Ministry of Education

Test Blueprint for National Exit Examination to be held in 2015 E.C.

Band 1: Technology and Engineering

Program: - BSc Degree in Apparel and Fashion Design

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Introduction

Apparel is one of the basic needs of human kind next to the food, water and shelter. Many countries try to address apparel products to their society at affordable price and in a way that easy to access. Especially most African country including Ethiopia, are importer of apparel and fashion products from different countries of the world.

Ethiopia has golden opportunities for the manufacturing of apparel and fashion products. The golden opportunities include, adequate human resource, young and productive generation located at strategic place of the world and diversified society. Even those golden opportunities are available in the country, still Ethiopia import apparel and fashion products from abroad by paying high foreign currency.

After understanding the vast and complex problem of Ethiopian apparel and fashion sector government of Ethiopia put a direction to bring significant changes. Empowering of competent graduate in apparel and fashion design is among the support of government direction to the change required in this sector.

The best technique to assist create efficient tests for the course is to create a test blueprint. When developing new tests, reviewing already-created tests, and producing numerous tests with varying degrees of difficulty, test blueprints can be used. There are various methods for developing test blueprints, but they all have as their primary purpose assessing the consistency of test question content and format with course objectives in relation to learning objectives and evaluations.

When constructing tests, instructors can use the straightforward technique of test blueprints to encourage reflection and intentionality. The majority of test design strategies use a straightforward matrix to make sure test questions accurately reflect the course's learning objectives, include various degrees of cognitive difficulty, and give course material relative weight.

In this regard, the Ministry of Education (MOE) has been working on a strategy to prepare blueprint to implement exit exams for undergraduate programs beginning from the 2015 E.C (2022/23 G.C). This document contains links to different sources for test blueprint methodologies as well as a general overview. Additionally, it encourages instructors to evaluate the exit exam's overall design, alignment, and administration using the Learning-Focused exit exam Guide.

Objective of Blueprint

The main objectives of Test blueprints are as follows:

- ✓ To provide conceptual map of examination format and the content area
- ✓ To provides a guide for item writers as to the learning expectations/objectives for which items/tasks are to be developed, as well as their levels of cognitive processing
- ✓ To indicates the number and/or proportion and type of test items/tasks
- ✓ Appropriately assess the instructional objectives of the course
- ✓ Appropriately reflect key course goals and objectives – the material to be learned
- ✓ To include the appropriate item formats for the skills being assessed
- ✓ Demonstrate to students the topics you value, and serve as a study guide for them
- ✓ Facilitate learning by providing a framework or mental schema for students
- ✓ Ensure consistent coverage of exam content from year to year
- ✓ Communicate course expectations to stakeholders (e.g., trainees, other faculty, administration)

Significance of Test Blueprint preparation

Creating a test blueprint will help to plan which questions to include in exam and ensure that it adequately assesses the learning objectives of the course. A test blueprint defines the knowledge and skills to assess and will enable to build purpose-driven, successful assessments. A blueprint may also help to identify areas where the question pool may be lacking.

It is useful to have the draft assessment blueprint reviewed by experienced educators and test developers prior to item development to ensure it matches the curriculum and demonstrates an adequate coverage of it. Involving psychometricians in the blueprint review is also important to ensure there are sufficient numbers of items for equating purposes, in order that reliable, valid reports can be generated.

Expected Profiles of Graduates

The graduate profile of Apparel and Fashion Design is the whole responsibility and qualities of graduate students in the Apparel and Fashion industries of Ethiopia and all over the world. This graduate profile enables to identify of students' conceptual knowledge, skill, and attitude that they gain from the program. Apparel and Fashion Design graduates have a basic understanding of practical, theoretical, visualization, and designing tools to be competitive in the Apparel and Fashion industries. They also have knowledge and skills in artistic ability, detailed oriented, creativity, decision-making, and communication skills to play their role in the global fashion industry.

Graduate profile in Apparel and Fashion Design includes creating or visualizing an idea and developing a design by manual or computer-aided design (CAD), creating mood boards, understanding design from a technical perspective and producing patterns and technical specifications, visiting trade shows and manufacturers to source, select and buy fabrics and trims, fastenings and embellishments, negotiate with customers and suppliers, manage marketing, finance, and other business activities, design and select a model to present product on a fashion show, introduce cultural, social, religious, historical aspects of Ethiopia by Apparel Design, fashion photography and illustration, create their own brands which will have acceptance by society and encourage the use of products, conduct marketing research and consult apparel industries to solve problems.

