



Lodz University
of Technology

Study programme

Faculty:	Faculty of Textiles and Design
Major:	Design
Level of study:	first-cycle programme (licencjat)
Form of study:	full-time studies
Academic year:	2026/27

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Basic information

Name of the field of study:	Design
Level of study:	first-cycle programme (licencjat)
Study profile:	practical
Form of studies:	full-time studies
Duration of studies (number of semesters):	7
The number of ECTS points required to complete studies:	210
Total number of hours of classes:	2680
The number of ECTS points a student obtains as part of classes conducted with the direct participation of academic teachers or other persons conducting classes:	107
Professional title awarded to graduates:	licencjat
ISCED code:	09999
Language of study:	polish

Assigning the course to the disciplines to which the learning outcomes relate

Discipline	Percentage share
Material Engineering	51%
Visual arts and art conservation	49%

Learning outcomes (in relation to the PQF)

No.	Learning outcome code	Learning Outcome Content	Reference to the universal characteristics of the first level of PRK	Reference to the second-level characteristics of the PRK, taking into account the second-level characteristics enabling the acquisition of engineering competences
1	1WZ01	Knows and understands advanced issues, facts, and phenomena in the field of art and design history and theory, as well as their interrelations and influence on contemporary trends, creative strategies, and professional design practices.	P6U_W	P6S_WG
2	1WZ02	Knows and understands the principles of executing design works, the methods of applying selected materials, techniques, tools, and technologies in design practice, as well as the characteristic means of expression in the represented field of art and design.	P6U_W	P6S_WG
3	1WZ03	Knows and understands issues related to materials science, selected manufacturing and finishing techniques and technologies, as well as economic, social, ethical, and environmental aspects influencing the design of products and services.	P6U_W	P6S_WK
4	1WZ04	Knows and understands issues related to entrepreneurship, marketing, management, and copyright law, and is able to apply them for the effective commercialization of design projects.	P6U_W, P6U_K	P6S_WK, P6S_KO
5	1WZ05	Able to create and implement their own artistic concepts and design projects in response to identified problems, integrating acquired knowledge in art, design, and material technologies with creative thinking, imagination, and aesthetic sensitivity, while also taking into account functionality, user needs, and the principles of sustainable development.	P6U_U	P6S_UW
6	1WZ06	Is able to consciously and creatively use design tools, both digital and analog, selecting appropriate materials, techniques, and production technologies according to the design concept, stage of work, and established functional and aesthetic assumptions.	P6U_U	P6S_UW
7	1WZ07	Is able to initiate, plan, and organize the creative and design process, as well as the development of their own professional competencies. Works effectively in a team, including in an interdisciplinary setting.	P6U_U	P6S_UO, P6S_UU
8	1WZ08	Is able to prepare written papers and oral presentations related to the field of study, using modern information and communication technologies, a variety of sources, and theoretical approaches. Creates professional documentation and effectively communicates design concepts in various social contexts. Uses a foreign language at the B2 level of the Common European Framework of Reference for Languages (CEFR).	P6U_U	P6S_UK
9	1WZ09	Is prepared to undertake critical analysis of information, formulate own positions, seek expert opinions, and respond flexibly to changing project conditions and challenges.	P6U_K	P6S_KK

No.	Learning outcome code	Learning Outcome Content	Reference to the universal characteristics of the first level of PRK	Reference to the second-level characteristics of the PRK, taking into account the second-level characteristics enabling the acquisition of engineering competences
10	1WZO10	Demonstrates the ability to consciously perform the role of a design professional, thinking and acting in an entrepreneurial, ethical, and responsible manner, based on the latest knowledge, and initiating and carrying out actions that contribute to the development of cultural, social, and economic environments.	P6U_K	P6S_KO, P6S_KR

