444251	<i>Negotiation Skills for Garment Merchandisers</i>	4	AGMA331751 GAMA435051
66	FTGT414351	Graduation Topics 1	1	
67	STGT424451	Graduation Topics 2	2	
68	TTGT434551	Graduation Topics 3	3	
69		Costume Draping Techniques on Dressform	3	
		Total	15	

IX. DESCRIPTIVE STATISTICS OF COURSES

IX.1 REQUIRED COURSES

IX.1.1 General Courses

Introduction to Garment Technology

3

Credit No.:03 (45 theoretical hours, 90 self-learning hours)

Prerequisites: None

Description: The module equips students with general knowledge about garment industry, the requirements of a future engineer on professional knowledge to help students understand their roles and the functions of the garment enterprises. This course also provides basic skills to promote self-learning and researching. After that, students will be able to visit the reality of garment enterprises to understand deeply about there majors.

IX.1.2 KNOWLEDGE OF GARMENT TECHNOLOGY

01. Graphical drawing **2**

Credit No.:02 (30 theoretical hours, 60 self-learning hours)

Prerequisites: None

Description: The course provides student basic knowledge of concepts, methods of reading and drawing technical drawings; Analytical methods and descriptions of details on garments; Basic seams that are used on assembly process.

02. Applied Graphic Design Software

3

Credit No.:03 (45 theoretical hours, 90 self-learning hours)

Prerequisites: None

Description:The course provides student basic knowledge of applied information technology in garment manufacturing preparation. CorelDraw and Photoshop softwares will be instructed in this course to design the technical and aesthetic drawings which sufficiently support for producing implementation.

03. Fibers and Yarns

2

Credit No.:02 (30 theoretical hours, 60 self-learning hours)

Prerequisites: None

Description: This course equips students with basic knowledge about the origin, composition, physical and chemical of fibers and manufacturing technology of textile. The module also introduces many kinds of textile materials related to apparel. Through the

module, students can distinguish, select and develop textile materials suitably to design and sew clothings.

04. Fabrics and Trims **3**

Credit No.:03 (45 *theoretical hours*, 90 self-learning hours)

Prerequisites: Raw Textile Materials

Description: The course equips students with basic knowledge of origin, composition, properties, complete treatment methods, and application of fabrics. This course also introduces a number of methods to assess and check the quality of fabrics. This course also introduces some basic characteristics and applications of garment accessories.

05. System of Clothing Sizes **2**

Credit No.:02 (30 *theoretical hours*, 60 self-learning hours)

Prerequisites: None

Description: This course provides basic knowledge of anthropological history, research methods and sequences to build a system of costume sizes by anthropometric methods and statistics. In addition, this module also introduces some standard size systems that are widely used in the world.

06. Sewing Equipment and Maintenance **4**

Credit No.:04 (60 *theoretical hours*, 120 hours)

Prerequisites: None

Description: The course helps students understand the concepts and characteristics of sewing equipment, sewing stitches, structural functions and operating principles of a number of devices on devices; methods to adjust some details, understand the causes and fix some common problems on specialized machines.

07. Basic Sewing Techniques **3**

Credit No.:02 (45 *theoretical hours*, 90 self-learning hours)

Prerequisites: Sewing Equipment and Maintenance, Fabrics and Trims

Description: This module provides students with the basic content of instrument and sewing machine, materials and accessory, hand and machine-sewn seam; Structure of seam and items of clothing; analysis and classify some details on garment based on structure, utility, design, sewing process, and technical requirements

08. English for Garment Technology **2**

Credit No.:02 (30 *theoretical hours*, 60 self-learning hours)

Prerequisites: None

Description: This module refers basic knowledge on the specialized English terminology in sewing technology. At the end of this session, students are able to read English documents, communicate in garment enterprises and negotiate with customers.

09. Basic Menswear's Drafting Techniques **3**

Credit No.:03 (45 *theoretical hours*, 90 self-learning hours)

Prerequisites: System of Clothing Sizes, Basic Sewing Techniques

Description: This course equips students with basic knowledge of measurement methods, construction design, and sewing techniques of basic men's wear for all ages. This course also provides methods to build the product assembly process and the factors affecting to the sample design process.

