

ID3813/6620 Soft Goods Design Syllabus

Special Topic: Soft Goods Design, 3 Credits

Fridays, 2:00 p.m. - 4:45 p.m.

Class Location: TBD

Instructor Information

Instructor	Email	Office Hours & Location
Yaling Liu	yaling.liu@design.gatech.edu	By appointment only

General Information

Description

In the realm of industrial design, Soft Goods Design emerges as a pivotal product category, bridging the worlds of rigid hard-molded materials and the inviting comfort of soft components. Traditionally associated with furniture upholstery, vehicle seats, and footwear textiles, soft materials are revolutionizing the conventional hard goods sector. *This course centers on the innovative integration of soft materials into products, spotlighting user-centric advantages. By exploring sustainability practices, the course taps into consumers' desires for enhanced usability, personalized body fit, and captivating aesthetics.* Throughout, the fusion of sewn materials and cutting-edge technology shapes the path toward user-focused design excellence.

The course delivery will be workshops, lectures, individual/group tutorials, and class presentations.

Pre- &/or Co-Requisites

ID1011/1012

Course Goals and Learning Outcomes

Students will be facilitated/guided to

- Recognize and value the consumer advantages derived from material selection, encompassing usability, trend relevance, and identity expression within products.
- Skillfully conduct research, analysis, and experimentation to evaluate the functional and aesthetic merits of soft materials in the context of product usage.
- Develop a comprehensive understanding and acquire technical proficiency in distinct categories of soft materials, including natural, synthetic, and advanced variants.
- Employ hands-on approaches, physical modeling, and prototyping techniques to explore, validate, and refine diverse design alternatives.
- Apply and extend their comprehension of the manufacturing process, channeling it towards the innovative design of soft consumer products that exemplify user-centric principles.

Course Requirements & Grading

Assignment	Due Date	Weight (Percentage, points, etc)
Workshop		20%
Research		10%
Design Project		60%

Assignment	Due Date	Weight (Percentage, points, etc)
LaunchPad		5%
Participation		5%
		100%

Extra Credit Opportunities

Extra credit is not available in this course.

Description of Graded Components

Grading will be based on the Georgia Institute of Technology system. No plus or minus will be applied to the final grade. Plus or minus may be used, however, for project submissions during the semester. Students will have one week after each project grade submission to discuss any grading matters with the instructor.

Projects will be evaluated on demonstrated understanding and relevance to assignment criteria, clarity of representation, clarity of verbal presentation, and demonstration of commitment. Observations of contributions to solo and group activities, craft and quality of material submissions, and clarity of verbal and graphic presentations will also contribute to grade assessment.

Grading Scale

Your final grade will be assigned as a letter grade according to the following scale:

A	90-100%
B	80-89%
C	70-79%
D	60-69%
F	0-59%

Course Materials

Course Text

N/A

Additional Materials/Resources

- Both home sewing machines and industrial sewing machines are available for students.
- Students need to purchase their own sewing kits.
- Students will be responsible for the needed materials at their own cost.

Website references:

Highly recommend exploring all online design platforms.

Here are some suggestions.

- www.wgsn.com
- [PODCAST: Create Tomorrow, The WGSN Podcast](#)
- www.pantone.com/connect
- www.ispo.com
- www.dezeen.com
- www.designboom.com
- www.kickstarter.com
- www.indiegogo.com
- www.pinterest.com

- patterncurator.org
- www.coloro.com
- trendhunter.com
- thetrendspotter.net
- en.red-dot.org
- ifworldddesignguide.com
- www.vogue.com/fashion-shows
- trendwatching.com

Course Website and Other Classroom Management Tools

The course will utilize Canvas for the distribution of class materials (such as lecture slides or supplemental readings), announcements, and for turning in in-class assignments.

Course Expectations & Guidelines

- All work must be original.
- No Internet images or stock photography is allowed. If you use unauthorized images, you violate copyright laws, and your work cannot be used to enter design competitions or be posted on the GT website. You are required to own the rights to all of your design and research work.
- Social Media: LinkedIn/Facebook/Pinterest/Instagram.
- Teaching is done in the studio. Keep email communications brief and to the point.
- No phone calls or texting during class. Please step outside if it is urgent.
- No pets are allowed in the studio during class.

