Apparel Studies

Dress, History, and Culture
Product Development
Retail Merchandising and Consumer Studies

The Apparel Studies Track of the Design Graduate Program is grounded in theoretical knowledge with an understanding of the design, production, merchandising, and use of textile and apparel products. Here you will be provided with the opportunity to work with established scholars, participate in innovative research, interact with a cohort of graduate students, and gain experience as a graduate teaching assistant and/or research assistant.

The Goldstein Museum of Design and the Wearable Product Design Center, located in the College of Design, are innovative facilities available to students. As a graduate student in Apparel Studies, you can select from a wide range of supporting classes available from a multitude of programs at the University of Minnesota. You will also have access to social, cultural, and business resources abundant in the metropolitan setting of Minneapolis/St. Paul.
Apparel Studies Concentrations

Dress, History, and Culture

Graduate studies in the area of Dress, History, Culture, focus upon understanding and conducting research on material culture, historic trends and psychological and social behaviors related to dress. Students explore the ways in which historical context, socio-psychological, and cultural factors influence material culture. Students may select a minor, such as Museum Studies, Anthropology, Art History, or American Studies. As a result of their study, students learn to analyze products of our time and interpret them through human response.

Product Development

Graduate studies in Product Development focus upon theories and processes used in developing wearable soft goods products. An in-depth understanding of user psychological, physical, and social needs provides the foundation for analyzing, implementing, and finalizing design solutions. Students have the opportunity to work on industry-sponsored, applied, research-based projects through the Wearable Product Design Center.

Retail Merchandising and Consumer Studies

Graduate studies in the area of Retail Merchandising and Consumer Studies emphasize understanding and conducting research on individuals, groups, organizations, and the processes they use to select, secure, use, and dispose of apparel products. Students explore the ways in which environmental, socio-psychological, and cultural factors influence consumption at all stages. The result of their study is the ability to inform decisions concerning retailing and marketing strategies, as well as the ability to effect socially desirable behavior in a changing, globalized world.

Program Information

Financial Resources

Apparel Studies at the University of Minnesota has a rich history of providing teaching and research assistantships for its graduate students. Our program has a robust research platform with competitive projects funded by federal grants, industry collaboration, and collegiate programs. Assistantships provide a living expenses stipend and also cover either partial or full expenses for tuition and healthcare benefits. Newly admitted students are matched to assistantships based on their expertise and area of interest. Program faculty invite you to email them to discuss assistantship opportunities.

Application Deadline: January 15

Applying to the University of Minnesota’s Graduate School could not be easier, with the online application system ApplyOnline. After visiting the program website to obtain the program’s admissions checklist, access the application system via the prospective student link on the University of Minnesota Graduate School website: http://www.grad.umn.edu.

Graduate Record Examination (GRE) scores are required. It is recommended that the test be taken early in December to ensure the scores reach Graduate School by the January 15th deadline.

For more information, please visit our website: http://dha.design.umn.edu/programs/grad/

Contact Information: Design Graduate Program
240 McNeal Hall, 1985 Buford Avenue
University of Minnesota
St. Paul, MN  55108-6136
dhagrad@umn.edu  612-626-1219
ELIZABETH (Missy) BYE, Ph.D., Professor  

Dr. Missy Bye's scholarship balances published research and creative works with a focus on apparel technology including sizing and fit of wearable products, human factors in the design of wearable products, and technology and tradition. Current projects include a contract with 3M for protective apparel and the development of culturally sensitive activewear for and with Somali girls. She received the International Textiles and Apparel Association Lectra Innovation award for faculty research twice, both for projects conducted with graduate students. She received the College of Design Outstanding Teaching Award. Dr. Bye is the department head of Design, Housing and Apparel, and is the incoming president-elect of ITAA.

Marilyn DeLong, Ph.D., Professor  


Lucy Dunne, Ph.D., Associate Professor  

 Associate Professor Lucy Dunne directs the Wearable Technology Lab, which concentrates on the intersection of clothing and technology through the development of smart clothing, e-textiles, and intelligent clothing systems. Dr. Dunne has received the NASA Silver Achievement Medal, and the National Science Foundation CAREER award, as well as the Lectra awards for both Teaching and Research. She was named the 2012 ITAA Rising Star. Research in the Wearable Technology Lab addresses topics like augmenting sensory perception, embedding soft sensors into clothing for detecting and monitoring body signals, and developing processes for mass-manufacture of smart clothing. Dr. Dunne holds faculty appointments in Apparel Studies, Computer Science and Engineering, Electrical Engineering, Human Factors and Ergonomics, and the Institute for Healthcare Informatics.

Hyunjoo Im, Ph.D., Assistant Professor  

Professor Hyunjoo Im focuses her research on consumer psychology, particularly perception and processing of information in a multichannel retail environment. Her recent research topics include social coupon marketing effect, online consumer engagement, and consumer perception of digital products. Her research appeared in the Journal of Retailing and Consumer Studies (2013), Journal of Service Management (2012), Clothing and Textiles Research Journal (2012), and Journal of Research in Interactive Marketing (2012). Her research has been recognized by the Pan-Pacific Business Research Institute with a best paper award.