Matrix of course modules in relation to learning outcomes and curriculum content

No.	Course name	Program content	1WZO1	1WZO2	1WZO3	1WZO4	1WZO5	1WZO6	1WZO7	1WZO8	1WZO9	1WZO10
1	History of Pre-Modern Art	Knowledge of art history from antiquity to the first half of the 19th century. The scope includes the history of both world and Polish art, covering elements of architecture, sculpture, and painting.	x									
2	Visual Arts Practice I	Composition exercises based on conceptual work in the studio, addressing the organization of the picture plane using simple visual elements. Drawing classes based on the observation of nature, aimed at producing study-based works. Painting classes grounded in the observation of nature, serving as a starting point for analyzing the relationship between form and color. Introduction to and application of techniques, materials and tools essential for artistic practice. Theoretical topics in color theory.		x				x				
3	Sculpture	Design and creation of spatial sculptural compositions inspired by the observation of nature as well as acquired knowledge. Projects are carried out using various techniques appropriate to their artistic concepts. Learning and applying materials, techniques and tools available in the sculpture studio.		x				x				
4	Materials and Technologies	Knowledge and ability in the structural structure and property evaluation of engineering materials with particular emphasis on ecological, coating and fibre-forming aspects of polymeric materials, yarns, fabrics, knitted fabrics and methods of processing materials into forms for design applications.			x		x					
5	Circular Design	Principles of the circular economy and ecodesign – benefits of implementing circular economy strategies and the green industrial revolution. Particular emphasis is placed on user needs analysis that considers sustainable development and circularity, as well as design based on Life Cycle Assessment (LCA) and standardization requirements. Human-centered design – the influence of the human body, mind, and environment on interaction with a product; identification of physical and mental loads; ergonomic analysis (body posture, range of motion, lighting, sound, color). Occupational health and safety fundamentals for designers.			x	x						x
6	Digital Design	Principles of cybersecurity and a framework of online work threats. Algorithmization of graphic work through the acquisition of online materials and the use of artificial intelligence. Digitization of graphic work based on an introduction to raster and vector graphic environments.		x			x	x				
7	History of Contemporary Art	Knowledge of art history from the second half of the 19th century to the present. The scope of the material includes elements of architecture, sculpture, painting, photography, film, multimedia and conceptual activities.	x									
8	Visual Arts Practice II	Developing knowledge and skills in the areas of composition, drawing, and painting. Composition classes build on previously acquired knowledge, focusing on the organization of the surface through the conscious use of shape and color. Drawing classes serve to further develop technical skills and explore artistic expression, emphasizing an original approach to assigned tasks. Painting classes enhance the ability to work with color and support formal exploration based on the observation and interpretation of reality. Theoretical issues include topics in the psychophysiology of visual perception.		x				x				

No.	Course name	Program content	1WZO1	1WZO2	1WZO3	1WZO4	1WZO5	1WZO6	1WZO7	1WZO8	1WZO9	1WZO10
9	Spatial Forms	Creating sculptural compositions in both real and virtual space. Developing manual skills and an awareness of spatial form, as well as competencies related to the use of digital tools to achieve analogous artistic effects in various design environments.		x				x				
10	Artistic Graphics	The tools and language of printmaking are explored through the execution of original projects in selected traditional manual techniques, with the possibility of incorporating new materials and digital tools. Knowledge in the field of theory, history, and contemporary practices in the area of artistic printmaking.		x				x				
11	Introduction to Design	A practical introduction to design-related issues in three areas: graphic design, textile design, and fashion design. Adaptation of a graphic symbol to a pattern and silhouette.		x				x				
12	Design Methods	Classes with elements of analysis and discussion: the subject, object, and process of design. Task-based, situational, and participatory design. Ergonomic determinants of the design object. Analysis of product usability and circularity, e.g., in technological and material contexts. Need as the primary driver of the designer's activity. Design problems and the issue of adequacy in representing a problem. A psychological perspective on the validity of a design solution. Economic efficiency of projects. Methods supporting the design process, such as UX, UI, universal design, and Design Thinking.	x		x				x			
13	Digital Prototyping	Implementation processes using selected digital prototyping tools. Learning to work with software, operating digital devices, and selecting machine parameters according to the chosen material and project assumptions.			x			x				
14	English B2 module I	Using language tools and resources for effective communication in the university environment and the workplace.								x		
15	English B2+ module I	Using language tools and resources for effective communication in the university environment and the workplace.								x		
16	English C1 module I	Using language tools and resources for effective communication in the university environment and the workplace.								x		
17	German B2 module I	First part of a business language course with elements of industry-specific terminology; development of all language skills; development and improvement of soft skills oriented around the future working environment of the university graduate.								x		
18	Visual arts Practice III	Studio classes in image form development, building on the skills acquired in the previous semester. Exploration of original artistic solutions using various drawing techniques. Further development of existing technical skills, artistic sensitivity, and creativity aimed at creating a personal interpretation of observed reality through painting techniques.		x			x	x				
19	Photography	Work in a photography studio; practical knowledge acquired through the execution of photography projects, with particular emphasis on the use of photographic equipment and lighting. Topics include the use of formal means in photography, methods of photographic presentation of selected objects, and post-production.		x				x				

No.	Course name	Program content	1WZO1	1WZO2	1WZO3	1WZO4	1WZO5	1WZO6	1WZO7	1WZO8	1WZO9	1WZO10
20	Multimedia Presentation Techniques	Presentation techniques, storytelling, including an introduction to the principles of video production, script development, recording plan, and presentation structure. Production of video materials and audio recordings, as well as post-production and preparation for presentation.		x				x		x		
21	History of Textile Design	General knowledge in the history of design, as well as knowledge of the changing and recurring decorative motifs in textiles and their development from ancient times to the 1980s.	x									
22	History of Fashion Design	General knowledge of design history and the history of clothing from antiquity to the 1990s. Types, roles, and functions of clothing throughout history.	x									
23	History of Visual Communication	General knowledge of design history and the history of visual communication, including printing techniques, typography, posters, photography, film, and multimedia. The relationship between visual communication and mass culture.	x									
24	English B2 module II	Using language tools and resources for effective communication in the university environment and the workplace.								x		
25	English B2+ module II	Using language tools and resources for effective communication in the university environment and the workplace.								x		
26	English C1 module II	Using language tools and resources for effective communication in the university environment and the workplace.								x		
27	German B2 module II	Second part of a business language course with elements of industry-specific terminology; development of all language skills; development and improvement of soft skills oriented around the future working environment of the university graduate.								x		
28	Textile Design	Fundamentals of textile design combining creativity and the ability to shape artistic form with technical knowledge. Knowledge of polymers and fiber-forming materials, nonwoven products, as well as yarns/threads, braided products, and basic, derivative, and complex weaves. Methods of controlling the structure and properties of textiles during the creation process (including apparel, decorative, and technical textiles). Design and repeat pattern development.		x	x		x	x				
29	Fabric and Knitwear Design	Developing skills in the design and production of flat textile products. Digital and physical project realizations using weaving and knitting techniques. Textile printing methods. Laboratory identification and analysis of various textile structures. Experimentation with raw materials, structures, and patterns to create original and functional design solutions in the field of textiles.			x		x	x	x			
30	Product and Innovation	Knowledge in the field of innovative product design. Design tasks carried out through the stages of ideation, sketching, modeling and prototyping, material analysis, and graphical presentation. Issues related to user needs analysis, identification of design problems, and the generation of creative and functional solutions. Lectures expand the theoretical context of the subject, addressing topics in the sociology of design. Contemporary approaches are introduced as forms of reflection on possible future scenarios and on the ethical dimension of design and production.	x				x					