Academic Integrity

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards. For information on Georgia Tech's Academic Honor Code, please visit <http://www.catalog.gatech.edu/policies/honor-code/> or <http://www.catalog.gatech.edu/rules/18/>.

Any student suspected of cheating or plagiarizing on a quiz, exam, or assignment will be reported to the Office of Student Integrity, who will investigate the incident and identify the appropriate penalty for violations.

Core IMPACTS

Core IMPACTS is the University System of Georgia's General Education curriculum. If you are teaching a course that counts towards Core IMPACTS, you should include a syllabus statement about the Core area and associated career competencies. This resource, developed by the Center for Excellence in Teaching and Learning and Online Education at Georgia State University, includes template syllabus statements for each of the Core IMPACTS areas that you may adapt for your course.

Artificial Intelligence (AI) Language Model Usage

Artificial intelligence (AI) language models, such as ChatGPT, may be used for assignments with appropriate citations. Examples of citing AI language models are available at: libguides.umn.edu/chatgpt. Reference the Georgia Tech Guidance for the Use of AI for Assistance in Performing Graduate Research for more information. Any assignment content composed by any resource other than you, regardless of whether that resource is human or digital, must be attributed to the source through proper citation. You are fully responsible for fact-checking statements composed by AI language models.

Accommodations for Individuals with Disabilities

If you are a student with learning needs that require special accommodation, contact the Office of Disability Services at (404)894-2563 or <http://disabilityservices.gatech.edu/> as soon as possible to make an

appointment to discuss your special needs and to obtain an accommodations letter. Please also email me as soon as possible to schedule a time to discuss your learning needs.

Assignment Turn-In

All written assignments, graphical assignments, videos, photos, presentation decks, process books, and any other visual materials will be submitted through Canvas as digital copies. Some assignments may require a printout of a poster or paper, which should be presented at the beginning of the required class. All physical and on-screen models should be brought to class to present and must be completed and in working order by the start of the appropriate class.

Attendance and/or Participation

Students are expected to attend and participate in each class session. Attendance at all scheduled exams and in-class presentations is required. If you anticipate missing a class, please notify your instructor at least 24 hours in advance. If an unexpected situation arises, you are responsible for contacting the instructor within 24 hours of the scheduled class time. **Missing three classes over the course of the semester without prior approval from the instructor will result in the loss of a full letter grade from the course final grade. See information about the Institute's absence policy at <http://www.catalog.gatech.edu/rules/4/>. Students are expected to actively engage in any in-class discussions and activities.** This includes asking and answering questions with instructors and classmates, providing supportive critiques when appropriate, helping classmates with their projects in class, and working effectively in class teams. Any active disengagement with in-class activities will result in an assessed penalty against the student's participation grade.

Collaboration & Group Work

Collaboration and teamwork may be core to this class. By its nature, this class brings together people with many different interests and backgrounds and provides an opportunity for them to learn from one another and work together. It is expected that members of this class will support one another, provide constructive criticism and feedback, and work together to complete assignments. Teams are expected to work together towards a common goal and to resolve any differences amicably and with respect. Failure to do so may result in a penalty assessed to the semester participation grade.

Extensions, Late Assignments, & Re-Scheduled/Missed Exams

All assignments must be turned in on time, or alternative arrangements must be made with the instructors prior to the due date. Failure to hand in assignments on time may result in a late penalty assessment for that assignment. Extensions may be assessed in consultation with the instructors. Institute-mandated exceptions will be honored, as explained in this document: <http://www.catalog.gatech.edu/rules/4/>

Student-Faculty Expectations Agreement

At Georgia Tech, we believe that it is important to strive for an atmosphere of mutual respect, acknowledgement, and responsibility between faculty members and the student body. The Student-Faculty Expectations articulate some basic expectations that you can have of me and that I have of you. In the end, simple respect for knowledge, hard work, and cordial interactions will help build the environment we seek. Therefore, I encourage you to remain committed to the ideals of Georgia Tech while in this class.

Student Use of Mobile Devices in the Classroom

Mobile devices are permitted in the classroom during open work sessions. However, mobile devices should not be used during lectures, class discussions, guest presentations, critiques, or any other situation where a speaker has the focus of the class. Repeated usage of mobile devices during these periods in class will result in a penalty assessed to the semester participation grade.

