



საჯარო სამართლის იურიდიული პირი  
თბილისის აკოლონ ქუთათელაძის სახელობის  
სახელმწიფო სამხატვრო აკადემია

## **Master's degree educational program Faculty of Design**

### **Fashion design**

#### **Head of the program:**

Nino Mgaloblishvili, Doctor of Cultural Studies, Professor, Head of Fashion Design Department

Approved by TSAA Design Council

Meeting Report of April 5, 2023

No. 5 TSAA Academic Council

Meeting Report of April 24, 2023 No. 23

**Program name:** 0212.1.3 Fashion Design

**Broad field (direction) :** 02 Arts and Humanities

**Narrow field (field/specialty):** 021 Art Arts

**Detailed field (subfield/specialization):** 0212 Fashion, Interior and Industrial Design

**Education level:** second level of higher education/master's degree (7)

**Awarded qualification:** Master of Fine Arts in Fashion Design / MFA

**Requirements for awarding a Master's degree:** To successfully complete the entire Master's course and receive a diploma confirming the fulfillment of the educational program, the students must meet the requirements specified by the program.

#### **Admission requirements**

Admission requirements for the program include passing a special composition and a foreign language (II level) exam. Information regarding program enrollment is transparent, publicly accessible, and can be found on the university's website at [www.art.edu.ge](http://www.art.edu.ge). Additionally, a hotline is available for any inquiries.

<https://www.facebook.com/profile.php?id=100063508359138>

#### **Prerequisites for admission to the program:**

1. Proficiency in basic construction (supported by a portfolio and relevant certificates, if available).
2. Familiarity with current processes in the field of fashion design (evaluated through an interview).
3. Submission of a creative portfolio, which includes fashion illustrations, the progression of free composition development, and any additional materials as desired.

**Teaching language:** Georgian

**Study duration:** 2 years (4 semesters)  
Volume of 1 credit – 25 hours.

**Volume of the program:** the workload of the student at the master's level during 4 semesters is at least 120 credits, including:

- Specialty disciplines - 80 credits
- University - 12 credits
- Optional disciplines - 28 credits

Volume of 1 credit - 25 hours.

Amount of 2 credits 2 semesters - 60 (ECTS)

- Depending on the student's individual workload, the number of credits per year may be less or more than 60 credits, but not more than 75 credits.
- In a typical semester, there is a combination of study weeks and a session period. The total duration of a semester is usually around 20 weeks. Out of these 20 weeks, 15 weeks are dedicated to classroom studies or academic instruction.
- During the semester, students have one midterm exam, which is conducted to assess their understanding and progress in the course material.
- After the completion of the study semester - final exam.
- 2 weeks for final exams and 1 week for additional exams (15th, 16th, 17th week)

### **Program Annotation**

Over the past few decades, design has emerged as a socio-cultural phenomenon in developed nations, evolving into one of the fastest-growing professions. With the rise of the design industry in the latter half of the 20th century, influenced by European aesthetics and rooted in American industrialization, it has transformed into a distinctive form of professional practice in the 21st century. The global market landscape has undergone significant changes, and designers have assumed the role of entrepreneurial figures. In the realm of market-driven economies, fashion design, a pivotal facet of the broader design field, has emerged as a potent trade tool, commanding substantial demand within the industry. Paradoxically, fashion design does not offer ready-made formulas or definite knowledge; rather, its purpose lies in stimulating exploration, intellectual engagement, and new experiences. Fashion design encompasses both creative and rational aspects, encompassing exclusive and mass-produced apparel, footwear, accessories, fabric technologies, and innovative conceptual costumes. Presently, international corporations continuously seek professionals with interdisciplinary skills. The industry's interest in fashion design specialists from diverse creative backgrounds grows annually, as it attracts billions of dollars in investments. Instead of relying on a handful of couturiers, hundreds of thousands of specialists from various creative fields contribute to the industry. Unfortunately, the traditional curriculum fails to account for this significant shift, resulting in designer training that struggles to remain competitive in today's market economy. Consequently, it is crucial to adapt the goals and content of professional training to meet the demands of the contemporary era, thereby fostering the further development of Georgian design education and the cultivation of a new breed of designers. To achieve this, it is imperative to formulate new training programs that incorporate the experiences and insights gained from international design education.

