

**UNA Bachelor of Science
Fashion Merchandising & Design
2021-2022 Curriculum Check Sheet
APPAREL DESIGN TRACK – 120 credit hours**

General Education Requirements

A1		
<input type="checkbox"/> EN 111 – First Year Composition I (3)	A4	41 hours
<input type="checkbox"/> EN 112 – First Year Composition II (3)	<input type="checkbox"/> History Option I (3)	
A2	<input type="checkbox"/> History Option II (3)	
<input type="checkbox"/> COM 201 – Fundamentals of Speech (3)	<input type="checkbox"/> Social & Behavioral Science Option I (3)	
<input type="checkbox"/> Fine Arts (3) AR 281/AR 282 Survey Art History	<input type="checkbox"/> Social & Behavioral Science Option II (3)	
I/II	A5 – Apparel Design Track	13 hours
<input type="checkbox"/> Literature Option I (3)	<input type="checkbox"/> FYE 101 - First Year Experience (1)	
<input type="checkbox"/> Literature Option II <u>or</u> Humanities Option (3)	<input type="checkbox"/> CIS 125 - Business Applications of Microcomputer Software (3)	
A3	<input type="checkbox"/> AR 221 - Drawing I (3)	
<input type="checkbox"/> Math Option (3)	<input type="checkbox"/> AR 231 – Design I (3)	
<input type="checkbox"/> Natural Science Option I (4)	<input type="checkbox"/> FASH 230 Fashion Sketching (3) SPRING	
<input type="checkbox"/> Natural Science Option II (4)		

Fashion Merchandising and Design CORE 33 hours

- FASH 241 - Beginning Sewing Construction (3) (FALL)
- FASH 320 - History of Dress I (3) (FALL odd years)
- FASH 323 – History of Dress II (3) (SPRING even years)
- FASH 351 - Business of Fashion (FALL)
- FASH 340 - Textile Global Sourcing (3) (SPRING odd years)
- FASH 341W - Textiles and Materials (3) (SPRING even years)
- FASH 350 - Advanced Sewing Construction (3) (SPRING)
- FASH 440 - Sustainability in Fashion (3) (FALL)
- FASH 470 - Senior Prep/Capstone (3) (SPRING)
- FASH 475 - Internship (6) (SUMMER)

Apparel Design Track 21 hours

- FASH 330 - Apparel Illustration (3) (FALL even years)
- FASH 331 - Computer Aided Design for Apparel Patterns (3) (FALL even years)
- FASH 442 - Product Development: Technical Design (3) (SPRING odd years)
- FASH 451 - Draping (3) (SPRING odd years)
- FASH 460 Apparel Design I (3) (FALL odd years)
- FASH 461 Apparel Design II (3) (SPRING even years)
- FASH elective

General Electives 12 hours

- Advisor Approved Electives (MK, AR, SO, PY, FASH, etc.)

TOTAL 120 hours
Apparel Design Track