- 10. Basic Womenswear's Drafting Techniques** **3**
- Credit No.:03 (45 *theoretical hours*, 90 self-learning hours)
- Prerequisites:* System of Clothing Sizes, Basic Sewing Techniques
- Description:** This course is equipped with basic knowledge of measurement methods, designing finished products of women's pants, shirts and skirts. This course also provides methods for converting darts, creating princess seam, and decorative on garment.
- 11. Advanced Womenswear's Drafting Techniques** **2**
- Credit No.:02 (30 *theoretical hours*, 60 self-learning hours)
- Prerequisites:* Basic Womenswear's Drafting Techniques
- Description:** This course provides more advanced knowledge in design methods, prototyping methods including traditional Vietnamese dresses, variable style dresses. In addition, this module also provides a female Vest design method based on size sample parameters or standard size women's outfit.
- 12. Advanced Menswear's Drafting Techniques** **2**
- Credit No.:02 (30 *theoretical hours*, 60 self-learning hours)
- Prerequisites:* Basic Menswear's Drafting Techniques
- Description:** This module equips students with basic knowledge about the method of determining size parameters and how to choose the full range of movements suitable for each size position on the product. This module also introduces methods to design male Veston and Jacket 2 layers. This course also instructs sewing process for assembly of products.
- 13. Garment Manufacturing Technology** **3**
- Credit No.:03 (45 *theoretical hours*, 90 self-learning hours)
- Prerequisites:* Sewing Equipment and Maintenance
- Description:** This course equips students with basic knowledge of industrial sewing technology and the effects of equipment, materials, and technical conditions on manufacturing.
- 14. Clothing Manufacturing Preparation** **3**
- Credit No.:03 (45 *theoretical hours*, 90 self-learning hours)
- Prerequisites:* Basic Menswear's Drafting Techniques
- Description:** This course equips students with in-depth knowledge of detailed machining technology, methods of building technical and product processing processes. In particular, this course guides learners to set up technical documents for a specific product.
- 15. Quality Management of Garment Products** **3**
- Credit No.:03 (45 *theoretical hours*, 90 self-learning hours)
- Prerequisites:* Clothing Manufacturing Preparation, Clothing Manufacturing Preparation
- Description:** The course provides definitions, function, evaluation methods, quality regulations of garment products. Management methods (quality control, total quality control, total quality management, international standard organization) and evaluation methods in all garment manufacturing progresses are described in this course
- 16. Production Management in Garment Industry** **2**
- Credit No.:03 (45 *theoretical hours*, 90 self-learning hours)
- Prerequisites:* Garment Manufacturing Technology, Clothing Manufacturing Preparation

Description: This course equips students with concepts about the functions, tasks, powers of enterprises, methods of establishing businesses; operational process and how to manage the production units in the garment factory. Besides, this course also introduces production systems, and software (MRP, GPRO, GSD, ..) which are being applied in production management and cost calculation, cost and interest accounting hole for sewing products.

17. Garment Merchandising 3

Credit No.:03 (45 *theoretical hours*, 90 self-learning hours)

Prerequisites: Garment Manufacturing Technology, Clothing Manufacturing Preparation

Description: This course is designed to equip student insights of standards as well as requirements in merchandising the garment purchasing order through detailed job descriptions from developing sample to preproducing sample and mass manufacturing operations. In addition, this course helps student calculate product prices, read and understand garment techpacks, implement exporting and importing customs procedures, declare apparel processing contracts.

18. Planing for Garment Production 2

Credit No.:02 (30 *theoretical hours*, 60 self-learning hours)

Prerequisites: Production Management in Garment Industry

Description: This course provides student basic knowledge (definitions, significances, regulations and requirements) in planning garment production for different orders as well as specific divisions.

19. CAD Technology in Garment Industry 3

Credit No.:04 (50 *theoretical hours*, 105 hours)

Prerequisites: System of Clothing Sizes, Clothing Manufacturing Preparation

Description: The module equips students with basic knowledge of computer applications in the production management and administration, sample design systems with the help of computers. This module also describes in detail the applying software AccuMark on the designing samples and sensory diagrams.

20. Project of Garment Technology 1

Credit No.:01 (15 *theoretical hours*, 30 hours)

Prerequisites: Garment Manufacturing Technology, Clothing Manufacturing Preparation

Description: This course aims to reinforce students' knowledge of sewing technology, update new production processes in practice and learn more about organization and management of industrial sewing production at enterprises.