### **Program Description**

The "Fashion Design" Master's program is a newly developed program designed to meet the evolving demands of the fashion design industry, which constantly seeks professionals with interdisciplinary skills. This program embraces the accumulated positive experiences while incorporating new pedagogical concepts based on international practices. It is built upon the changing landscape of design education worldwide, focusing on training professionals who possess the ability to create and manage design strategies. Graduates of this program will be equipped to unleash their creativity and effectively oversee projects from idea generation to negotiation and market distribution.

The program is structured to cater to the real needs, interests, and abilities of students, promoting self-realization, success, and the integration of professional practice with education. It encourages a cooperative environment between students and teachers, fostering a positive emotional atmosphere for learning. The program allows flexibility and room for improvisation, avoiding rigid and detailed project requirements.

The Master's program encompasses a comprehensive range of specialized disciplines, including women's and men's collection lines, conceptual/creative collections, construction/material performance, sewing and eco-textile technologies, digital technologies, market relations, marketing, and more. These disciplines build upon the foundations laid in undergraduate programs, significantly expanding and deepening students' knowledge. The program emphasizes systematic selection of study disciplines, enabling students to acquire a broader scientific toolkit and progressive scientific knowledge. Furthermore, it offers opportunities for close collaboration with industry professionals, keeping students updated on the latest trends and technologies in costume design, while also fostering innovative design approaches.

The primary objective of the Master's program is to nurture highly qualified and competitive professionals capable of independently developing their own collections using new technologies. Graduates will be well-prepared to face the emerging challenges of the fashion world with dignity, such as digital fashion, sustainable fashion, waste reduction, and environmental conservation.

If required, the program accommodates online and/or hybrid learning methods to ensure accessibility and adaptability to different circumstances.

**The novelty of the program is determined by the involvement of the following disciplines:**

1. Fashion Marketing (Theory/Practice)
2. Issues in Fashion Theory (Theory/Practice)
3. Visual Merchandising (Theory/Practice)
4. Three-Dimensional Shape Projection/3D (Practice)
5. Digital Media Communications (Theory/Practice)
6. Men's Collection Line (Theory/Practice)
7. Ethical Fashion Aspects (Theory/Practice)
8. Digital Portfolio (Theory/Practice)

**Objectives of the program:**

- Training of highly qualified specialists and individualization of teaching.
- Broader, more in-depth development of the knowledge gained in the bachelor's degree in fashion design, and/or a completely different interpretation of this knowledge in all its aspects - based on an integrated approach to the study of creative, cultural, marketing, and communication aspects.
- Cognitive competence - deepening the ability to master self-awareness.

- Creative competence - an in-depth and multifaceted study of the regularity of form formation in costume design in the context
- of the mass consumer and avant-garde direction, coverage of a variety of forms of avant-garde fashion oriented to the mass consumer.
- Intersection of fashion and business - preparation for competition in the labor market and profession.
- Organizational competence - planning and managing one's own activities independently for product production, owning the skills of controlling and evaluating one's own and joint activities in the process of project implementation.
- Information competence - improving the ability to work with various sources of information, to independently select and analyze information necessary for product implementation.
- Communication competence - owning ways of presenting oneself and one's activities, ability to transfer business information.
- Socio-cultural competence - strengthening the skills of working in a team, protecting the norms of the environment and nature.
- Basic competencies of design-thinking - strengthening the skills of empathy, broad-scale thinking, experimentation.
- Activation of heuristic approaches in addition to the traditional ones in practice - strengthening the ability to find one's own style in fashion design.