Professor Kim K. P. Johnson focuses her teaching and research on consumer misbehavior, topics addressing social responsibility in the fashion industry, and issues related to the social psychology of dress. Recent team research projects appeared in the *Clothing and Textiles Research Journal* (2012), *Journal of Business Ethics* (2012), *Young Consumers* (2013), *Int Journal of Retail and Distribution Mgmt* (2013), *Journal of Customer Behavior* (2013), and the *Int Journal of Marketing Studies* (2013). Johnson and her collaborators have been recognized for their research with paper of distinction awards from the International Textile and Apparel Association (ITAA). In 2012, Johnson received the University of Minnesota Award for Outstanding Contributions to Post Baccalaureate, Graduate, and Professional Education and the ITAA Distinguished Scholar award. Johnson is a fellow of ITAA.

Professor Karen LaBat is the Co-Director of the Wearable Product Design Center and Director of the Human Dimensioning© Laboratory. Her research focus is product development for human health and safety and study of the body to improve performance and fit of wearable products. Research funding sources include the National Science Foundation, 3M, the Clinical and Translational Science Institute, Institute for Advanced Study, and others. She has published in *Applied Ergonomics; Australasian Medical Journal; Ergonomics; Clothing and Textiles Research Journal; Journal of the Textile Institute; International Journal of Fashion Design, and Technology*; and other journals. She is an associate editor for *Fashion and Textiles*, the new journal of the Korean Society of Clothing and Textiles. Her awards include the College of Design Outstanding Research Award, Lectra Innovation Award for Faculty Research, and College Innovation and Mission Advancement Award. Dr. LaBat received the 2013 UMN Horace T. Morse Award for Excellence in Undergraduate Teaching and was inducted into the UMN Academy of Distinguished Teachers.

Graduate Courses in Apparel

ApSt 5117. Retail Environments and Human Behavior. (3 cr)
Theory and research related to the designed environment across retail channels.

ApSt 5121. History of Costume. (4 cr)
Survey of clothing and appearance in Western cultures from 18th century to present. Role of gender, race, and class with respect to changes in dress within historical moments and social contexts. Research approaches and methods in the study and interpretation of dress.

DES 5123. Living in a Consumer Society. (3 cr)
Consumerism within the US society and the relentless commodification of all areas of social life, including health care education, the production of news, and the commercialization of public space and culture. What drives consumer society? How is meaning manufactured? What are the lived experiences of consumers today?

DES 5124. Consumers of Design. (3 cr)
An in-depth analysis of contemporary approaches to the study of consumer behavior.

DES 5165. Design and Globalization. (3 cr)
Movement of people, products, and ideas. Challenges brought by differences among us.

DES 5185. Human Factors in Design. (3 cr)
Theories/methods that influence the assessment of physical, social, and psychological human factors. Development of user needs with application to designed products that interact with the human body.

DES 5196. Field Study: National/International. (1-10 cr)
Faculty-directed field study in a national or international setting.

ApSt 5216. Retail Promotion and Consumer Decision Making. (4 cr)
Consumer behavior theories/concepts as related to apparel. Application to understanding/developing retail promotional strategies: advertising/promotion.

Relationship of fashion, dress, and culture to time, place, and design. Focuses on fashion centers, fashion industry, and globalization. Chinese fashion industry as case study.

DES 8102. Quantitative Research Methods. (3 cr)
Quantitative research methods for issues related to humans, their behaviors, and everyday living in the designed environment.

DES 8103. Qualitative and Mixed Methods Research. (3 cr)
A scientific approach to qualitative research. Methods/strategies combined to explore complex research questions.

DES 8112. Design Theory and Criticism. (3 cr)
Students establish a framework for criticism by examining various theories used in design disciplines, study existing designed environments to explain the designer's purpose, identify problem-solving processes, and describe interaction between humans and design. Field investigations.

DES 8113. Education and Evaluation in Design, Housing, & Apparel. (4 cr)
Educational processes/methods used in design studio/lecture courses. Learning styles, best practices for grading, alternative methods of critique, interacting with students, active learning strategies, teaching with technology. Lecture (3 cr), practicum (1 cr).
**DES 8114. Design Studio.** (4 cr)  
Advanced problem analysis and design solution.

**DES 8151. Product Development.** (3 cr)  
Product development theories and methods as applied in many design fields. Emphasis on product development in the retail setting with use of seminar format discussion, case study analyses, observation and critique of a hands-on industry product development project.

**DES 8164. Innovation Theory and Analysis.** (3 cr)  
Theories and factors that influence adoption and diffusion of designed products. Methodologies used in analysis of diffusion process.

**DES 8166. Material Culture and Design.** (3 cr)  
Artifacts, from Goldstein collections, as material culture.

**DES 8167. Aesthetics of Design.** (3 cr)  
Investigation of aesthetics and design: how we perceive, analyze, value, and evaluate design outcomes/results.

