

<b>№</b>	<b>Field name</b>	<b>Notes</b>
1	Registry number	This field should be displayed after the initial saving of the application form. The field is locked for editing.
2	Code and classification of the education field	7M02 Art and Humanities
3	Code and classification of training areas	7M021 Art
4	Group of educational programs	7M035 – Fashion, design 7M02169 - «Fashion and costume design»
5	Name of educational program	Fashion and costume design
6	Type of the Educational Program	a) Current Educational program
7	Aim of the Educational Program	Training of highly qualified competitive specialists - masters who are ready to generalize and test international and local experience, as well as achievements in the field of art management, distinguished by a humanistic worldview, creative thinking, having analytical abilities and a combination of knowledge, skills and abilities in the field of creative, project and organizational management activities in the profile of fashion and costume design in accordance with modern global trends.
8	Level by ISCED	7M Magistracy
9	Level by NRC	7 Higher education, profile direction
10	Level by the Qualification framework	7.1-7.4
11	Distinctive features of the Educational Program	a) Her;
	HEI partner (mutual educational program)	-
	HEI partner (double-degree educational program)	-

12	Results of the training	<p>NO1 Willingness to carry out creative, practical and managerial activities in the specialty profile.</p> <p>NO2 Ability to improve the intellectual, creative and general scientific level, psychological and moral development of the individual</p> <p>NO3 Proficiency in English sufficient to successfully communicate and work on creative projects in accordance with the requirements of international standards.</p> <p>NO4 Ability to manage art projects.</p> <p>NO5 Willingness to apply knowledge in the field of theory and methodology of modern vestimental fashion and costume design in creative and experimental research activities.</p> <p>NO6 Willingness to apply innovative design methods and computer graphics in creative and experimental research.</p> <p>NO7 Ability to understand the processes in contemporary art and costume design and to develop creative projects taking into account the most relevant information and needs of society.</p> <p>NO8 Ability to generalize, evaluate and present the results of one's own creative and imaginative and experimental research.</p>
13	Mode of study	Full time
14	Language of study	The values should refer to the Central reference "Languages of instruction/teaching". By default – no value is selected.
15	Number of credits	120
16	Academic degree awarded	<b>Master of Arts</b>
17	Availability of an Annex to the license for the direction of training	KZ71LAA00005325
18	Availability of accreditation of EP	<b>Yes</b>
	The name of the accreditation body	<b>(HAAP B/M, International institutional accreditation , AQ</b>
	The period of validity of accreditation	<b>1. 10.06.2022 - 09.06.2027 (HAAP)</b> <b>3. 2018-2023 rr. (International institutional accreditation)</b>
19	Information about disciplines	Information about disciplines University component / Elective component, Core disciplines, Profile disciplines (addendum 2.2)

## Discipline information and correlation matrix of formed learning outcomes of EP

### Fashion and costume design (profile direction)

№	Name of discipline	Discipline description (30-50 words)	Credits
<b>Cycle of basic disciplines</b> <b>University component</b>			
1	Foreign language	Grammar, basic rules, phonetics, morphology, using terminology according to the specialty profile. The main regularities of the design of scientific papers, articles, and other materials in a foreign language. Rules for the use of foreign words within the framework of a single scientific study.	6
2	Management Psychology	General trends in management psychology by profile, common requirements when working on a dissertation. Competent work of the management staff as a basis for the successful selection of researchers. The main psychological attitudes in the management of scientific projects according to the concept of this study, using modern methods.	3
3	Management	During the course, undergraduates gain an understanding of the scientific and theoretical foundations of art management as a complex socio-cultural management activity; the features and specifics of art management in the non-profit sphere; presents a multifaceted innovative potential and cases of the art management process and art practice	2
<b>Cycle of basic disciplines</b> <b>Elective component</b>			
1	Creative thinking in art	During the course, undergraduates generalize and update their skills of non-standard thinking in all dynamic life areas such as business, science, culture, art, politics. During the course, the master's student defines creative thinking as something that, in fact, is an energy product of the interweaving of various knowledge.	4

1.1	Marketing strategies in creative activity	The course analyzes the generally accepted marketing system in the context of the patterns and trends of the creative industries. All the components of marketing – the quality of the offered product, the value of the price for it, advertising, the marketing four are adjusted, analyzed and systematized taking into account the laws of art management	
	<p style="text-align: center;"><b>Cycle of major disciplines</b></p> <p style="text-align: center;"><b>University Component/Elective Component</b></p>		
1	Project management in the field of art (kaz, rus)	The course introduces undergraduates to the basic concepts and laws of project management. The course examines the methodological aspects of project management, the stages of managing various projects in general, and project management in the field of arts in particular.	4
2	Art and technology of startup	The course is aimed at the formation of theoretical knowledge and practical skills in the planning and modeling of entrepreneurial activity in the arts for the implementation of their own startups, as well as the competencies necessary for the implementation of this type of activity. The aim of the course is to master the theory and technology of development and management of startups in art, creating and developing a business idea, mastering methods for evaluating resources needed to implement solutions to innovative projects.	5
3	Strategic management in the art industry	The course systematizes the possibilities of strategic positioning in the art industry. Undergraduates explore and apply strategic planning tools in their projects by drawing up tables, diagrams, roadmaps and pitching. Teaching methods include: analysis and synthesis of presented cases, testing on their projects, debates. As a result, they plan and manage art projects consciously and professionally.	6
4	Practice training	The production practice is aimed at developing the skills of the student to work on an experimental research project in the conditions of a real production process on the basis of garment industry enterprises. The student acquires a set of knowledge and practical skills in the field of organizing and managing the production process, coordinating and controlling production activities, embodying the concept and design and artistic solutions of an experimental research project in the material.	6
1.1	Innovative technologies in contemporary fashion design	During lectures, the processes of digitalization in modern costume design, ways and methods of introducing innovative technologies into the fashion industry are considered. The practical part of the discipline is devoted to the study of the innovative 3D graphics program Clo3D / Marvelous Designer and the principles of its use in the design of experimental clothing models, the creation of creative and scientific projects.	6

1.2	Experimental methods of fashion design	Considering the methods of deconstruction, transformation, inversion, kinematics, bionics, modular design, etc. are considered. Revealing the features and ways of their application in the works of modern designers. Forming the skills of art history analysis of samples of works of modern costume design. The discipline provides lectures, practical classes and work on the project.	
2.1	Fashion Design and Industry in the Republic of Kazakhstan	The discipline forms a complex of knowledge about the history and current state of clothing design in the Republic of Kazakhstan. The historical stages of the development of Kazakh costume design and the work of Kazakh clothing designers, the activities of light industry enterprises are considered. The discipline provides for lectures and seminars, scientific research and performance of tasks in accordance with the specifics of the dissertation research.	4
2.2	Methodology of ethnic fashion design	The discipline is devoted to the study of a wide range of methods and principles of costume design design within the framework of the concepts of costume ethnodesign. The elements of traditional costume used in modern design practice are studied. The discipline provides for lectures and seminars, scientific research and performance of tasks in accordance with the specifics of the dissertation research.	