



Australian Government

MSTAT4002 Contribute to development of preliminary garment design concepts

Release: 1

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Modification History

Release 1. Unit Code, Title and Application changed. Title changed for clarity. Elements 1 and 4 removed to give unit more of a research and contribution focus. Foundation Skills field populated. Range of Conditions removed with relevant information moved to Knowledge Evidence. Assessment Requirements clarified with generic foundation skills statements moved to appropriate section and duplication with Performance Criteria removed. Supersedes and is not equivalent to MSTFD4003 Assist in preparation of preliminary design concepts.

Application

This unit describes the skills and knowledge required to contribute to the development of preliminary garment design concepts where the design challenge is quite specific or limited in nature. Examples may be where garments have a limited number of design features, where fabrics to be used are quite stable or where an existing design is being modified.

This unit applies to individuals working in design and production roles as a member of a team and under the guidance of others.

No licensing or certification requirements exist at the time of publication. Relevant legislation, industry standards and codes of practice within Australia must be applied.

Competency Field

Apparel and Textile Production

Elements and Performance Criteria

Elements	Performance Criteria
Elements describe the essential outcomes.	Performance criteria describe the performance needed to demonstrate achievement of the element.
1. Determine and research design requirements	1.1 Interpret design brief details and clarify project roles and parameters 1.2 Identify and access sources of information that will inform concept development 1.3 Analyse information about trends and materials based on design brief needs
2. Contribute to preliminary concept development	2.1 Identify potential design concepts based on research and collaboration with relevant people 2.2 Use research and the elements and principles of design as the basis of contributions to design concept development

Elements	Performance Criteria
Elements describe the essential outcomes.	Performance criteria describe the performance needed to demonstrate achievement of the element.
	2.3 Identify and use circular design strategies that support design sustainability 2.4 Identify appropriate storyboard themes and prepare information about styles, fabrics and colours 2.5 Share informed creative and technical ideas with others to inform concept development using suitable communication and presentation tools

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

- Reading skills to interpret design brief details and other diverse information that informs design concepts
- Writing skills to provide explanations and use persuasive text to promote features and benefits
- Oral communication skills to articulate and explain abstract ideas and engage in discussions about those ideas.

Other foundation skills essential to performance are explicit in the performance criteria of this unit.

Unit Mapping Information

No equivalent unit.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a203ec5c-de7d-406b-b3e1-8f1a9b76e92e>

Assessment Requirements for MSTAT4002 Contribute to development of preliminary garment design concepts

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Performance Evidence

There must be evidence the candidate has completed the tasks outlined in the elements and performance criteria of this unit, and demonstrated the ability to:

- use a research and collaboration process to contribute to the development of at least two preliminary garment design concepts.
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Knowledge Evidence

There must be evidence the candidate has knowledge of:

- roles and responsibilities of different people involved in the garment design process
- industry and market context for the design project
- typical design brief requirements and their impact on project roles and parameters, including:
 - client requirements
 - garment or range details, (end use, fabrics, style and features)
 - target market
 - cost point
 - size
 - production and quality requirements
 - timelines
- key sources of information for garment design and research
- elements and principles of design and how they are used to create good garment design
- matching fabrics and other materials to design requirements based on their performance characteristics and current trends
- use of circular design strategies, including:
 - waste minimisation
 - mono-materiality
 - durability

- versatility
- material choice
- disassembly
- storyboard components
- tools and techniques for communicating and presenting design concepts.
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Assessment Conditions

Skills must have been demonstrated in the workplace or in a simulated environment that reflects workplace conditions and contingencies. The following conditions must be met for this unit:

- use of suitable facilities, equipment and resources, including:
 - design brief
 - information technology for research and communication.

Assessors must satisfy the NVR/AQTF mandatory competency requirements for assessors.

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