About the Major

Professionals in the textiles and apparel industry study all things related to fashion and clothing. This major prepares students to fill product development STEM and design-based positions in the workforce upon graduation. This program is committed to a balanced and integrated design, materials science, liberal arts, business and technical curriculum; with a strong emphasis placed on product understanding, quality evaluation, computer aided design, apparel design and fit, and business background.

Sample Coursework

- Creative Textile and Apparel Design Foundations
- Fashion Culture and Industry
- Apparel Design and Evaluation
- Fashion Design: Flat Pattern and Draping
- Computer Applications for the Textile and Apparel Industry
- Fashion Trend Analysis
- Dress and Human Behavior

Possible Careers

- Apparel Designer
- Market Researcher
- Quality Assurance Evaluator
- Fabric Designer
- Buyer
- Merchandising Manager
- Retail Manager
- Fashion Editor
- Fashion Illustrator
- Patternmaker
- Technical Designer
- Personal Shopper
- Stylist
- Product Developer
- Visual Designer
- Purchasing Agent

Uni Graduates: Where Are They Now?

- Target
- Jockey International, Inc.
- Creative Apparel Concepts, Inc.
- Kohl’s
- Sachin & Babi
- Tom James Company
- Cabela’s
- Duluth Trading Company
- Land’s End
- Dry Goods USA
- Reebok
- American Eagle
- Meredith Corporation
- The North Face

Skills Needed

- Creativity
- Visualization
- Organization
- Time-management
- Patience
- Detail-oriented
- Discipline
- Drawing and Sewing
- Ability to work on teams

Holland Codes

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