**DES 8181. Research Ethics.** (1 cr)  
Overview of ethical concerns/questions in conducting/disseminating research. Mentoring relationships, use of human subjects, data handling, plagiarism, authorship, publishing, research funding, social responsibility of researchers, code of conduct.

**ApSt 8267. Dress and Culture.** (3 cr)  
Cultural factors of identity expressed through dress. Focuses on issues of cultural diversity through analysis of dress and textiles within a specific world region.

**ApSt 8268. Behavioral Aspects of Appearance.** (3 cr)  
An in-depth study of research and social science theories as applied to appearance and dress as manifestations of human behavior.

**ApSt 8271. Retailing: Strategic Perspectives.** (3 cr)  
The purpose of this course is to provide exposure to a number of selected topics in the field of retailing. Students will have the opportunity to extend their thinking regarding consumer behavior to strategic retail management.

**ApSt 8272. Multichannel Consumers: Theories in Retail and Consumer Studies.** (3 cr)  
Reviews range of critical theories in retail/consumer studies to explore issues in multi-channel retailing environments. Exposure to breadth of topics in multi-channel retailing. Practical research experience.
Application Checklist

The majority of your application materials are submitted online, at this url:
http://www.grad.umn.edu/admissions/application_instructions/index.html

Electronic application for admission, including

- Application
- Personal Statement of your academic and professional goals for the degree desired (1-2 pages)
- Letters of Recommendation written by three individuals who can judge your academic performance and promise as a graduate student
- Transcripts
- Writing Sample (for PhD applicants only)
- Application fee

Also required:

- GRE – Graduate Record Examination scores, sent to the University of Minnesota, code 6874. Test must be taken no later than mid-December to ensure scores are posted by the January 15th deadline.
- For non-native speakers of English only: TOEFL -- Test of English as a Foreign Language. Scores are to be sent to the University of Minnesota, code 6874.
- Portfolio of Creative work consisting of 15-20 examples of current work, for applicants to the Graphic Design and Interior Design Tracks, and for applicants pursuing the Product Development concentration in the Apparel Studies Track. Submit as .pdf file via e-mail to cklarqui@umn.edu. A link to a Web site is acceptable.

**Application Deadline** January 15

Allow sufficient time for processing your application. Review occurs once each year, directly following the January 15th deadline. The program’s review process takes from four to six weeks once the application is complete. Incomplete applications will not be reviewed. The Design Graduate Program deadline precedes Graduate School deadlines.

Graduate Assistantship Applications are completed for consideration for the following academic year.

Questions? Contact us! dhagrad@umn.edu

COLLEGE OF DESIGN UNIVERSITY OF MINNESOTA
Application for Graduate Assistantship
Department of
Design, Housing, & Apparel

Admission to the Graduate School is required for award of departmental graduate assistantships.

We do not guarantee the availability of assistantships in the department, but we do work to fund as many graduate students as possible at no less than a 25% 9-month appointment. Factors taken into consideration in determining assistantships include departmental needs, funding available, student expertise, and, for our current students, timely progress towards their degrees.

PERSONAL DATA

Name

Last or Family     First     Middle

Current Address

Number and Street    City     State     Zip Code

Permanent Address

Number and Street    City     State     Zip Code

Country of Birth  ______________________  Country of Citizenship  ______________________

State of Legal Residence  ______________________

Telephone:  Current:  ______________________

Permanent:  ______________________       E-Mail Address:  ______________________

DEGREE OBJECTIVE

Major Field  ______________________    Design  ______________________    Track  ______________________

Proposed Minor/Related Field  ______________________    Degree Sought  ______________________

ASSISTANTSHIP PREFERENCES

Please indicate the category of support for which you wish to be considered; if more than one applies, please rank your preferences.

☐ Teaching Assistantship  ☐ Research Assistantship  ☐ Administrative Fellowship
**COMPUTER SOFTWARE EXPERIENCE**

Design

Statistical

Platform (PC, Mac)

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**EDUCATION**

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<tr>
<th>Names of Colleges &amp; Graduate Schools</th>
<th>Graduation Date</th>
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**STANDARDIZED TEST SCORES**

GRE:  /  /  TOEFL (if applicable):  

Verbal  Quantitative  Analytical Writing

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**RELEVANT EXPERIENCE FOR ASSISTANTSHIP (Education and/or Work)**

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**EQUAL OPPORTUNITY STATEMENT:** The University of Minnesota is committed to the policy that all persons shall have equal access to its programs, facilities, and employment without regard to race, color, creed, religion, national origin, sex, age, marital status, disability, public assistance status, veteran status, or sexual orientation. In adhering to this policy, the University abides by the Minnesota Human Rights Act, Minnesota Statute Ch.363; by the Federal Civil Rights Act, 420 S.C.20000e; by the requirements of Title IX of the Education Amendments of 1972; by Sections 503 and 504 of the Rehabilitation Act of 1973; by the Americans With Disabilities Act of 1990; by Executive Order 11246, as amended; by 38 U.S.C. 2012, the Vietnam Era Veterans Readjustment Assistance Act of 1972, as amended; and by other applicable statutes and regulations relating to equality or opportunity.