No.	Course name	Program content	1WZO1	1WZO2	1WZO3	1WZO4	1WZO5	1WZO6	1WZO7	1WZO8	1WZO9	1WZO10
31	Drawing and Project Documentation	Workshop in professional drawing – executed by hand, using computer graphics, and with the support of artificial intelligence (including silhouettes, objects, and industrial forms). Principles of technical drawing and engineering documentation. Portfolio design – aspects of self-presentation and building one's design identity through the selection and visual development of chosen works in a coherent and well-considered format. Topics include visual storytelling and choosing appropriate presentation forms for different contexts: recruitment, professional, or competition-related.				x		x		x		
32	Introduction to VR	Theoretical and practical aspects of design in virtual and augmented reality (AR and VR) environments, including an overview of design and display platforms. Implementation of 3D objects in AR and VR. Competencies in designing user interaction with digital space and integrating immersive technologies into the design process.						x				
33	Sustainable Material Technologies in Visual Communication	Knowledge and skills related to the operation, application, and quality assessment of sustainable material technologies used in the production, processing, and functional enhancement of products such as flat textile goods and print media, with particular emphasis on the needs of the advertising industry.			x							
34	Sustainable Material Technologies in Fashion Design	Knowledge and skills related to the operation, application, and quality assessment of sustainable material technologies used in the production, processing, and functional enhancement of products such as flat textile goods and print media, with particular emphasis on the needs of the fashion industry.			x							
35	Sustainable Material Technologies in Textile Design	Knowledge and skills related to the operation, application, and quality assessment of sustainable material technologies used in the production, processing, and functional enhancement of products such as flat textile goods and print media, with particular emphasis on the needs of the textile industry.			x							
36	English B2 module III	Using language tools and resources for effective communication in the university environment and the workplace.								x		
37	English B2+ module III	Using language tools and resources for effective communication in the university environment and the workplace.								x		
38	English C1 module III	Using language tools and resources for effective communication in the university environment and the workplace.								x		
39	German B2 module III	Third part of a business language course with elements of industry-specific terminology; development of all language skills; development and improvement of soft skills oriented around the future working environment of the university graduate.								x		
40	Artistic Training	Creating artistic works in open-air settings using various media and means of expression, such as photography, drawing, and painting. Developing skills in observation, analysis, and interpretation of reality to achieve original artistic solutions.					x	x	x			
41	Smart Design	Knowledge and inspiration in the field of designing innovative design solutions using smart technologies. Textronics, smart fashion: topics related to the integration of electronics with textile materials, the design of functional garments that respond to external stimuli, and the use of digital technologies in the creation of modern products. Competencies in combining design, engineering, and human-technology interaction.			x		x				x	