Additional Course Policies

Design Project Criteria:

- It has to have a unique property or characteristic inherent to its function, not just an aesthetic one.
- **The project must be machine-sewn, not welded, glued, or otherwise fastened.** Any other assembly methods must be approved by the instructor.
- **The primary materials (75%) must be soft materials, such as fabric.**
- Ergonomics and ease of use should be thoroughly considered
- It must have a function and a purpose. It should not be solely a decorative piece.
- Shoe design is not recommended for the final project in this course.

Modified Operations Policies:

With developments and improvements to digital instruction over the past few years, the Institute has developed policies to leverage digital learning as much as reasonably possible. The policy sets forth requirements, procedures, and responsibilities related to the scheduling of digital instruction and/or make-up classes due to the modification of campus operations, closing of campus, or the necessary closing of instructional spaces for any reason (including but not limited to emergencies, such as inclement weather, power outages, or other infrastructure failures). Students should await communications from their instructors regarding delivery of their classes during that period based upon the [Digital Learning Days for Modified Campus Operations Policy](#). Students should follow guidance and/or directions provided by the Office of the Vice President for Student Engagement and Well-Being regarding student activities, events, programs and services.

Campus Resources for Students

Undergraduate Student Academic Success Resources:

Academic Support: Academic Success and Advising (a unit in the Office of Undergraduate Education & Student Success) provides free support for your courses. Students can attend scheduled supplemental review (PLUS) sessions, stop by Drop-In Tutoring, or schedule a one-on-one appointment through Knack. To explore what options work best for you, please visit us online at success.gatech.edu/tutoring, email us at tutoring@gatech.edu, or come see us at Clough Undergraduate Learning Commons, Suite 283.

Graduate Student Academic and Professional Success Resources:

A list of resources for graduate students is given on the [Office of Graduate and Postdoctoral Education](#) website. Specific information for [current graduate students](#) includes

- [Academic Resources](#) such as the Communications Center, Language Institute, Library, Catalog, Registrar, resources for conducting research, Advocacy and Conflict Resolution resources, and how to manage unexpected situations that may impact your academic performance;
- [Student Resources](#) such as Campus Services, Child Care/Family programs, Health & Wellness, Career Services, and the Student Resource Guide; and
- [Professional Development](#) such as the programming from the Career Center and other professional development resources and events"

Student Well-Being:

At Georgia Tech, we are concerned about your overall physical, social, and mental well-being. A [comprehensive list](#) of wellness related resources has been compiled and maintained by the Office of the Vice President for Student Engagement and Well-being ([student-resource-guide \(gatech.edu\)](https://student-resource-guide.gatech.edu))

Course Schedule

Weeks	Topics	Objectives
Week 1	Introduction & Briefing	Welcome!!
Week 2-5	Soft Goods Workshop	Basic sewing skills, basic technical pattern makings, soft materials exploration and detailed finishings.
Week 6-7	Research in markets, trends, materials and construction methods	Understand the fact and its influences.
Week 7-15	Soft Goods Design Project	Understand the whole cycle of user-centred design process.

Weeks	Topic	Contents
Week 1	Introduction & Briefing/Brainstorming	syllabus and project briefing
Week 2	Craft Lab Training	introduction to Craft Lab and sewing tools
Week 3	Soft Product Workshop 1	sewing tools and basic sewing technique
Week 4	Field Trip*	fabric stores
Week 5	Soft Product Workshop 2	prototype
Week 6	Workshop Presentation & Trends Research	soft/fabric materials and accessories, trend, market and product analysis
Week 7	Trend Research Presentation & Project Launch: Soft Product Design	presentation & launch
Week 8	Concept & Design Presentation	final concept proposal
Week 9	Final Concept	prototype
Week 10	Prototype Development 1	prototype check
Week 11	Spring Break	No class
Week 12	Prototype Development 2	prototype
Week 13	Prototype Development 3	prototype
Week 14	Curate	curate & preparation
Week 15	Presentation & Reflection	Presentation
Week 16	LaunchPad	December 11th, 2025* (TBD)