Project title: Collaborative Online International Learning in Digital Fashion – DigitalFashion

Digital Fashion Project
Collaborative Online International Learning in Digital Fashion

Co-funded by
the European Union

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- **Erasmus+ DigitalFashion is a Strategic partnership project for Higher Education, planned for the period 01 Feb. 2022 – 31 Ian. 2025 (2021-1-RO01-KA220-HED-000031150) with a total budget of 308 325 Euro.**

- **The Project Partners are:**

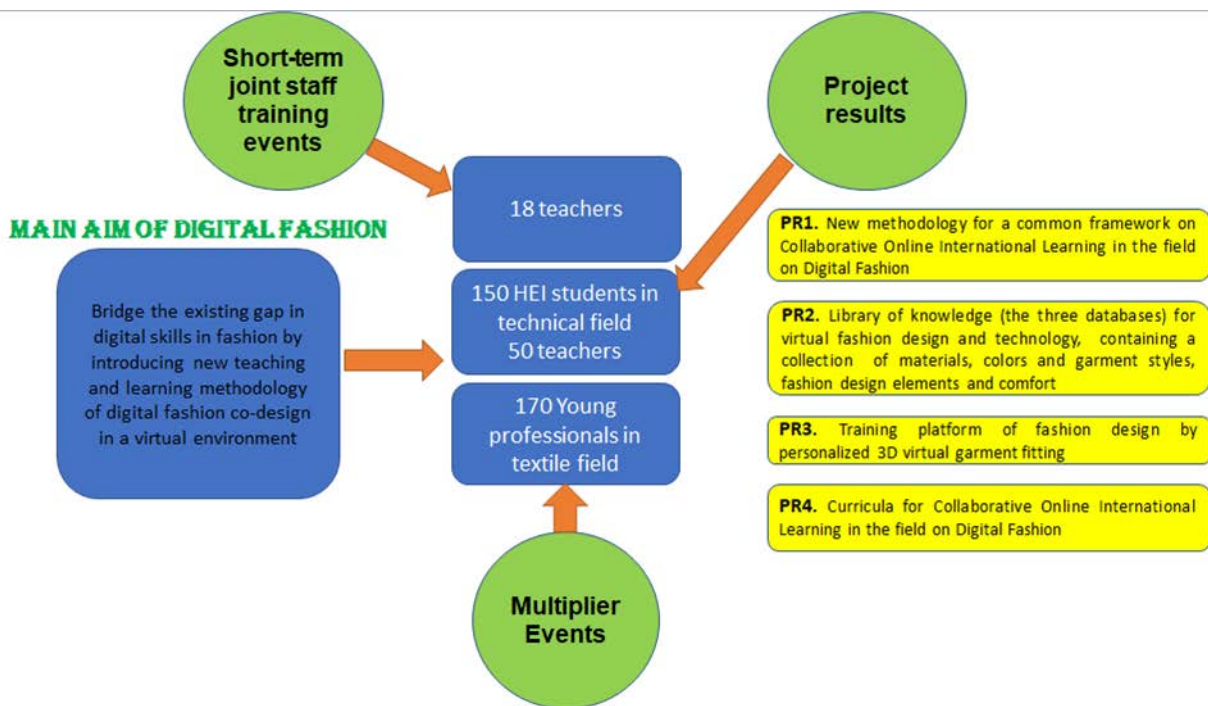|		
	INCDTP – THE NATIONAL R&D INSTITUTE FOR TEXTILES AND LEATHER, Bucharest, Romania – coordinator	http://www.incdtp.ro
	ENSAIT - THE NATIONAL SCHOOL OF TEXTILE ARTS AND INDUSTRIES, Roubaix Cedex 1, France – Partner 1	https://www.ensait.fr/en/home/
	HOGENT - HOGESCHOOL GENT, Ghent, Belgium – Partner 2	https://www.hogent.be/
	UNIVERSITY OF MARIBOR, SLOVENIA, FACULTY OF MECHANICAL ENGINEERING, INSTITUTE OF ENGINEERING MATERIALS AND DESIGN, Maribor, Slovenia – Partner 3	https://www.um.si
	TECHNOLOGICAL CENTRE FOR TEXTILE AND CLOTHING OF PORTUGAL, Vila Nova de Famalicão, PORTUGAL – Partner 4	https://www.citeve.pt/
	TECHNICAL UNIVERSITY "GH. ASACHI" IASI, FACULTY OF INDUSTRIAL DESIGN AND BUSINESS MANAGEMENT, Iasi, Romania – Partner 5	http://www.dima.tuiasi.ro

- **Main aim of Digital Fashion**
  The Digital Fashion project aims to bridge the existing gap in digital skills in fashion by introducing new teaching and learning methodology of digital fashion co-design in a virtual environment by involving 50 teachers and 150 students until 2023-2024 academic year.

MAIN AIM OF DIGITAL FASHION

Bridge the existing gap in digital skills in fashion by introducing new teaching and learning methodology of digital fashion co-design in a virtual environment

Short-term joint staff training events

Project results

18 teachers

150 HEI students in technical field
50 teachers

170 Young professionals in textile field

Multiplier Events

PR1. New methodology for a common framework on Collaborative Online International Learning in the field on Digital Fashion

PR2. Library of knowledge (the three databases) for virtual fashion design and technology, containing a collection of materials, colors and garment styles, fashion design elements and comfort

PR3. Training platform of fashion design by personalized 3D virtual garment fitting

PR4. Curricula for Collaborative Online International Learning in the field on Digital Fashion

❂ The main objectives of the project:

Objective	Needs	Key indicators
1. Introducing new teaching and learning methodology of digital fashion towards the academic community.	Bridging the existing gap of digital skills in fashion and clothing.	50 teachers and 150 students prepared until 2023-2024 academic year.
2. Digitization of the fashion and clothing programs in partner countries targeting the textile industry.	Promote the digital skills	One e-learning platform with digital educational resources
3. Promoting internationalization of the digital skills in fashion and clothing technology	Promote transnational cooperation.	Involving 6 partners as well as 170 stakeholders in online international learning.

❂ The Digital Fashion target group:

B. HEI students	A. Young professionals in textiles
=> addressed by free web e-learning platform	=> addressed by Multiplier events

The target group is formed by the fashion teachers (50 involved in the learning/ teaching/ training activities) and students (150 including 50 students with special needs), the future players of the fashion design domain. Within the project, the learning opportunities will be tailored to the needs of individual learners. For instance slow learners could study at their own pace, while long distance learners could also follow the course at their own convenient time.

- **The project's results:**
    - R1. New methodology for a common framework on Collaborative Online International Learning in the field on Digital Fashion. it will consist in guidance lines and required digital skills for the fashion industry for each partner country and the status of the industrial application of virtual fashion technology for each partner country.
    - R2. Library of knowledge (the three databases) for virtual fashion design and technology, containing a collection of materials, colors and garment styles, fashion design elements and comfort.
    - R3.Training platform of fashion design by personalized 3D virtual garment fitting.
    - R4. Curricula for Collaborative Online International Learning in the field on Digital Fashion, consisting of a training programme of fashion design based on the developed training platform, including learning outcomes, teaching and assessment technologies, general theories, basic concepts, design examples and online design exercises.
- **The envisaged impact:**
    - To open the pathways for organizing Collaborative Online International Learning within partner institutions, other higher educational institutions and industrial enterprises of common expertise.

Main sustainable output of Digital Fashion is the project's website and the e-learning platform www.digitalfashionproject.eu