Program Objectives

- The main objective of the program is to provide broad-based design, production and marketing Knowledge and skills in Apparel and Fashion Design.

General Objective

- ✓ The general objective of the program is related to sustainability of apparel and fashion industries and conducting research undertakings, capacity building, providing advisory services, creating opportunities for debates on policy issues and alike. To develop professionals with basic knowledge of supply chain in apparel and fashion industry.

Specific Objectives (learning objective)

After completing those courses presented on the mentioned themes, graduating students will be able to:

- ✓ Understand of fashion products design procedures and processes
- ✓ Perceive Computer-aided-Design software's for Design visualization and pattern making.
- ✓ Explain the role of fashion designer in apparel manufacturing.
- ✓ Distinguish the past and present designs in the fashion industry.
- ✓ Determine the contributions of fashion design in Apparel Manufacturing.
- ✓ Have a deeper knowledge of Garment construction techniques.
- ✓ Identify the tools and terms which are used to in sewing section.
- ✓ Assess, propose, and apply various techniques related to drafting, draping, and constructing of garments.
- ✓ Identify the sequence of assembly of sample garments and order of operation in sewing.
- ✓ Understand the use of blocks to develop various styles of garment.
- ✓ Realize how to use basic bodice blocks to develop styles of garment components.
- ✓ Identify the illustration skills on female fashion figure proportion and anatomy.
- ✓ Recognize the principles and processes of flat-pattern-making.
- ✓ Identify the techniques needed to produce apparel from sketches, including patternmaking and garment assembly.
- ✓ Understand the technical drawing methods for diverse garment designs.
- ✓ Demonstrate the process of buying and selling of fashion products.

- ✓ Carry out procedures involved in fashion merchandising.
- ✓ Know the basic elements of marketing mix and marketing segmentation.
- ✓ Accustom the students how to implement traditional advertising concepts to the fashion Industry.
- ✓ Produce senior fashion show, showcasing the students in various costumes.
- ✓ Determine the roles of interior design in fashion merchandising.
- ✓ Demonstrate professionalism by managing time to meet deadlines with quality work and effectively collaborating in teams.

Themes and list of courses

This document has been grouped with four themes and fourteen courses for exit examination for achieving the competencies level of graduates that are expected to acquire. According to the direction suggested by the head of quality and competency improvement desk (at MoE), during the preparation of this document, there was a general consensus that a specific program should consider a total of 10-15 lists of courses. In Apparel and Fashion Design B.Sc. program there is plenty number of courses that were prescribed in sequences based on the year and semester; but the core courses are clearly presented and have been selected in this document. Accordingly, this exit examination document has identified 14 courses delivered at different semesters and academic calendars. The below table shows the theme and list of course which should be part of national exit exam for Apparel and Fashion Design program.

Table 1. List of Courses Identified for National Exit Exam

SN	Theme	Course Name	Course ECTS	Course Cr. Hr.
1	**Fashion Design and Visualization**	Fashion Illustration (I and II)	10	6
		Elements and Principles of Design	6	3
		History of Fashion (I&II)	6	4
		Fashion forecasting	5	3
2	**Pattern Making and Computing**	Fashion Designing CAD(I & II)	11	6
		Pattern CAD	5	3
		Pattern Making (I,II, III)	18	12
3	**Apparel Production**	Garment Construction Techniques(I, II, &III)	17	10
		Apparel Machinery and Equipment	5	3
		Apparel Industry and Career Guidance	4	3
		Apparel production planning and control	6	4
4	**Merchandizing & Fashion marketing**	Apparel Merchandising	5	3
		Branding and E-marketing	5	3
		Consumer Behavior and Marketing	4	3
Total			**107**	**66**

Table 2. Calculated share of themes, courses and items from a course from a total of 100 test items for one program based on learning outcomes.