No.	Course name	Program content	1WZO1	1WZO2	1WZO3	1WZO4	1WZO5	1WZO6	1WZO7	1WZO8	1WZO9	1WZO10
42	Photography and Self-Presentation	Technical and creative tools related to product photography, including the preparation and execution of a photo shoot. Topics cover digital photography, object lighting, and scenography. Exploration of artificial intelligence (AI) and its practical applications in photographic production and post-production. Active methods of creative work using photographic tools to develop interpersonal competencies, particularly communication and self-presentation skills. Fostering awareness of personal strengths, shaping the ability to express oneself, and functioning effectively in social interactions.		x				x		x		
43	Graphic Practices	Design and implementation of original concepts using selected printing techniques, such as screen printing. Printing on various substrates, including textiles, with the possibility of incorporating additional methods (e.g., laser marking). The course is complemented by a series of expert lectures aimed at presenting knowledge from selected scientific fields that may serve as inspiration in the design process.			x		x	x			x	
44	English B2 module IV	Using language tools and resources for effective communication in the university environment and the workplace.								x		
45	English B2+ module IV	Using language tools and resources for effective communication in the university environment and the workplace.								x		
46	English C1 module IV	Using language tools and resources for effective communication in the university environment and the workplace.								x		
47	German B2 module IV	Fourth part of a business language course with elements of industry-specific terminology; development of all language skills; development and improvement of soft skills oriented around the future working environment of the university graduate.								x		
48	Structural Textile Design	Design, production, photography, and presentation of woven and knitted textiles with complex structures, taking into account their texture, form, and aesthetic, functional, and practical properties. Development of an original and innovative approach to creating both functional and artistic textiles. Work with digital tools, including software supporting the design and realization of textile structures. Framed within the context of sustainable development and the circular economy, with an emphasis on waste reduction, efficient use of materials, and environmental responsibility.			x			x	x			
49	Special Textiles Design	Advanced design of functional and specialized textiles. Development of knowledge and skills related to finishing methods for flat textile products, including printing techniques, embroidery, and chemical treatment aimed at achieving specific properties of the final product. Textile structures as reinforcement for composites with dedicated applications. Smart products incorporating textronic elements. Techniques for the conservation and restoration of historic textiles. Textile finishing and packaging.			x			x	x		x	
50	Project Management	Project Management and Business Models in the Circular Economy – practical skills in planning activities, creating budgets and schedules, risk management, and developing business plans aligned with the principles of sustainable development, using digital tools. Fundamentals of running one's own business. Intellectual Property in Design Practice – an introduction to the protection of copyright and industrial property under Polish, EU, and WTO law. Protection in the context of the internet and advertising, citation rules, avoiding plagiarism, and available legal remedies.				x		x				x

No.	Course name	Program content	1WZO1	1WZO2	1WZO3	1WZO4	1WZO5	1WZO6	1WZO7	1WZO8	1WZO9	1WZO10
51	Summative Module – Multiaspect Design	Implementation of a case study task based on a real design problem. Work in an interdisciplinary team, developing both collaboration skills and independent thinking. Practical verification of artistic and workshop skills, as well as technological knowledge, while simultaneously developing design thinking. Formulation and clarification of design assumptions, taking into account criteria for assessing the relevance of the problem as well as legal and environmental conditions, including the principles of circular design. Analysis of the relationship between the user and the designed object, using the acquired design methods. Development of skills in preparing design documentation and using presentation techniques. The course includes elective workshops supporting project implementation, e.g.: weaving, knitting, or printing techniques.			x	x	x	x	x		x	x
52	Design Internship I	During the internship, students become familiar with the stages of the design, production, and technological process and gain insight into the work environment related to their field of study. They also learn occupational health and safety principles and the organization of team work. Example tasks: participation in project meetings, documentation, observation. The internship is primarily introductory and observational in nature but includes real tasks within the work environment.		x				x	x		x	
53	Diploma Seminar	Principles of preparing a bachelor's thesis, with particular emphasis on the ability to gather, verify, and select bibliographic sources. The course covers the rules regarding intellectual property protection and the formal and editorial guidelines for the thesis. Students also develop practical skills related to the substantive development and presentation formats of the final diploma project. Research methods in design – techniques for collecting, analyzing, and interpreting data to support informed and accurate design decisions. Competency Exam.							x	x	x	
54	Final Project	Completion of an independent diploma project, including analysis of the problem field, definition of the design task, selection of methodology, and execution of the full design process, including prototyping, culminating in a presentation of the results. Work on the project is supported through consultations and the preparation of documentation and a report in accordance with editorial and industry standards.					x	x		x	x	x
55	TextiLab	Implementation of textile projects using weaving machines (looms). Expanding knowledge and gaining hands-on experience in creating woven structures from concept to physical realization.						x				
56	Fab Lab	Execution of clothing design projects using selected garment machines. Knowledge of the operation and capabilities of these machines, enabling the selection of appropriate equipment for project implementation.						x				
57	3D Lab	Development and execution of 3D projects utilizing modern technologies for virtual and spatial product presentations. The course includes creating custom VR (Virtual Reality) and AR (Augmented Reality) environments.						x				