#### **Basic forms of education:**

- Lecture, seminar, laboratory, practical, independent;
- training and production practices;
- project studies;
- problem studies;
- master's thesis (design project);
- Consultation

#### **Learning Results :**

##### **Knowledge and Understanding**

- Demonstrates broad knowledge based on theoretical foundations, incorporating modern fashion trends in designer projection by employing heuristic methods (combinatorics, conceptual, destructive, etc.).
- Understands the effectiveness and significance of communication technologies for sustainable industry development, proficiently utilizing digital programs (CLO | 3D Fashion Design Software, Adobe Photoshop, Adobe Illustrator, and others) to produce design work.
- Possesses the ability to independently organize and create both mass-customer-oriented and conceptual/creative collection lines, effectively supplying and selling own products in the market using business technologies.

## **Ability**

- Develops holistic thinking skills, breaking down artistic objects into constituent parts, acquiring diverse knowledge about each part, and understanding their relationships to the overall structure.
- Demonstrates a creative approach to design by utilizing various methods (traditional, heuristic, complex) to stimulate idea generation, independently developing design projects while analyzing and classifying materials based on technical, aesthetic, and operational properties.
- Combines the ability to present one's knowledge, skills, and experience in a targeted portfolio (digital, printed, hand-made) for the purpose of justifying one's activities to the intended audience (employment organizations, competitions, educational institutions, etc.) when facing new tasks or requests.
- Exhibits decision-making skills when faced with unexpected situations in educational and/or project

## **Activities, Responsibility and Autonomy**

- Demonstrates an appropriate level of responsibility, autonomy, and independence when working on design projects during the teaching process.
- Can evaluate personal and others' professional development habits, determine, organize, and implement further study and professional directions based on individual needs.
- Displays the capability to independently lead and manage the process of learning and professional development, both for oneself and others, in a continuous manner.

## **Teaching and Learning Methods**

The program employs a range of teaching and learning methods, including theory-practice integration, complex approaches (educational-creative, team, individual projects), project-based learning, problem-based learning (PBL), explanatory methods, discussions/debates, individualized approaches, group collaboration, laboratory learning, independent work, demonstration methods, action-oriented learning, synthesis methods, analysis methods, brainstorming, and heuristic methods.

**The methodical process is divided into four main stages:** informational, analytical-research, synthetic, and communicative-practical parts.

## **Areas of employment:**

A graduate of the Master's educational program "Fashion Design" can pursue various career opportunities in the following areas:

**Creative environments:** They can work in diverse creative settings, utilizing their fashion design skills and expertise.

**Educational institutions:** They have the potential to teach and contribute to fashion design programs in educational institutions.

**Fashion houses:** They can join established fashion houses, participating in the design and development of collections.

**Small and large-scale enterprises:** They can be employed by both small and large-scale fashion enterprises, contributing to design, production, and management.

**Individual and trade spaces:** They have the opportunity to work on individual projects and trade spaces, creating custom designs for clients.

Public and private artistic organizations: They can be employed by public and private artistic organizations, collaborating on artistic projects and exhibitions.

Stylists in media and advertising companies: They can work as stylists, contributing to fashion shoots, campaigns, and advertising projects in media and advertising companies.

Digital and/or print publishers: They can work as fashion illustrators or contribute to the visual content creation for digital and print publishers.

Visual merchandisers in shopping centers: They can specialize in shop window design and visual merchandising, creating captivating displays in shopping centers.

Studio work, workshops, and masterclasses: They can conduct studio work, workshops, and masterclasses to share their knowledge and skills with aspiring designers, design enthusiasts, and individuals interested in the field of fashion design.

Lecturers in fashion design: They can deliver lectures and share modern techniques and practices in various areas of fashion design, such as pattern design, fabric technologies, and more.

The diverse range of employment opportunities allows graduates to explore different paths within the fashion industry and contribute to its creative, educational, and commercial aspects.