21. Project of Costume Design 2

Credit No.:02 (30 *theoretical hours*, 60 self-learning hours)

Prerequisites: Garment Manufacturing Technology, Clothing Manufacturing Preparation

Description: This course is to consolidate previous knowledge of design as well as garment technology including manufacturing operations, organizational and managing processes in garment industry

22. Specific Topics in Companies 2

Credit No.:02 (30 *theoretical hours*, 60 self-learning hours)

Prerequisites: Basic Menswear's Drafting Techniques, Basic Womenswear's Drafting Techniques, Production Management in Garment Industry, Garment Manufacturing Technology, Clothing Manufacturing Preparation

Description: This course helps to update the practical knowledge from garment companies according to specific topics about designing, technology and management... which are efficiently conducting in fact.

23. Practice of Sewing Equipment and Maintenance 1

Credit No.:01 (45 hours in workshop, 90 self-learning hours)

Prerequisites: Sewing Equipment and Maintenance

Description: The module helps students have the ability to operate and present the operation principles of some basic devices such as: 1 needle sewing machine , button machine, coverlock machine, overlock machine, cutting machine, ironing equipments...; practice fitting and adjusting 1 needle sewing machine.

24. Practice of Fundamental of Sewing Technique 2

Credit No.:02 (90 hours in workshop, 180 hours)

Prerequisites: Sewing Equipment and Maintenance

Description: The module helps students have the ability to design and assembly of some details such as: key- hole opening, 1 piece placket, 2 pieces plackets, sleeve opening, hip pockets, welt pockets, collars...

25. Practice of Basic Menswear's Drafting Techniques 3

Credit No.:3 (135 practical hours, 270 self-learning hours)

Prerequisites: Basic Menswear's Drafting Techniques

Description: This course guides techniques and methods for directly measuring on men's body, drafting techniques for designing, making marker and cutting pattern and fabric pieces to assemble or sewing into finished garments including men's shirt, shorts and trousers in accordance with technology processes and industrially technical standards.

26. Practice of Basic Womenswear's Drafting Techniques 3

Credit No.:3 (135 practical hours, 270 self-learning hours) *Prerequisites:* Basic Womenswear's Drafting Techniques

Description: The course guides techniques and methods for directly measuring on women's body, drafting techniques for designing, making marker and cutting pattern and fabric pieces to assemble or sewing into finished garments including women's blouse, skirt and trousers in accordance with technology processes and industrially technical standards

27. Practice of Advanced Womenswear's Drafting Techniques 3

Credit No.:03 (135 practical hours, 270 self-learning hours)

Prerequisites: Advanced Womenswear's Drafting Techniques

Description: The course guides techniques and methods for directly measuring on women's body, drafting techniques for designing, making marker and cutting pattern and fabric pieces to assemble or sewing into finished garments including traditional Vietnamese dress, female Vest, and Dress in accordance with technology processes and industrially technical standards

28. Practice of Advanced Menswear's Drafting Techniques 3

Credit No.:03 (135 practical hours, 270 self-learning hours)

Prerequisites: Advanced Menswear's Drafting Techniques

Description: The course guides techniques and methods for directly measuring on men's body, drafting techniques for designing, making marker and cutting pattern and fabric pieces to assemble or sewing into finished garments including Veston, and Jacket in accordance with technology processes and industrially technical standards

29. Practice of Garment Manufacturing Preparation

*Credit No.:*02 (90 practical hours, 180 self-learning hours)

Prerequisites: Garment Manufacturing Preparation

Description: The course introduces to student professional understandings of preparation of garment processes such as: detailed processing processes, product assembly, machining norms, materials and trims card, and technical documents.

30. Practice of CAD Technology in Garment Industry **1**

*Credit No.:*01 (45 practical hours at computer Lab, 90 self-learning hours)

Prerequisites: CAD Technology in Garment Industry

Description: The course presents basic knowledge of clothing pattern design software (namely, Gerber Accumark). The important utilities of the software used in garment manufacturing process are introduced in details. Through this course, student may use software to design a complete set of pattern pieces for a specific type of clothes

31. Internship **4**

*Credit No.:*04 (4 weeks in enterprises, 90 self-learning hours)

Prerequisites: Finished all of Fundamental and Professional Knowledge Courses.

Description: The course is designed to help student apply professional knowledge obtained from previous semesters in fact. Student will conduct internship in garment companies and join directly manufacturing operations of apparel purchasing order from preparing to finishing tasks

32. Drafting Techniques of Wedding Dresses **3**

*Credit No.:*02 (15 theoretical hours, 45 practical hours, 60 self-learning hours)

Prerequisites: Basic and Advanced Womenswear's Drafting Techniques

Description: The module refers advanced knowledge on: The history of wedding dresses, basic structural characteristics and materials; Design methods, modeling basic wedding dress; The implementation of measurement methods, design methods, creating samples, visualizing diagrams, cutting semi-finished details and assembling a complete wedding dress.

