

# APPAREL, TEXTILES AND DESIGN (B.S.)

This major considers apparel, textiles, and design as basic human needs, consumer products, historical and cultural artifacts, and communication tools. Students who wish to graduate in Apparel, Textiles and Design (ATD) must earn a grade of C or higher in all required ATD coursework.

Required course work includes the university requirements (see regulation J-3 (<https://catalog.uidaho.edu/general-requirements-academic-procedures/j-general-requirements-baccalaureate-degrees/>)) and:

Code	Title	Hours
ANTH 1102	Cultural Anthropology	3
ART 1100	Introduction to Art: Why Art Matters	3
ART 1220	Art & Design Process	3
COMM 1101	Fundamentals of Oral Communication	3
ENGL 3130	Business Writing	3
or ENGL 3170	Technical Writing II	
ENVS 1010	Introduction to Environmental Science	3
HDFS 1050	Individual and Family Development	3
ATD 1190	Introduction to Fashion and the Apparel Industry	3
ATD 1230	Textiles	3
ATD 1240	Introduction to Apparel Construction Studio	2
ATD 2390	Digital Illustration for the Apparel Industry	3
ATD 2240	Apparel Construction and Assembly Processes Studio	3
ATD 2230	Fashion Business and Product Development	3
ATD 3240	Patternmaking Studio	4
ATD 3250	Digital Patternmaking & Technical Design Studio	3
ATD 3270	Textile Surface Design Studio	3
or ATD 3260	Weaving Studio	
ATD 3280	Experimental Construction Studio	1-3
ATD 3490	History of Western Dress	3
ATD 4490	Dress and Culture	3
FCS 4480	Consumer Economic Issues	3
ATD 4130	Collaborative Design Studio	3
ATD 4240	Senior Experience: Apparel Design Studio	4
INTR 2010	Major/Career Exploration and Decision Making	1
MKTG 3210	Marketing	3
PSYC 1101	Introduction to Psychology	3
or SOC 1101	Introduction to Sociology	
Select one of the following:		3-4
ECON 2201	Principles of Macroeconomics	
ECON 2202	Principles of Microeconomics	
ECON 2720	Foundations of Economic Analysis	
Select one of the following:		3
PSYC 3200	Introduction to Social Psychology	
SOC 3400	Environmental Sociology and Globalization	
Select one of the following:		3
ENTR 4140	Entrepreneurship	
ENTR 4150	New Venture Creation	

**Interest Area Outside of ATD** Select 6-9 credits from one area. Examples are shown but Interest Area is not limited to these examples. An advisor approved Interest Area can be developed. **6-9**

## Marketing

MKTG 3240	Consumer Behavior
MKTG 4210	Marketing Research & Analysis
MKTG 4220	Sales Management
MKTG 4240	Pricing Strategy and Tactics

## Anthropology

ANTH 1030	Introduction to Archaeology
ANTH 2610	Language and Culture
ANTH 3290	Contemporary North American Indians
ANTH 4220	Contemporary Pacific Northwest Indians

## Theatre

THE 2020	Costume Design I
THE 2040	Special Topics
THE 4100	Costume Design II

## Art

ART 1110	Drawing I
ART 2220	Introduction to Typography
ART 2410	Sculpture I
ART 2510	Printmaking I

## History

HIST 1800	Introduction to East Asian History
HIST 2900	The Historian's Craft
HIST 3000	Digital History
HIST 4540	Pictures and Power: Photography, Politics, and American History
HIST 4630	Fashion and Identity in American Culture

## Entrepreneurship

ENTR 3140	Startup Innovation and Ideation
ENTR 3150	Feasibility Analysis
ENTR 3160	Business Model Design
ENTR 3170	Intellectual Property and Legal Issues for New Ventures
ENTR 3180	Prototype Development
ENTR 3190	New Venture Marketing
ENTR 3200	New Venture Funding
ENTR 3210	Accounting for Entrepreneurs
ENTR 3220	Social Ventures
ENTR 3230	Launching Tech Ventures

## Exercise, Sport and Health Sciences

BIOL 1020	Biology and Society
BIOL 2227	Anatomy and Physiology I
MVSC 2010	Survey of Health, Fitness, Sport, and Wellbeing
ESHS 4070	Sport Biomechanics