**Program structure (number of credits provided by semester)**

- Specialization disciplines - 80 credits
- University disciplines - 9 credits
- Optional disciplines - 31 credits

Among them are the authorial disciplines of the specialty - the student is given the opportunity to choose an optional subject of the specialty, which will be guided by specially invited, active practitioners in the field of fashion (from the private and public sector, creative and business sphere)

**Program structure (number of credits provided by semester)**

<b>Program structure</b>	<b>I</b>	<b>II</b>	<b>III</b>	<b>IV</b>	<b>EGTS</b>
<b>Disciplines of specialty</b>	20	20	20	20	<b>80</b>
<b>Elective Disciplines/Specialization Elective Disciplines</b>	10	10	8		<b>28</b>
<b>University disciplines</b>	6	6			<b>12</b>
<b>Oll</b>	<b>36</b>	<b>36</b>	<b>28</b>	<b>28</b>	<b>120</b>

**Student's knowledge evaluation system:**

The assessment of the educational component is multi-component. The assessment criteria are detailed in the syllabus of the particular subject.

The evaluation of the work done by the student includes 2 exams during the semester:

- Intermediate evaluation - 40 points
- Final evaluation - 60 points

Total score of the evaluation of the educational component - 100 score (maximum).

**Student achievement evaluation system:**

From the Maximum number of points	Grading		Grading qualification
91% - 100%	<b>A</b>	Excellent	Positive
81% - 90%	<b>B</b>	Very good	Positive
71% - 80%	<b>C</b>	good	Positive
61% - 70%	<b>D</b>	Satisfactory	Positive
51% - 60%	<b>E</b>	Sufficient	Positive
41% - 50 %	<b>FX</b>	Failed, but the student is allowed to retake the exam	Negative
0% - 40%	<b>F</b>	Failed. The course needs to be restarted from the beginning	Negative

**The form of evaluation of the master's thesis:** as an assessment method, an instrument indicating the dynamics of development is used – portfolio, exposition, presentation, exhibition/show, interview, essay, etc.

**The evaluation is based on the following principles:** validity; credibility; transparency; fairness; objectivity



**Parameters of the Master's Thesis:**

- The master's thesis submitted by a student should consist of a minimum of 15 costumes (ensembles). This volume reflects the individual work and research conducted by the student.
- In certain cases, two students can collaborate and present a joint master's thesis. In such instances, the combined volume of the thesis should include a minimum of 20 costumes (ensembles). Each student contributes 10 costumes (ensembles) to the collection line, while adhering to a common theme.
- Along with the master's thesis, the student is required to submit an abstract. The abstract should be approximately 20-25 pages in length and should not include any accompanying photos. Additionally, the student must prepare a presentation of their work, which should be limited to 15 minutes.

**Structure of the report:**

A written research project where the field of research interest will be presented

- The volume of the abstract - A4
- Text font - Sylfaen
- Font size - 11
- Headings and subheadings font size – 12-14
- Distance between lines - 1.5 (side margins 2 cm on all sides).

**Parameters of the Master's Thesis:**

- Individual Thesis: The master's thesis submitted by a student should consist of a minimum of 15 costumes (ensembles). Each costume should be designed and presented as part of the thesis.
- Group Thesis: In the case of a group thesis, two students can collaborate on a common topic. The volume of the thesis should include a minimum of 20 costumes (ensembles), with each student contributing 10 costumes. The theme and collection line should be shared between the students.
- Portfolio Submission: Along with the master's thesis, the student is required to submit a portfolio. The portfolio should showcase their design work, including sketches, illustrations, technical drawings, and any other relevant documentation that demonstrates their creative process and achievements.
- Abstract/Presentation: The student must also prepare an abstract for their thesis, which should be 15-20 pages long. The abstract should provide a concise summary of the research, methodology, and findings. Additionally, the student is expected to give a 15-minute presentation based on the abstract, highlighting the key aspects of their thesis. The presentation should not include any photographs.