No.	Course name	Program content	1WZO1	1WZO2	1WZO3	1WZO4	1WZO5	1WZO6	1WZO7	1WZO8	1WZO9	1WZO10
58	Design Internship II	During the internship, students participate in work on a real project, using design tools and manufacturing technologies. They are able to collaborate within a project team on the execution of assigned tasks. Students independently design an object, product, or system, taking into account its function and applicable technologies. They analyze material properties and select them based on their impact on product durability and reliability. Students are able to present their project to clients and the technical team and participate in prototyping or small-batch production.		x				x	x		x	x
59	Fashion Design	Basic knowledge and skills in fashion design encompassing both artistic and technological aspects. Project-based classes focused on developing manual and technical competencies, including hand drawing of the figure, fashion illustration and model sketching, garment construction with 3D visualization, as well as the technical and technological implementation of projects based on original artistic concepts.		x	x		x	x				
60	Fashion Collection Concepts	Introduction to professional fashion design that takes into account both its conceptual and practical dimensions: from graphic design, through garment construction, digital visualization, and model drawing, to physical realization using printing and embroidery techniques. The course also addresses practical issues related to circular fashion design, as well as basic elements of graphic design that support the work of a fashion designer.			x		x	x	x			
61	Fabric and Knitwear in Fashion Design	A comprehensive approach to the design and creation of women's, men's, children's clothing and lingerie, with a clear distinction between knitwear and woven fabrics. Practical exercises and design tasks guide students through the entire creative process - from the conception and production of selected types of textiles, through form design, garment construction, and visualization in CAD systems, to 3D modeling, sewing, as well as photography and final presentation of the completed outfit.			x			x	x			
62	Premium Fashion Design	Advanced, specialized fashion design focused on garment construction, eveningwear for women and men, and outerwear such as jackets and coats. Special fibers, modern materials, and technologies are applied to support professional garment design and personalization. Exercises address the practical aspects of design, from graphic project development, through construction, digital visualization, and model drawing, to final realization. The course also covers aspects of fashion sociology, comfort, and various issues related to outfit styling.			x			x	x		x	
63	Graphic Design	Basic knowledge and skills in graphic design, including the use of various tools that support the design process and means of artistic expression. The course curriculum covers the design of applied graphics on flat surfaces, illustration, color management, as well as digital technologies and printing techniques used on paper and textiles. Application of materials, techniques, and technologies related to graphic design in project implementation.		x	x		x	x				
64	Spatial Design	Design of spatial forms, including packaging, advertising objects, and three-dimensional visual information systems. Workshops in modeling and prototyping, as well as laboratories focused on traditional and sustainable materials and technologies in the design and prototyping of spatial forms. Basic knowledge of engineering calculations. Development of skills in combining functional, aesthetic, ethical, and technological aspects to create coherent and innovative design solutions adapted to real-world applications in visual communication.			x		x	x	x			

No.	Course name	Program content	1WZO1	1WZO2	1WZO3	1WZO4	1WZO5	1WZO6	1WZO7	1WZO8	1WZO9	1WZO10
65	Multimedia Design	Multi-faceted project activities related to the digital implementation and presentation of audiovisual, promotional and network materials. Exercises and design tasks activating creative solutions (creative multimedia forms) and developing technical skills in working with digital and network tools (network and implementation technologies).			x			x	x			
66	Intermedia Design	Knowledge and skills in intermedial design, involving the creation of visual messages through the combination of different media and techniques, both traditional and digital. Multi-faceted design of various elements of social or advertising campaigns using modern material technologies. Development of coherent, innovative design solutions that employ multiple forms of communication, tailored to the needs of the audience and context, and engaging users on multiple levels by integrating different media, such as unique and digital printing, screens, and mobile applications.			x			x	x		x	

ECTS - subjects

No.	Course name	ECTS	Subjects in the field of humanities and social sciences	Elective subjects	Profile items	Classes in a foreign language
1	History of Pre-Modern Art	2	2			
2	Visual Arts Practice I	9			9	
3	Sculpture	4			4	
4	Materials and Technologies	4			4	
5	Circular Design	5			5	
6	Digital Design	6			6	
7	History of Contemporary Art	3	3			
8	Visual Arts Practice II	8			8	
9	Spatial Forms	3			3	
10	Artistic Graphics	4			4	
11	Introduction to Design	3			3	
12	Design Methods	4	4		4	
13	Digital Prototyping	3			3	
14	English B2 module I	2		2		
15	English B2+ module I	2		2		
16	English C1 module I	2		2		
17	German B2 module I	2		2		
18	Visual arts Practice III	4			4	
19	Photography	3			3	
20	Multimedia Presentation Techniques	4			4	
21	History of Textile Design	3	3	3		

No.	Course name	ECTS	Subjects in the field of humanities and social sciences	Elective subjects	Profile items	Classes in a foreign language
22	History of Fashion Design	3	3	3		
23	History of Visual Communication	3	3	3		
24	English B2 module II	2		2		
25	English B2+ module II	2		2		
26	English C1 module II	2		2		
27	German B2 module II	2		2		
28	Textile Design	14		14	14	
29	Fabric and Knitwear Design	14		14	14	
30	Product and Innovation	5	5		5	
31	Drawing and Project Documentation	3			3	
32	Introduction to VR	2			2	
33	Sustainable Material Technologies in Visual Communication	2		2	2	
34	Sustainable Material Technologies in Fashion Design	2		2	2	
35	Sustainable Material Technologies in Textile Design	2		2	2	
36	English B2 module III	2		2		
37	English B2+ module III	2		2		
38	English C1 module III	2		2		
39	German B2 module III	2		2		
40	Artistic Training	2			2	
41	Smart Design	2			2	2
42	Photography and Self-Presentation	3			3	
43	Graphic Practices	6			6	

No.	Course name	ECTS	Subjects in the field of humanities and social sciences	Elective subjects	Profile items	Classes in a foreign language
44	English B2 module IV	3		3		
45	English B2+ module IV	3		3		
46	English C1 module IV	3		3		
47	German B2 module IV	3		3		
48	Structural Textile Design	16		16	16	
49	Special Textiles Design	13		13	13	
50	Project Management	2			2	
51	Summative Module - Multiaspect Design	7		7	7	
52	Design Internship I	8			8	
53	Diploma Seminar	2			2	
54	Final Project	10		10		
55	TextiLab	2		2	2	
56	Fab Lab	2		2	2	
57	3D Lab	2		2	2	
58	Design Internship II	16			16	
59	Fashion Design	14		14	14	
60	Fashion Collection Concepts	14		14	14	
61	Fabric and Knitwear in Fashion Design	16		16	16	
62	Premium Fashion Design	13		13	13	
63	Graphic Design	14		14	14	
64	Spatial Design	14		14	14	
65	Multimedia Design	16		16	16	

