

STEAM for Creative Innovation: Integrating Wearable Technology in Fashion Design

Systematic Schedule and Content Mapping of Workshop Activities (18-Hour Programme)

Phase	Duration (Hours)	Activity Content	Recommended Format
1. Foundation & Theory	2 Hours	Introduction: project overview, basic fashion knowledge, basic design theory, wearable technology ppt, smart textiles ppt.	Interactive lecture with multimedia presentation & visual examples
2. Technical Skill Building	3 Hours	Practice-based activities & demonstration: circuiting textile, pof textile, circular pattern making.	Hands-on workshop with station-based rotations & instructor demonstrations
3. Research & Conceptualization	3 Hours	Research method, ideation (brainstorming, mood boards), fashion illustration.	Guided studio work combining individual research with group brainstorming sessions
4. Design & Development	4 Hours	Prototyping and experimentation: translating designs into physical prototypes using acquired skills.	Supervised studio session with one-on-one mentoring and peer feedback
5. Professional Feedback	2 Hours	Online presentation to international staff trainer.	Structured virtual critique session with pre-submitted student portfolios
6. Final Presentation	3 Hours	School-based exhibition: display and presentation of final wearable tech pieces.	Curated fashion show / gallery walk event with audience and panel
7. Consolidation	1 Hour	Discussion and reflection on the entire learning process and outcomes.	Facilitated group discussion & individual reflection journaling