**Portfolio structure:**

- Master's thesis topic - a short abstract of an industrial and/or creative collection line (according to the topic selected by the student)
- Fashion creative illustrations, technical drawings, informational pages;
- description of the collection line (template, used technologies, etc.);
- Look book - informative photo material (attached information about all participants in the creation of the look book)

**Structure of the report:**

A written/printed research project, where the field of research interest will be presented

1. The format of the abstract - A4
2. Text font - Sylfaen
3. Font size - 11
4. Headings and subheadings font size – 12–14
5. Distance between lines - 1.5 (side margins 2 cm on all sides).

**The work is bound in the following order:**

1. Title Page:
  - University logo and name (USD)
  - Title of the abstract
  - Student's name and surname
  - Master's thesis supervisor's name and surname
  - Date
  - Other necessary information (e.g., department, program)
2. Table of Contents:
  - List of chapters and sections with corresponding page numbers
3. Introduction:
  - Relevance of the treated topic
  - Justification for the study
  - Stated task or objective
  - Description of the methods used or approach taken
4. Main Part:
  - Divided into chapters and paragraphs as appropriate
  - Provides the detailed content, analysis, and findings of your research

#### 5. Conclusion:

- Summarizes the main results and findings of the paper
- May include examples, such as drawings or photographs, if relevant

#### 6. Bibliography:

- Includes all the sources cited in your work
- Arranged in alphabetical order
- Begin with editions in Georgian, followed by foreign languages
- Include author/authors' name/surname, title, and other necessary information

#### 7. Internet Sources:

- List of online materials used in your research
- Provide the author/link and website author/link for each source

#### **The topic of the master's thesis is submitted in 3 stages:**

1. Select/Approve Theme
2. Master's Thesis Defense (Assessment)
3. Public presentation of master's thesis (free choice of presentation - fashion show, installation, showroom, exhibition...)

#### **The procedure for appointing the supervisor**

- The supervisor of the master's thesis is chosen by the student
- It is possible for a student to have a co-supervisor
- The head of the department will present the supervisor of the master's thesis to the faculty council.
- The supervisor of the master's thesis is approved at the end of the final academic year, the 3rd semester, if necessary, it is possible for the student to have a co-supervisor

#### **Choosing and presenting the topic of the master's thesis**

- The topic of the master's thesis will be presented by the student together with the supervisor at the beginning of the 4th semester of the academic year.
- The presented topic is discussed and approved by the leading teachers of fashion design
- The date of the final defense and public presentation will be determined by the Council of the Faculty of Design at the beginning of the 4th semester.

#### **Rules of formation of the qualification commission**

- The master's thesis is evaluated by the commission, which consists of 8 members - invited industry practitioners, including:

famous designers active in the field of fashion, representatives of the business sector and the media, the supervisor of the diploma

- The commission has 1 chairman (Faculty dean)
- The commission includes specially invited practitioners of the field - 7
- The composition of the commission and the nomination of the chairman are determined by the faculty council no later than two weeks before the defense of the bachelor's thesis.

### Master thesis defense procedure

- Master's thesis defense/evaluation takes place at the end of the 4th semester (stage I)
- In the period after stage I - public presentation of master's thesis (stage II)

### Submission of master's thesis divided into 2 stages:

**Stage I** - submission of the master's thesis for evaluation (the thesis is evaluated)

#### Master thesis requirements:

1. Abstract according to the topic of the master's thesis (without photo material, 20/25 pp./presentation 15 min.)
2. Portfolio (informative digital and printed magazine created in informative, technical-technological, artistic-creative format according to the master's thesis concept)
3. The supervisor gives a report (reviews the student's master's thesis)
4. The abstract of the master's thesis will be presented/reviewed by a specially invited reviewer

**II stage** - public presentation of master's thesis (free choice of presentation format - fashion show, video art, showroom, installation, performance...)