No.	Course name	ECTS	Subjects in the field of humanities and social sciences	Elective subjects	Profile items	Classes in a foreign language
66	Intermedia Design	13		13	13	

ECTS indicators

Name	Architecture of Textile	Architecture of Clothing	Visual Communication
The total number of ECTS credits that a student must obtain through elective courses (amounting to no less than 30% of the total ECTS credits required to obtain the qualification corresponding to the given level of study)	90/210 (42.86%)	90/210 (42.86%)	90/210 (42.86%)
The total number of ECTS credits to be earned by a student through courses in the fields of humanities or social sciences	17	17	17
The total number of ECTS credits that a student must obtain from courses developing practical skills, amounting to more than 50% of the total ECTS credits required to graduate from a given level of study	169/210 (80.48%)	183/210 (87.14%)	183/210 (87.14%)

Methods of verifying and assessing learning outcomes

Verification of the achieved learning outcomes requires the application of diverse forms of student assessment, appropriate to the categories of knowledge, skills, and social competences to which these outcomes relate. The selection of appropriate tools depends on the specifics of the course and the form of instruction, and is specified in the syllabi of individual courses. The achievement of the required learning outcomes is verified through:

1. written assignments (exams, quizzes, reports, essays, projects, posters, thesis, etc.);
2. oral responses (oral knowledge tests, public speaking assignments such as delivering a paper, presentation, etc.);
3. practical and/or project-based tasks (team-based or individual);
4. observation and assessment of student activity during classes;
5. self-assessment and peer assessment (especially in the case of group projects);
6. a competency exam and a diploma examination.

Verification may be formative (conducted partially and repeatedly during the course) and/or summative (final assessment). The final result of the verification is expressed using the currently applicable grading scale.

The course coordinator or instructor is obliged, during the first class, to discuss the course syllabus and to define and formally communicate to students the methods of verification and the conditions under which learning outcomes will be assessed.

Professional internships

Duration: 6 months

ECTS credits awarded: 24

The internship is implemented in accordance with the curriculum, in a manner tailored to the profile and specific characteristics of the study program, and in accordance with the rules defined by the Faculty and the University.

Specializations/degree paths offered within the study program

Architecture of Textile

Architecture of Clothing

Visual Communication

Characteristics of the course

Graduate profile

A graduate of the Bachelor's degree program in Design at Lodz University of Technology is a modern, creative designer equipped with comprehensive knowledge and practical skills that combine technology, art, and design, meeting the real needs of today's creative industries.

Through the unique combination of technical, artistic, and design education, along with the development of soft and entrepreneurial skills, graduates are well-prepared to work both independently and in teams across various fields of design – from fashion design, through textile design, to visual communication.

Students can choose one of three specialization paths:

- Fashion Design,
- Textile Design,
- Visual Communication.

Graduates of the Design program possess competencies in:

- modern material and digital technologies, as well as artistic techniques used in the design and realization of creative projects;
- innovative and eco-friendly solutions in production processes;
- digital, multimedia, and virtual (AR/VR) design using professional tools and software;
- circular and responsible design, aligned with the principles of sustainable development and the circular economy;
- service and user experience design (UX/UI), considering cultural and social aspects;
- art and design history, design theory, and knowledge of current trends in contemporary design;
- project management, entrepreneurship, marketing, and intellectual property protection;
- developing design documentation and collaborating with interdisciplinary teams;
- independently managing design projects and establishing one's own creative business;
- effective communication and teamwork with users, engineers, designers, and specialists from various fields.

Design graduates find employment as:

- fashion, textile, and knitwear designers,
- garment constructors and design specialists,
- graphic designers, web and app designers,
- product and spatial form designers,
- creators of visual aspects of digital interfaces and products,
- employees of advertising, branding, and graphic design agencies,
- specialists in marketing and visual communication in companies and cultural institutions.

Unique Graduate Profile: Why study Design at Lodz University of Technology?

Thanks to the exceptional educational and research infrastructure of the Faculty of Textiles and Design, students gain a unique combination of technical and artistic skills that make them stand out in the job market. Students following the Visual Communication path also explore textile technologies and design principles for the textile industry, while graduates of Textile Design and Fashion Design acquire additional expertise in graphic and multimedia design – enabling them to successfully promote their own creative work, for example on social media.

The Design program embodies the concept of the “T-shaped designer” – a professional with broad interdisciplinary knowledge and deep specialized expertise in a chosen area. These are exactly the kind of skills that are most sought after by today's employers in the creative industries.

The relationship between the field of study and the university's strategy

The Design program responds to the latest challenges in education and the job market, pursuing the goal of:
“Developing an educational model that prepares graduates for the dynamically changing needs of the modern world.”