33. Hat and Handbag Design **3**

*Credit No.:*03 (45 theoretical hours, 90 self-learning hours)

Prerequisites: System of Clothing Sizes, Basic Sewing Techniques

Description: This module refers advanced knowledge on the field of sewing hats and bags such as how to choose materials ; the theories to draw basic hats – bags; creating hats – bags based on templates or creatively designs.

34. Footwear Design **3**

*Credit No.:*03 (30 theoretical hours, 45 practical hours, 180 hours)

Prerequisites: None

Description: This module refers advanced knowledge on: Structure of the foot and shoes size parameters; Introducing the total design methods and detailed separation

techniques; Properties and uses of raw materials and specialized equipment of the shoe industry.

35. Workshop Design and Equipment Installion 2

*Credit No.:*02 (30 theoretical hours, 60 self-learning hours)

Prerequisites: Sewing Equipment and Maintenance, Production Management in Garment Industry

Description: This module refers advanced knowledge on: designing the industrial enterprises; Solutions for planning an industrial enterprise based on business conditions, natural factors, human factors, social factors; Process of operation, installation of sewing equipment, organization of space to ensure safety requirements (microclimate, lighting, ventilation, fire protection explosion, safe dust, electrical safety).

36. Knitted Garment Technology 3

*Credit No.:*03 (15 theoretical hours, 45 practical hours, 60 self-learning hours)

Prerequisites: Garment Manufacturing Technology, Clothing Manufacturing Preparation

Description: The course equips students with knowledge of industrial sewing technology and the effects of equipment, materials, technical conditions for the knitted production; How to test materials for production knitwear effectively

37. Computerized Embroidery 3

*Credit No.:*03 (30 hours at classroom, 45 practical hours at computer Lab, 180 self-learning hours)

Prerequisites: None

Description: The module refers basic knowledge on computerized embroidery machines and embroidery design software (Tajima), Basic skills and tools to design simple embroidery patterns on computers.

38. Computerized Production Management 2

*Credit No.:*02 (30 theoretical hours, 60 self-learning hours)

Prerequisites: Garment Manufacturing Technology, Clothing Manufacturing Preparation

Description: This module refers basic knowledge on analyzing and measuring work; Principles of setting up manipulation code and code of operation available in GPRO software; Functions and applications of GPRO (tools to analysis and improve sewing process)

39. Business Communication 2

*Credit No.:*02 (30 theoretical hours, 60 self-learning hours)

Prerequisites: None

Description: This course provides knowledge of communication science in Vietnamese business including introductory science communication and other forms of communication such as common relationships in business communication, appropriate language usage, professional working style, communication situations in business and behavior (presenting in public, meeting, group work ...)

40. Negotiation Skills for Garment Merchandisers 2

*Credit No.:*02 (30 theoretical hours, 60 self-learning hours)

Prerequisites: None

Description: This course provides knowledge and skills on international apparel business including: Environment and the trend of internationalizing garment manufacturing and trading activities; Cultural differences, commercial, political-legal practices; Global strategic planning, human resource management, marketing and international monetary finance; Basic arguments about negotiation, negotiation skills in international business and cultural characteristics in garment business in Vietnam

41. Graduation Topics 1 **1**

Credit No.: 01 (15 *theoretical hours*, 30 hours)

Prerequisites: Finished all of Fundamental and Professional Knowledge Courses.

Description: The module refers advanced updated knowledge on design, technology, production management being applied and implemented effectively in garment enterprises.

42. Graduation Topics 2 **2**

Credit No.:02 (30 *theoretical hours*, 60 self-learning hours)

Prerequisites: Finished all of Fundamental and Professional Knowledge Courses.

Description: The module refers advanced updated knowledge on design, technology, production management ... being applied and implemented effectively in garment enterprises.

43. Graduation Topics 3 **3**

Credit No.:03 (45 *theoretical hours*, 90 self-learning hours)

Prerequisites: Finished all of Fundamental and Professional Knowledge Courses.

Description: The module refers advanced updated knowledge on design, technology, production management being applied and implemented effectively in garment enterprises.

