

ADVANCED DIPLOMA IN FASHION MARKETING AND MANAGEMENT

Awarded by : Raffles Singapore
Intakes : January, April, July, and October
Duration : 1 Year and 6 months (Full-time)

Core Modules

<p>20th Century Styles and Trends</p>	<p>This module introduces the student to styles and trends of the 20th century and the social, political, cultural events and style arbiters that have shaped and influenced fashion from the haute couture to ready to wear.</p> <p>Credit Points: 10</p>
<p>Academic Research and Communication Skills</p>	<p>This unit covers key aspects of research and communication studies in academic contexts relevant to students of design and marketing. Students engage in collaborative learning activities throughout the term in order to develop their teamwork skills. Students learn to locate, understand and critically evaluate information from books, journals, the Internet and primary sources in order to do effective research. Using these sources of information, students then produce an extended piece of analytical writing and give oral presentations to their peers. Skills in doing primary research (i.e. conducting focus groups and surveys), accessing and evaluating information, paraphrasing, using established referencing systems, applying the principles of effective communication and the professional presentation of documents are all covered during the module.</p> <p>Credit Points: 10</p>
<p>Buying Principles</p>	<p>To provide students with the knowledge and skills through practical exercises, lectures, demonstrations, case studies and examples to enable them to be exposed to the major functions of fashion buying. Understand the important of logistics and merchandise strategy through all veins of the retail operations. Planning the merchandise mix, merchandise classification, assortment planning, and pricing are to be closely studied. Students will have to successfully complete an assignment an integrated project and examinations in order to complete the module.</p>

	Credit Points: 10
Consumer Behaviour	<p>To provide students with the knowledge and skills to understand the fundamental factors that influence consumer behavior, their choices and purchasing decisions.</p> <p>Credit Points: 10</p>
Fashion Coordination and Promotion	<p>A module designed for the students to create, produce and participate in a Fashion Show or Fashion Event. The module involves the coordination of all aspects of sales promotion activities that may be used by a manufacturer or a retailer. It also includes discussions on consumer profile, customer awareness, wardrobe planning and selection. Basic techniques needed for the visual presentation of fashion through fashion show production and promotion will be explored. Students will have to complete an integrated project commissioned by an industrial partner.</p> <p>Credit Points: 10</p>
Fashion Journalism	<p>This module introduces the students to the basic techniques of fashion journalism. Students will learn the skills of visual communication, styling, forecasting, trend-analysis and tribe-spotting and will explore a range of techniques to communicate with various audiences. Students will learn how to develop original messages through different media formats, such as magazines, television and internet.</p> <p>Credit Points: 10</p>
Fashion Marketing Project 1	<p>This module introduces the student to the development and implementation of a business plan. Student teams will have to present business ideas concerning user needs and/or market opportunities related to the fashion industry. They will have to assess the feasibility of the ideas and transform them into entrepreneurial proposals.</p> <p>Credit Points: 20</p>
Fashion Marketing Project 2	<p>The aim of this module is to help the students consolidate the different sections of the business plan developed during Fashion Marketing Project 1. Each student team has to bring the brand to life through a tangible execution of the business idea and finalize the business plan and present it to a panel of industry experts.</p> <p>Credit Points: 20</p>

Financial Management	<p>The purpose of this module is to teach non-finance major students the basic concepts and techniques of financial management for small businesses.</p> <p>Credit Points: 20</p>
Global Supply Chain Management (Fashion Buying)	<p>To provide participants with the knowledge of basic principles of logistics and supply chain management in the context of fashion retail industry through practical exercises, lectures, demonstrations and case studies. The primary scope of this module is to understand the role that supply chain management plays in creating competitive advantage for fashion retailers in providing 'the right product at the right time to the right consumer.' Students need to accomplish tasks such as an assignment, an integrated project and examinations in order to complete the module.</p> <p>Credit Points: 10</p>
History of Costume 2	<p>This module is designed to introduce the student to the development of contemporary fashion beginning with the Baroque Period through to the end of the 19th century and will provide the student with the ability to understand and identify the main characteristics of silhouettes, textiles and accessories for each period.</p> <p>Credit Points: 10</p>
Human Resource Management	<p>The purpose of this module is to introduce students to the principles and practices of Human Resource Management as applied to a small company.</p> <p>Credit Points: 20</p>
Integrated Fashion Communication	<p>This module introduces the students to the basic techniques of fashion journalism. Students will learn the skills of visual communication, styling, forecasting, trend-analysis and tribe-spotting and will explore a range of techniques to communicate with various audiences. Students will learn how to develop original messages through different media formats, such as magazines, television and internet.</p> <p>Credit Points: 15</p>
Introduction to Brand Management	<p>This module introduces the concept of Branding by examining the process of how to build sustainable and credible brands that suits consumers needs and wants and resonates with their desires. The subject examines the brand building process and branding strategy options to build emotional connection</p>

	<p>with consumers establish and sustain compelling market position and differentiate the brand from its competitors.</p> <p>Credit Points: 10</p>
Product Development	<p>To provide students with the knowledge and skills to study the pre-production processes of apparel product development from planning through forecasting, fabricating, developing silhouettes and specifications. From this module the student is expected to comprehend an overview of the creative and technical processes involved in product development within the context of retail business environment. Students need to work on an assignment, an integrated term project and examinations in order to complete this module.</p> <p>Credit Points: 10</p>
Sensorial Marketing	<p>This module will provide students with powerful tools in order to develop sensorial marketing strategies in fashion. Students will understand the variations in sensory perception and be able to adapt the texture, colors, fragrances, shape, assortment, and overall brand experience to every local market and fashion consumer. They will also have the needed knowledge to predict consumers' purchasing behavior and assess the commercial appeal of a new product or fashion brand.</p> <p>Credit Points: 10</p>
Technical Drawings (Garment Typology)	<p>This module is designed to provide the student with the knowledge and skills through practical exercises, lecturers, demonstrations and examples to enable them to apply the basic skills of technical drawings to communicate design ideas and construction details. To identify and apply the vocabulary of classic garment shapes their variations and key garment styling and details. Students will have to successfully complete practical exercises and integrated projects in order to complete this module.</p> <p>Credit Points: 10</p>
Visual Merchandising	<p>To provide students with an understanding of the history of modern retail environment and its development and practical knowledge of Visual Merchandising techniques. Students will understand store layouts, fixtures & fittings, mannequins, lighting, display principles and in-store merchandising systems.</p> <p>Credit Points: 10</p>

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Industrial Attachment	<p>This module aims to provide students with the opportunity to gain real-world industry experiences and professional practices in their chosen discipline. It allows students to establish connections, develop useful contacts, and gain industrial skills and an overall perspective of the discipline. The industrial attachment is intended to enhance students' educational experience and prepare them for their careers.</p> <p>Credit Points: 20</p>
Industry and Community Engagement	<p>In this module, students are required to use their design knowledge and skills in industry-focused and/or community-based projects. These projects are facilitated by the lecturer or tutor, and there will be interactions with and feedback from key industry/community project mentors. The module is intended to prepare students for the expectations of the fast-paced real-world industry, and professional practices in careers in their chosen discipline.</p> <p>Credit Points: 20</p>