This is an interdisciplinary program that combines technology, art, and design, equipping students with the skills needed to work in the creative industries of the future. Courses are taught by experienced lecturers from the Faculty of Textiles and Design and practitioners from the creative sector, ensuring that academic learning is closely connected to real professional practice.

Individual Path of Development

The Design program gives students freedom to shape their own educational path. Starting from the third semester, students can choose thematic modules and build a study profile tailored to their passions and career goals. Students can choose from three specializations:

- Fashion Design
- Textile Design
- Visual Communication

This individualized approach to learning helps students develop their talents and strengths, in line with the idea of fostering each student's creative potential.

Modern Teaching Methods

The Design program uses innovative teaching methods, including: Flipped Education, Case Study, Practice-Based Learning. Courses emphasize environmental education, digitalization, and the use of modern design tools, helping students develop the competencies required in today's professional environment.

Practical Experience

Mandatory internships in companies and industry institutions allow students to gain firsthand experience of professional design practice, understand market expectations, and build their first professional networks. The program also includes an interdisciplinary team project, during which students work together on real-world challenges provided by industry partners or external organizations. In addition, students participate in expert lectures on design contexts, sociology of design, and take part in courses that enhance communication, teamwork, self-presentation, and research skills in design.

Educational objectives and employment and continuing education opportunities

Design students learn to work at the intersection of technology and art, combining artistic, engineering, marketing, and management skills. Thanks to this versatility, they are prepared to create innovative products, services, and solutions across selected industry sectors.

The goal of the Design program is to provide graduates with practical preparation for careers such as:

- textile and knitwear designer,
- fashion designer and garment constructor,
- fashion stylist,
- design consultant,
- visual communication designer,
- graphic and multimedia designer.

Design skills are complemented by knowledge of the physical and chemical properties of materials, as well as an understanding of the technological processes involved in bringing a designed object to life.

Graduates acquire conceptual, analytical, and practical skills necessary to manage all stages of the design process – from market and user research, through ideation and prototyping, to implementation and commercialization. They are prepared to collaborate with artists, designers, engineers, technologists, and marketing specialists, and gain the ability to communicate design ideas effectively through presentations, technical documentation, and visualizations (2D, 3D, AR/VR).

The program emphasizes project-based learning (studio-based learning), laboratory work, and industry internships, providing students with practical experience and opportunities to refine their skills. In addition, students develop essential soft skills, including interpersonal communication, critical thinking, creativity, and teamwork.

Graduates of Design program find employment in positions such as: Textile Designer, Pattern Designer, Designer of Decorative and Functional Fabrics, Apparel Pattern Designer, Fabric Constructor, Textile Designer in Digital Environments (e.g., CLO3D, Adobe, Procreate), CAD Textile Designer, Textile Product Specialist, Material Buyer, Textile Conservation Department Staff; Clothing Designer, Fashion Designer Assistant, Accessories Designer, Wardrobe Stylist, Clothing Constructor, Clothing Technologist, Materials/Textiles Specialist, Costume Designer, Fashion Illustrator, Fashion Content Creator/ Social Media Specialist, Visual Merchandiser, Fashion Marketing / PR Staff; Graphic Designer, Visual Designer, Brand Designer, Web Designer, UX/UI Designer, Illustrator, Motion Designer, 2D and 3D Animator, Content Designer, Art Director, Packaging Designer, Interaction Designer, Web Visual Specialist, Infographic Designer, Content Producer.

Graduates are also prepared to continue their education at the second-cycle (master's) level in fields such as: design, applied graphics, multimedia, fashion design, textile design, interior architecture, and related areas, as well as in postgraduate studies.

Description of the process and outcome of consultations on the proposed study program with the socio-economic environment

Positive reviews from the Business Council operating at the Faculty of Textiles and Design at Lodz University of Technology highlight the strengths of the university's design program:

- Interdisciplinarity – combining artistic, technological, and business knowledge.
- Strong emphasis on sustainability and circular design.
- Integration of modern digital tools (AI, VR/AR, CLO3D).
- Extensive professional internships and collaboration with industry.
- Engaging teaching methods with a strong focus on practical skills.

Description of competencies expected from a candidate applying for admission to studies

Artistic aptitude test.

The unit organizing education

Faculty of Textiles and Design

Education program

Semester 1

Course	Number of hours	ECTS points	Form of verification	Obligatory
History of Pre-Modern Art	Lecture: 45	2	Graded assignment	Obligatory
Visual Arts Practice I	Tutorials: 135	9	Graded assignment	Obligatory
Sculpture	Project work: 45	4	Graded assignment	Obligatory
Materials and Technologies	Laboratory classes: 70	4	Graded assignment	Obligatory
Circular Design	Laboratory classes: 20 Project work: 50 Lecture: 5	5	Exam	Obligatory
Digital Design	Project work: 80	6	Graded assignment	Obligatory
Sum	450	30		

