

Department of Clothing & Textiles

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What is Clothing and Textiles?

Clothing serves to protect us from the environment and also allows us express ourselves through various elements such as style, color, and design. As appearance continues to become more important in our society, understanding clothing and fashion helps us improve the quality of our lives and relationships with others. The Clothing and Textiles focuses on the scientific study and analysis of the materials for clothing, clothing design, construction methods, and distribution processes to achieve an integrated knowledge of fashion. The Clothing and Textiles major seeks to produce capable, creative scholars and professionals performing with excellence in both the academic and private sectors through exploring the interactions between human beings and their clothing, as well as developing skills, knowledge, and creativity in the field of fashion.

Clothing and Textiles at Kyung Hee

The Clothing and Textiles major at Kyung Hee University is a nationally-ranked program offering the best in teaching, faculty expertise, and research. The baccalaureate curricula provide students with knowledge and skills in apparel design, historic costume, textiles, clothing construction, and fashion merchandising. Besides the course work, students have opportunities for professional growth and development through participating in a number of exhibits held within the major as well as entering other major fashion competitions outside of the university. As a graduation project, students are required to participate in a fashion show to apply their skills, knowledge, and creative ideas. The Clothing and Textiles major at Kyung Hee also emphasizes responsible citizenship behaviors and cultivating a cooperative personality to allow students to contribute to society.

Degree Requirements

To receive the Bachelor of Science in Clothing and Textiles, a student must:

- Earn a minimum of 130 credits
- Of the 130 credits, complete at least 64 credits [4 (fundamentals) + 18 (required major courses) + 42 (electives)] at the Department of Clothing and Textiles.
- Submit creative garment designs to the graduation fashion show
- Satisfy the General Requirements of the School for professional degrees

Courses

Year 1

Color and Design, Fundamentals in Clothing Construction, History of Western Costume, Fashion Illustration, Basic Fashion Design, Flat Patternmaking I, Fashion Business, Digital Fashion Design and Practices

Year 2

Digital Fashion Illustration, Flat Patternmaking II, Aesthetics of Dress, Understanding Textile Materials, Fashion Design, Draping I, Korean Costume Construction, History of Korean Traditional Costume, High-Tech Textiles and Clothing, Fashion and Dyeing

Year 3

Apparel Design, Draping II, Tailoring, Global Fashion Marketing, Fashion Textile Design CAD, Creative Fashion Studio I, Fashion Startup Studio I, Fashion Retailing, Textile Trend and Planning, Capstone Design I

Year 4

Creative Fashion Studio II, Fashion Startup Studio II, Fashion Brand Management, Pattern CAD, Fashion Internship, Capstone Design II

Careers and Graduate Destinations

Clothing and Textiles graduates find a variety of positions in textile, retail, and apparel/fashion firms. They typically start their careers as a designer, merchandiser, displayer, fashion coordinator, illustrator, sales representative, buyer trainee, manager or fashion promoter. For graduates with good writing skills, fashion journalism may be an option. Those with fluent foreign language skills find a career in trade firms of textiles and apparel products. Some graduates are pursuing academic careers continue to study in graduate programs.

Faculty

Mi Sook Kim, Ph.D.

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