44. Costume Draping Techniques on Dressform **2**

Credit No.:02 (15 *theoretical hours*, 45 hours in Workshop, 60 self-learning hours)

Prerequisites: System of Clothing Sizes, Basic Sewing Techniques

Description: The module refers advanced knowledge on: Designing and drawing detailed techniques from mannequin; Skills to transform darts and decorative lines on products, Methods to select full movement based on designs and materials

IX.2. Optional Courses

IX.2.1. Fundamental Knowledge

01. Costume Arts **2**

Credit No.:02 (30 *theoretical hours*, 60 self-learning hours)

Prerequisites: None

Description: The course provides students with basic knowledge of fine arts including: colors, lines, shapes, body proportions,...; applying the specific ideas on costume arts to aesthetic orientation for fashion.

02. Business Psychology **2**

Credit No.:02 (30 *theoretical hours*, 60 self-learning hours)

Prerequisites: None

Description: This module refers basic knowledge on: Psychological aspects of business activities, Process and results of business operations of enterprises; Application of psychological rules in the business process to improve efficiency and reduce risks.

03. Aesthetics **2**

Credit No.:02 (30 theoretical hours, 60 self-learning hours)

Prerequisites: None

Description: The course helps students gain basic knowledge of beauty, aesthetic and artistic, in order to improve their aesthetics, assessment capacity, creative ability and beauty in life. This course also equips students with the history of aesthetic, aesthetic ideas for the arts, the role of aesthetic and thinking methods of Aesthetic.

04. Fashion Design 2

Credit No.:02 (30 theoretical hours, 60 self-learning hours)

Prerequisites: None

Description: This module refers basic knowledge on: basic fashion knowledge such as Fashion cycle, concepts, fashion terminology, principles, methods and ways to express design patterns. The course also introduces design styles of famous designers and fashion brands.

IX.2.2. KNOWLEDGE OF GARMENT TECHNOLOGY

01. Garment Manufacturing Improvement 3

Credit No.:03 (45 theoretical hours, 90 self-learning hours)

Prerequisites: Garment Manufacturing Technology, Clothing Manufacturing Preparation, Production Management in Garment Industry

Description: The course equips student theoretical knowledge in monitoring and improving operations of garment manufacturing job according to analyses of effect factors. Improvement tools and methods in garment industry are also addressed. Especially, student will be joined and solved case studies (hypothetical situations) about garment improvement.

02. Garment Marketing 3

Credit No.:03 (45 theoretical hours, 90 self-learning hours)

Prerequisites: General Economics, Clothing Manufacturing Preparation

Description: This course provides basic knowledge about marketing such as marketing environment , target markets; marketing strategies in marketing-mix; Basic introduction of marketing management.

03. Drafting Techniques of Office Uniform 3

Credit No.:03 (30 theoretical hours, 45 hours in Workshop, 60 self-learning hours)

Prerequisites: None

Description: The module equips students with basic knowledge about: Methods to determine size parameters, choosing designs and materials for different occupations office customs; Methods to design details (women's pants, shirts, skirts); How to build sewing processes.

04. Drafting Techniques of Protective Clothes 2

Credit No.:02 (15 theoretical hours, 45 hours at Workshop, 60 self-learning hours)

Prerequisites: System of Clothing Sizes, Basic Men's Costume Drafting Techniques

Description: This course introduces basic ways to determine body's measurements, choose suitably the styles and materials for designing various protective clothes. Drafting techniques of piece groups on such clothes are also focussed in order to build appropriately assembling process for garment products

10. Facilities

10.1. Practical workshop, experimental lab and equipment

No.	Workshop/Room	Quantity
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1	Cutting Room	01
2	Sewing Workshop	05
3	Pattern Design Room	01
4	Sewing Equipment Maintenance Workshop	01
5	CAD Lab	01
6	Production Preparing Room	01

10.2. Library, Websites

No.	Library and Website	Remarks
1	Library	Campus library
2	FGTFD Faculty's Bookcase	Books of Garment Technology and Fashion
3	http://www.vinatex.com/	Introduce to Vietnam Apparel Industry with regularly updated information
4	http://www.textileasia-business.com/	Provide information about textile yarns and fabrics in Asia with highlighted articles and news
5	http://www.textileweb.com	Provide entirely information about garment technology
6	http://vmode.vn/	Forecast information about developing trends of textile, garment and fashion industry
7	http://thoitrang.com/	Introduce to many fashion collections
8	http://stylist.vn/	Upgrade new fashion styles
9	http://www.juki.co.jp	Find information and specifications of sewing machines
10	http://www.gerbertechnology.com/	Provide CAD/CAM technologies in Garment Industry

11. Implementing Guidelines

This curriculum is carried out according to the current regulations and instructions of Ministry of Education and Training as well as Ho Chi Minh City University of Technology and Education

President

Dean