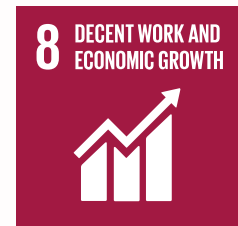




THE FUTURE OF FASHION



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In today's dynamic world, fashion is more than just clothing; it's a powerful means of self-expression and choice. Fashion seamlessly interweaves as protective cladding, physical and emotional shelter, wearables, and even architecture. Step into the captivating world where personal expression converges with sustainable practices in a comprehensive course on the Future of Fashion. This programme will guide learners through the diverse dimensions of style, symbolism, and responsible design.

Over the course of the programme learners will consider fashion, extending beyond wardrobe wear. They will consider and explore how it functions as cladding for structures, provides shelter, and even shapes architectural aesthetics.

They will explore the concept of cherishability and understand how this can inspire sustainable choices across various design realms. They will learn the 21st Century Values-Led Circular Design Thinking supporting them to navigate the ethical landscape of fashion and dive into practices that prioritise environmental sensitivity, ethical construction methods, and social responsibility.

Learners will discover how wearable technologies can enhance experiences, blurring the lines between fashion, healthcare, architecture and entertainment and complete a simple wearables project involving prototyping and circuitry.

Learning Objectives:

- Develop an understanding of fashion's diverse applications, from personal wearables to architectural applications.
- Learn about the circular design thinking, develop a simple wearables project
- Build transferable skills and capacity to consider 21st Century Ethical Leadership within fashion.

The 7 modules are:

1. SD8 Problem to Pitch: Problem to Pitch is a generic project management module that can be adapted to any topic. These 10 lessons introduce learners to the concept and process of Design Thinking; the cognitive, strategic and practical processes for creative problem-solving
2. Ethical Fashion Leadership for the 21st Century: This micro-module consists of 7 lessons

that introduce values-led education through the endorsed Earth Charter, promoting sustainability leadership. The Earth Charter fosters eco-literacy and a holistic ecological mindset, enabling people to act systematically for the UN SDGs and cultivate a lasting culture of peace.

3. My Fashion Everyone's Fashion: This micro-module consists of 6 lessons celebrating the diverse world of personal style and self-expression while exploring the growing movement towards sustainable and ethical fashion.

4. Fashion Design Skills: This micro module consists of 5 lessons where learners are introduced to design methodologies and fashion case studies to begin considering the bigger picture.

5. Fashion Futures 1 Wearables: Coming soon.

6. Fashion Futures 2: Bio-Mimicry and Textiles for Architecture: Coming soon.

7. The Future of Fashion: Media Communication: Media communication is a supporting micro-module that supports the other modules enabling learners to present their knowledge. The module consists of 4 micro-modules offers full support for media micro-projects; video, poster, presentation and audio, that can augment project-related assignment pieces or extended as stand-alone projects.

These modules collectively cover the following Sustainable Development Goals: SDG8: Decent Work and Economic Growth; SDG 9 Industry, Innovation and Infrastructure; SDG10 Reduced Inequalities; SDG12 Responsible Consumption and Production; SDG17 Partnerships for the Goals.

External Expertise:

- Dr Tara Baoth-Mooney: Artist and Designer: SMARTlab Sligo. Tara is a singer, sound and visual artist that explores ecosystems and their transcendence through different forms. She returns to the idea of garments as cladding / something between shelter and situation / situated with humans, as well as integral to their identity and their own ecosystems. She finds the stories that lie embedded in the hidden world that surrounds us.
- Dr. Anita McKeown: UCD / FutureFocus21c. Dr Anita McKeown, FRSA, FIPM, MEI - is an award winning artist|scholar and STEAM educator, co-designing values-based leadership through education and community processes. She works at the intersection of art, equitable placemaking and technology: Open Source Culture and Technology (ethical and ecological implications) and STEAM education, across a range of interdisciplinary projects, processes and partnerships

For more information or to access online support in integrating the programme into your existing teaching please contact: hello@futurefocus21c.com