### Master thesis evaluation system and criteria

Master's Thesis		Points	ECTS
1	Formation of an idea in a master's thesis (collection line) - creative-artistic skills	25	20
2	Formation of an idea in a master's thesis (collection line) - technical-technological skills, interpretation of construction forms	25	
3	Portfolio Organization/Presentation (2 Versions) - Idea Search/Argumentative Reasoning, Analytical Thinking and Artistic-Creative Skills, Variety of Illustrations (Technical Versions)	25	
4	Abstract	25	

**After the end of the II semester of the academic year, the practice is provided:**

Practice allows the student to deepen the theoretical/practical knowledge acquired during the study course/courses and to acquire specific practical skills. The predetermined results of the practice are fully consistent with the learning outcomes of the educational program.

**of practice:**

Production practice - production factory, fashion house

**Evaluation of practice and practice report:**

1. Evaluation of the work to be performed during the practice process (quality of the work to be performed, generation/development of new skills, solving the task within the scope of one's competence) - 40 points
2. Creative approach and initiative towards the work to be performed - 20 points
3. Completing the practice report - 20 points
4. Portfolio report within practice - 20 points

**Program Curriculum**

Name of subjects	EGTS hours	Lecture (week)	hours / lecture	Contact	non-contact	lecture-practicum	Mid-term evaluation (s) / hours	Final exam / hour	Master's thesis / hours
<b>Disciplines of Specialty</b>									
Master's project "Design of knitted clothes" (theory-practice)	3/75	15	4	62	13	58	2	2	
Weaving technologies / experimental weaving	3/75	15	4	62	13	58	2	2	
Master's project "Clothing design of non-woven material"	3/75	15	4	62	13	58	2	2	
spec. Accessories design/non-woven material	3/75	15	4	62	13	58	2	2	
Designing a collection line I - Construction (methods of obtaining a pattern) Sewing	8/200	15	10	152	48	150	2	2	

technology / execution in material									
Master's project - "Men's collection line" (theory-practice)	3/75	15	4	62	13	58	2	2	
Architectonics (theory-practice)	3/75	15	4	62	13	58	2	2	
Master's project - aspects of ethical fashion for eco and sustainable development (theory-practice)	3/75	15	4	62	13	58	2	2	
Shoe technology	3/75	15	4	62	13	58	2	2	
Projecting of the collection line II - construction) sewing technology/ execution in material	8/200	15	10	152	48	150	2	2	
Master's project - aspects of ethical fashion for eco and sustainable development (theory-practice)	3/75	15	4	62	13	58	2	2	
Eco-textile technology /material performance	3/75	15	4	62	13	58	2	2	
Master's project - avant-garde fashion (theory-practice)	3/75	15	4	62	13	58	2	2	
Projecting three-dimensional shapes (3D)	3/75	15	4	62	13	58	2	2	
Designing a Collection Line III - Construction (Non-Traditional Template) Sewing Technology/ Material	8/200	15	10	152	48	150	2	2	

Execution									
Master thesis	20/500	15							
<b>Total</b>	<b>80</b>								
<b>University Disciplines</b>									
Pedagogy	3/75	15							
Foreign Language I	3/75	15							
Foreign Language II	3/75	15							
Management	3/75	15							
<b>Total</b>	<b>12</b>								
<b>Optional Disciplines</b>									
Design graphics - fashion illustration	3/75	15	4	62	13	58	2	2	
Advertising graphics in fashion design	3/75	15	4	62	13	58	2	2	
Integrated marketing communication	2/50	15	2	32	18	28	2	2	
Issues in fashion theory	2/5	15	2	32	18	28	2	2	
Fashion marketing	2/75	15	2	47	3	43	2	2	
Visual merchandising /windows (theory/practice	2/50	15	2	32	18	28	2	2	
Culture management	2/50	15	2	32	18	28	2	2	
<b>Total</b>	<b>28</b>								

The training courses provided by the program are carried out by TSAA academic staff and specially invited lecturers.