## Complete one of the following Professional Development experiences:

Undergraduate Research Project
Faculty-led Study Tour
Study Abroad

Internship	
<b>Total Hours</b>	<b>87-93</b>

**Courses to total 120 credits for this degree**

<b>Fall Term 1</b>		<b>Hours</b>
ART 1100	Introduction to Art: Why Art Matters	3
ATD 1190	Introduction to Fashion and the Apparel Industry	3
ATD 1240	Introduction to Apparel Construction Studio	2
ENGL 1101	Writing and Rhetoric I	3
Mathematical Ways of Knowing Course		3
<b>Hours</b>		<b>14</b>
<b>Spring Term 1</b>		
ATD 1230	Textiles	3
ATD 2240	Apparel Construction and Assembly Processes Studio	3
COMM 1101	Fundamentals of Oral Communication	3
ENGL 1102	Writing and Rhetoric II	3
INTR 2010	Major/Career Exploration and Decision Making	1
PSYC 1101 or SOC 1101	Introduction to Psychology or Introduction to Sociology	3
<b>Hours</b>		<b>16</b>
<b>Fall Term 2</b>		
ATD 2230	Fashion Business and Product Development	3
ECON 2201 or ECON 2202 or ECON 2720	Principles of Macroeconomics or Principles of Microeconomics or Foundations of Economic Analysis	3
ENVS 1010	Introduction to Environmental Science	3
ENVS 1020	Field Activities in Environmental Sciences (Lab needed to meet Scientific Ways of Knowing requirement)	1
HDFS 1050	Individual and Family Development	3
Elective Course		3
<b>Hours</b>		<b>16</b>
<b>Spring Term 2</b>		
ANTH 1102	Cultural Anthropology	3
ART 1220	Art & Design Process	3
ATD 2390	Digital Illustration for the Apparel Industry	3
Interest Area Outside of ATD		3
Scientific Ways of Knowing Course		4
<b>Hours</b>		<b>16</b>
<b>Fall Term 3</b>		
ATD 3240	Patternmaking Studio	4
ATD 3490	History of Western Dress	3
MKTG 3210	Marketing	3
PSYC 3200 or SOC 3400	Introduction to Social Psychology or Environmental Sociology and Globalization	3
Elective Course		3
<b>Hours</b>		<b>16</b>
<b>Spring Term 3</b>		
ATD 4490	Dress and Culture	3
ATD 3250	Digital Patternmaking & Technical Design Studio	3
ATD 3260 or ATD 3270	Weaving Studio or Textile Surface Design Studio	3
ATD 3280	Experimental Construction Studio	3
ENGL 3130 or ENGL 3170	Business Writing or Technical Writing II	3
<b>Hours</b>		<b>15</b>
<b>Fall Term 4</b>		
ATD 4130	Collaborative Design Studio	3
FCS 4480	Consumer Economic Issues	3
American Experience Course		3
Interest Area Outside of ATD		3
Elective Course		2
<b>Hours</b>		<b>14</b>

<b>Spring Term 4</b>		
ATD 4240	Senior Experience: Apparel Design Studio	4
ENTR 4140 or ENTR 4150	Entrepreneurship or New Venture Creation	3
Humanistic and Artistic Ways of Knowing Course		3
Elective Course		3
<b>Hours</b>		<b>13</b>
<b>Total Hours</b>		<b>120</b>

The degree map is a guide for the timely completion of your curricular requirements. Your academic advisor or department may be contacted for assistance in interpreting this map. This map is not reflective of your academic history or transcript and it is not official notification of completion of degree or certificate requirements. Please contact the Registrar's Office regarding your official degree/certificate completion status.

Integrate and synthesize apparel and textiles knowledge and processes attained through classroom, studio, self-directed, team-based, and interdisciplinary learning into final projects, papers, and other works.

Apply multiple strategies to address global apparel industry challenges, consumer aesthetic and functional product needs, solve problems, and examine real world issues.

Demonstrate understanding of target consumer behavior, textile and garment development processes, product planning, technology, retail settings, and other contexts commonly used in the ever-evolving field of apparel and textiles.

Effectively use verbal, visual, written, presentation, and other methods of communication for multiple audiences across various contexts using asynchronous and synchronous tools that provide clear communication in a global apparel and textile industry context.

Apply principles in ethical practice, professional behavior, and respect within culturally diverse environments found in local, regional, national, and global communities.