Themes	Course Name	Credit hour	Share of the themes in %	General objective		Cognitive						Affective	Psychomotor	Total
					Learning outcomes	Remembe	Understan	Apply	Analyze	Evaluate	Create			
Fashion Design and Visualization	Fashion Illustration (I and II)	6	24	To determine the ability to illustrate human figure proportion, anatomy, and various garment anatomy	Acquire the skills to use different mediums Pencil, Water color, and Poster color.		1		2					9
					Understand the texture of fabric and render it and analyze variety of pictures and sketch and render them.	1	1			1				
					Develop skill in figure drawing and develop own illustration style and draw flats and how to maintain spec sheets.		2		1					
	Elements and Principles of Design	3		Understanding of element and principles of design to generate harmonies design	Understanding of element and principles of design to generate harmonies design		2							5
					Generate sense of composition using the elements of design along with the principles of design							1		
					Develop the skill of visualization & communication					1				
					Understand colour, colour combinations, socio-cultural meaning and application of colour				1					
	History of Fashion (I&II)	4		Create understanding to	Understand the historical, cultural, social and economic factors that have influenced development of design in the 20th century	2								6

				identify fashions from different time periods.	Overview of the Ethiopia Ethnic groups and their cultural clothing and Embroideries of different regions with their Culture		2							
					Understand traditional influence, symbolism, basic fabrics, decorative techniques, stitches and color combination.	2								
	Fashion forecasting	3		Learn to recognize and analyze predictive fashion trends that affect retail merchandising and marketing decisions.	Acquire a basic understanding to Fashion Forecasting				2					4
					Interpretation of various forecast stories in fashion journals and trend Analysis for the different seasons		1							
					Making trend boards based on market and consumer research		1							
	Theme one total credit	**16**												
Pattern Making and Computing	Fashion Designing CAD(I & II)	6	32	Perceive Computer-aided-Design software's for Design visualization.	Ability to operate CAD application for pattern making, digitizing, grading and marker making.	1		2						9
					Knowledge of how to illustrate various garment design of children, Female and Male fashion figure according to proportion and anatomy.		1		1		1			
					Develop digital illustrations of designs with Adobe Photoshop and Adobe Illustrator.	1			1		1			
	Pattern CAD	3		Perceive Computer-	Acquire knowledge to enable the students to understand the Pattern CAD		1							5

				aided-Design software's for pattern making of children, Female and Male fashion figure.	Develop understanding to develop different Patterns by aiding to computer						2			
					Enable the student Calculate Fabric Consumption for Bulk Production				2					
	Pattern Making (I,II, III)	12		Learn how to draft children, Female and Male bodice block in accordance with standard sizes.	Familiarize with different body structure, its measurement and pattern making principals.	3			3					18
					Understand skills of drafting basic pattern sets, Children Bodice Block as per standard size.		3				3			
					Acquire knowledge of drafting adult bodice block as per standard size.		2	4						
	Theme two total credit	**21**												
Apparel Production	Garment Construction Techniques (I, II, &III)	10	30	To have a deeper knowledge of Garment construction techniques.to develop a complete garment	Develop the skills and techniques required to construct commercially viable garment.	1	1	1		1		1		15
					Acquire the skills of stitching various types of machine seam, openings, pockets, waistbands.	1	1		1	1	1			
					To acquire the skills of finishing the necklines & armholes also different garment components.		2		2			1		
		3		To gain basic	To create awareness of Machinery available in Apparel Industry		1							4

	Apparel Machinery and Equipment			understanding of garments, machines and their use in apparel and fashion industry.	Enable to assess garment manufacturing process, machinery available in apparel industry and selecting of the right machineries for the right Products.				2					
					Knowhow of Basic Machine Maintenance		1							
	Apparel Industry and Career Guidance	3		To introduce the students to the Departments of Apparel Industry and Career Opportunities in apparel industry	Introduce the Departments of the Apparel Industry and provide a detail description for each department.				2					5
					Understanding of career Opportunities in apparel industry		2							
					Acquire a knowledge on Job profiles and Skills required	1								
	Apparel production planning and control	4		Imparting knowledge about various production systems as well as methodologies for production scheduling, planning, and process control.	To impart knowledge on different production systems		1				1			6
					To impart knowledge on production scheduling, planning and process control techniques	2								
					Acquired knowledge on different production systems, scheduling, planning and process control techniques.				1			1		
	Theme three total credit	**20**												

