

Footwear & Accessories Design BFA Degree Program

<http://fitnyc.edu/accessoriesdesign>

SCHOOL OF ART AND DESIGN

Applications accepted for fall only. NYSED: 27491 CIP: 50.0407

The Footwear & Accessories Design major offers design, technical, and business skills to prepare students for careers in design, product development, merchandising, and entrepreneurship.

Curriculum below is for the entering class of fall 2022.

Semester 5		Credits		
MAJOR AREA	LD 332 - Theatrical and Character Footwear	3	PE/HEALTH MAJOR AREA	1
	LD 342 - Zippered Handbags Design	2.5	RELATED AREA	27
	LD 371 - Accessories that have Changed Fashion	2.5	LIBERAL ARTS	15
RELATED AREA	JD 138 - Introduction to CAD Modeling for Designers	2	Total Credits:	61
LIBERAL ARTS	HA 344 - History of Western Costume choice - see Requirements*: Liberal Arts	3		
Semester 6				
MAJOR AREA	LD 331 - Athletic Footwear Design	3		
	LD 451 - Sports-Specific Bags and Carrying Gear	2.5		
RELATED AREA	JD 237 - 3D Digital Object Design	2		
	TD 362 - Screen Printing for Accessories Design	2		
LIBERAL ARTS	choice - see Requirements*: Liberal Arts/Foreign Language	3		
	choice - see Requirements*: Liberal Arts/History of Art	3		
PE/HEALTH	choice - see Requirements*: Liberal Arts Elective(s)/PE/Health	1		
Semester 7				
MAJOR AREA	LD 333 - Nontraditional Footwear Design	2.5		
	LD 341 - Unconventional Handbag Techniques	2.5		
	LD 471 - The Accessories Industry	2.5		
	LD 492 - Portfolio Development	3		
RELATED AREA	choice - see Requirements*: Related Area Elective(s)	3		
LIBERAL ARTS	choice - see Requirements*: Liberal Arts/Foreign Language	3		
Semester 8				
MAJOR AREA	LD 491 - Accessories Design Senior Project	3		
RELATED AREA	IC 497 - Senior Internship: Career Planning	3		
	choice - see Requirements*: Related Area Elective(s)	3		
LIBERAL ARTS	choice - see Requirements*	3		
TOTAL CREDIT REQUIREMENTS				

***Fall 2022 Requirements:** See below.

Liberal Arts: 18 credits

- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet General Education Foreign Language requirement (G8).
- **History of Art: 6 credits.** HA 344 and CHOICE of one (1) additional 3-credit History of Art course that meets General Education Other World Civilizations requirement (G9). See HA: History of Art.

Liberal Arts Elective(s): 6 credits. Select a Liberal Arts course (for which prerequisites have been met) from the following subject areas: AB (Arabic); CH (Chinese); EN (English); FI (Film and Media Studies); FR (French); HA (History of Art); HE (Health Education) HE 201, HE 301; IT (Italian); JA (Japanese); HI (History); MA (Math); MC (Modern Languages and Cultures); MU (Music); PE (Physical Education and Dance) PE 215, PE 216, PE 217; PL (Philosophy); PO (Portuguese); SC (Science); SP (Spanish); and SS (Social Sciences). See Liberal Arts Courses.

Related Area Elective(s): 6 credits. CHOICE of any elective courses in Art and Design (for which prerequisites have been met) totaling 6 credits.

NOTE: Students who hold an AAS degree from the School of Art and Design and who wish to transfer into the BFA program from the following majors: Fashion Design, Jewelry Design, Menswear and Textile/ Surface Design are required to complete LD 133 and LD 143 prior to 5th semester.

Students who hold an AAS degree from the School of Art and Design and who wish to transfer into the BFA program from the following majors: Communication Design Pathways, Fine Arts, Illustration, Interior Design and Photography are required to complete the 1-yr AAS degree in Footwear & Accessories Design prior to starting 5th semester.

Students who hold an AAS degree from the School of Business and Technology or Liberal Arts and who wish to transfer into the BFA program from the following majors are required to complete the 1-yr AAS degree in Footwear & Accessories Design prior to starting 5th semester.

Students who successfully complete the Footwear & Accessories Design BFA degree will be able to:

1. Research, analyze, and creatively illustrate the historical relevance of fashion evolution, innovation, and trends.
2. Design and create accessories that address a need in the current market using learned assembly techniques, inventive materials, and trend research.
3. Develop an accessories business plan and deliver a coherent, articulate oral presentation.
4. Identify technology and apply, either digitally or manually, to the creation of fashion, theatrical, and athletic accessories.
5. Prepare, organize, and present a professional-level portfolio for internship and employment opportunities.