Lecturer – Name/surname	Status	Discipline
Nino Mgaloblishvili	PhD in Cultural Studies/TSU Professor of Design Faculty	<ul style="list-style-type: none"> <li>• Fashion theory</li> <li>• Master's project - avant-garde fashion Visual</li> <li>• merchandising (window dressing)</li> <li>• Projection of three-dimensional forms (3D)</li> <li>• Master's thesis - collection line (theory-practice)</li> </ul>
Ekaterine Chkhutishvili	Associate Professor	<ul style="list-style-type: none"> <li>• Master's Project - Aspects of Ethical Fashion Master's thesis - collection line (theory-practice)</li> </ul>
Nino Jashi	Associate Professor	<ul style="list-style-type: none"> <li>• Master's project - "Men's Collection Line"; Master's thesis - collection line(theory-practice)</li> </ul>
Mariam Beridze	Associate Professor	<ul style="list-style-type: none"> <li>• Eco-textile technology/material performance; master's thesis: experimental tissue technology</li> </ul>
Anna Chakvetadze	Associate Professor	<ul style="list-style-type: none"> <li>• Master's project, "Design of non-woven material clothing";</li> </ul>
Tea Bodokia	Associate Professor	<ul style="list-style-type: none"> <li>• Master's project "Design of knitted clothes"; Master's thesis - collection line(theory-practice)</li> </ul>
RusudanYoseliani	Associate Professor	<ul style="list-style-type: none"> <li>• Master's project - "Women's collection line"; Master's thesis - collection line</li> </ul>
Ia Fitskhelauri	Associate Professor	<ul style="list-style-type: none"> <li>• Fashion illustration</li> </ul>
Leila Enukidze	Guest teacher	<ul style="list-style-type: none"> <li>• Designing a collection line I - Designing a sewing technology / performance in a material;</li> <li>• Designing a collection line II - Designing a sewing technology / Performance in a material;</li> <li>• Designing a collection line III - Designing a sewing technology / Performance in a material;</li> <li>• Master's thesis: Designing a collectionline - Designing a sewing technology / Performance in a material</li> </ul>
Lela Koberidze	Visiting Lecturer	<ul style="list-style-type: none"> <li>• Technology of footwear and accessories; master's thesis: spec. Designingaccessories and shoes</li> </ul>
Catherineremained	Visiting Lecturer (practitioner)	<ul style="list-style-type: none"> <li>• Weaving technologies (experimental weaving); master's thesis: experimentalweaving technology</li> </ul>
RusudanYoseliani	Associate Professor	<ul style="list-style-type: none"> <li>• Master's project - "Women's collection line"; Master's thesis - collection line(theory-practice)</li> </ul>
Otar Qiria	Visiting Lecturer, economist.York Holding Group Ltd. - Senior Marketing Officer, Sabah Group Georgia LLC - Director	<ul style="list-style-type: none"> <li>• Fashion marketing (theory-practice)</li> </ul>
Teona Gagloeva	Visiting Lecturer,	<ul style="list-style-type: none"> <li>• digital portfolio; Advertising graphics in fashion design; Architectonics</li> </ul>



	fashion advertising graphic designer, illustrator, founder of "DFOC", "GATEO", artist designer	
Natia Pavliashvili	Visiting Lecturer, communication specialist, head of the communication service of the administration of the President of Georgia	<ul style="list-style-type: none"> <li>• Digital communication technologies</li> </ul>

**Resources needed for program implementation:**

<b>Inventory</b>	<b>Working Material</b>	<b>Digital Resources</b>
Sewing machines: <ul style="list-style-type: none"> <li>- Industrial machines</li> <li>- Mobile sewing machines</li> <li>- Mannequins</li> <li>- computer</li> <li>- Sewing table</li> <li>- shelf/table etc.</li> </ul>	Work tool and fabric: <ul style="list-style-type: none"> <li>- Needle/thread</li> <li>- pencil, marker, paint,</li> <li>- magazine/colored paper for collage</li> <li>- drawing paper</li> <li>- fabric, etc.</li> </ul>	See appendix "Digital Resources"