Merchandizing & Fashion marketing	Apparel Merchandising	3	14	Demonstrate the process of buying and selling of fashion products.	Acquire knowledge on the process of buying and selling of fashion products,		2							5
					Develop practice of fashion merchandise, procedures involved in fashion merchandise business, customer service procedures,						1	1		
					Understand the basic elements of marketing mix and the rudiments of marketing segmentation.	1								
	Branding and E-marketing	3		To acquire knowledge for making a brand known and to unite around a brand community.	Know the stages involved in branding in the benefits and drawbacks of private and national brands.	1	1		1					5
					Gaining familiarity with several labels sponsors for brands and qualities of their personalities E-Marketing						2			
	Consumer Behavior and Marketing	3		Know the basic elements of marketing mix and marketing segmentation.	Basic knowledge overview of fashion sales promotion and implementation of traditional advertising concepts to the fashion Industry.	1	1							4
					Develop a systematic, critical approach to problem solving at all levels of the design to delivery process.				1		1			
	Theme four total credit	**9**												
Total for the program		66				18	30	7	23	4	13	5		**100**

Table 3 Calculated share of themes, courses and items

Themes	Course Name	Credit hour	Weight of course or proportion	Number of test items from each course	Cognitive						Affective	Psychomotor	Total
					Remembe	Understan	Apply	Analyze	Evaluate	Create			
Theme One Share = 24 items from the total	Fashion Illustration (I and II)	6	6/16 = 0.375	0.375*24 = 9	1	4		3	1				9
	Elements and Principles of Design	3	3/16 = 0.188	0.188*24 = 5		2		1	1		1		5
	History of Fashion (I&II)	4	4/16 = 0.25	0.25*24 = 6	4	2							6
	Fashion forecasting	3	3/16 = 0.188	0.188*24 = 4		2		2					4
	Theme one total credit	**16**											
Theme Two Share = 32 items from the total	Fashion Designing CAD(I & II)	6	6/21 = 0.286	0.286*32 = 9	2	1	2	2		2			9
	Pattern CAD	3	3/21 = 0.143	0.143*32 = 5		1		2		2			5
	Pattern Making (I,II, III)	12	12/21 = 0.571	0.571*32 = 18	3	5	4	3		3			18
	Theme two total credit	**21**											
Theme Three Share = 30 items from the total	Garment Construction Techniques(I, II, &III)	10	10/20 = 0.5	0.5*30 = 15	2	4	1	3	2	1	2		15
	Apparel Machinery and Equipment	3	3/20 = 0.15	0.15*30 = 4		2		2					4
	Apparel Industry and Career Guidance	3	3/20 = 0.15	0.15*30 = 5	1	2		2					5
	Apparel production planning and control	4	4/20 = 0.2	0.2*30 = 6	2	1		1		1	1		6

	Theme three total credit	**20**											
Theme four Share = 14 items from the total	Apparel Merchandising	3	3/9=0.333	0.333*14=5	1	2				1	1		5
	Branding and E-marketing	3	3/9=0.333	0.333*14=5	1	1		1		2			5
	Consumer Behavior and Marketing	3	3/9=0.333	0.333*14=4	1	1		1		1			4
	Theme four total credit	**9**											
Total for the program		66			18	30	7	23	4	13	5	12	**100**

Conclusion

Our graduates can have a solid understanding of fashion design, apparel production, and merchandising and fashion marketing, allowing them to play a crucial role in the development of Ethiopia's apparel and fashion sector. This is made possible by the implementation of a competent base exit examination guide in our apparel and fashion programs.

It is crucial to assess if graduates have acquired the necessary competences together with the desired skill, knowledge, and attitude during their program of study. One of the greatest ways to determine whether students have attained the necessary level of competency and learning result with pertinent skill, knowledge, and attitude is to implement an exit exam as an intervention technique.

Exit exams can be extremely important for raising the caliber and productivity of academic programs. These advantages may contribute to raising the standard of instruction across all institutions at the DDU. Additionally, by allowing academic departments to compare results and collaborate to raise the standard of higher education as a whole, this creates a favorable environment for collaboration.