Semester 2

Course	Number of hours	ECTS points	Form of verification	Obligatory
History of Contemporary Art	Lecture: 45	3	Exam	Obligatory
Visual Arts Practice II	Tutorials: 120	8	Graded assignment	Obligatory
Spatial Forms	Project work: 40	3	Exam	Obligatory
Artistic Graphics	Project work: 45	4	Graded assignment	Obligatory
Introduction to Design	Tutorials: 30	3	Graded assignment	Obligatory
Design Methods	Project work: 30 Lecture: 20	4	Graded assignment	Obligatory
Digital Prototyping	Laboratory classes: 60	3	Graded assignment	Obligatory

Course	Number of hours	ECTS points	Form of verification	Obligatory
Foreign Language Module 1		2	Graded assignment	Obligatory group
The student chooses one module from the group.				
English B2 module I	Tutorials: 30	2	Graded assignment	Optional
English B2+ module I	Tutorials: 30	2	Graded assignment	Optional
English C1 module I	Tutorials: 30	2	Graded assignment	Optional
German B2 module I	Tutorials: 30	2	Graded assignment	Optional
Physical Education 1	Tutorials: 30	0	Pass	Obligatory
Sum	450	30		

Semester 3

Course	Number of hours	ECTS points	Form of verification	Obligatory
Visual arts Practice III	Tutorials: 50	4	Exam	Obligatory
Photography	Project work: 45	3	Graded assignment	Obligatory
Multimedia Presentation Techniques	Project work: 40	4	Graded assignment	Obligatory
Elective Course 1		3	Exam	Obligatory group
The student chooses 1 subject.				
History of Textile Design	Lecture: 45	3	Exam	Optional
History of Fashion Design	Lecture: 45	3	Exam	Optional
History of Visual Communication	Lecture: 45	3	Exam	Optional
Foreign Language Module 2		2	Graded assignment	Obligatory group
The student chooses one module from the group.				
English B2 module II	Tutorials: 30	2	Graded assignment	Optional

Course	Number of hours	ECTS points	Form of verification	Obligatory
English B2+ module II	Tutorials: 30	2	Graded assignment	Optional
English C1 module II	Tutorials: 30	2	Graded assignment	Optional
German B2 module II	Tutorials: 30	2	Graded assignment	Optional
Physical Education 2	Tutorials: 30	0	Pass	Obligatory
Sum	240	16		

Architecture of Textile

Course	Number of hours	ECTS points	Form of verification	Obligatory
Textile Design	Project work: 210	14	Graded assignment	Obligatory specialization courses
Sum	210	14		

Architecture of Clothing

Course	Number of hours	ECTS points	Form of verification	Obligatory
Fashion Design	Project work: 210	14	Graded assignment	Obligatory specialization courses
Sum	210	14		

Visual Communication

Course	Number of hours	ECTS points	Form of verification	Obligatory
Graphic Design	Project work: 210	14	Graded assignment	Obligatory specialization courses
Sum	210	14		

Semester 4

Course	Number of hours	ECTS points	Form of verification	Obligatory
Product and Innovation	Project work: 40 Lecture: 15	5	Exam	Obligatory
Drawing and Project Documentation	Tutorials: 25 Project work: 35	3	Graded assignment	Obligatory
Introduction to VR	Project work: 35	2	Graded assignment	Obligatory
Elective Course 2		2	Graded assignment	Obligatory group
The student chooses 1 subject.				
Sustainable Material Technologies in Visual Communication	Laboratory classes: 25 Lecture: 5	2	Graded assignment	Optional
Sustainable Material Technologies in Fashion Design	Laboratory classes: 25 Lecture: 5	2	Graded assignment	Optional
Sustainable Material Technologies in Textile Design	Laboratory classes: 25 Lecture: 5	2	Graded assignment	Optional
Foreign Language Module 3		2	Graded assignment	Obligatory group
The student chooses one module from the group.				
English B2 module III	Tutorials: 30	2	Graded assignment	Optional
English B2+ module III	Tutorials: 30	2	Graded assignment	Optional
English C1 module III	Tutorials: 30	2	Graded assignment	Optional
German B2 module III	Tutorials: 30	2	Graded assignment	Optional
Physical Education 3	Tutorials: 30	0	Pass	Obligatory
Artistic Training	Artistic Training: 0	2	Graded assignment	Obligatory
Sum	240	16		

Architecture of Textile

Course	Number of hours	ECTS points	Form of verification	Obligatory
Fabric and Knitwear Design	Project work: 210	14	Graded assignment	Obligatory specialization courses
Sum	210	14		

Architecture of Clothing

Course	Number of hours	ECTS points	Form of verification	Obligatory
Fashion Collection Concepts	Project work: 210	14	Graded assignment	Obligatory specialization courses
Sum	210	14		

Visual Communication

Course	Number of hours	ECTS points	Form of verification	Obligatory
Spatial Design	Project work: 210	14	Graded assignment	Obligatory specialization courses
Sum	210	14		

Semester 5

Course	Number of hours	ECTS points	Form of verification	Obligatory
Smart Design	E-learning: 15	2	Graded assignment	Obligatory
Photography and Self-Presentation	Project work: 55	3	Graded assignment	Obligatory

Course	Number of hours	ECTS points	Form of verification	Obligatory
Graphic Practices	Project work: 65 Lecture: 10	6	Graded assignment	Obligatory
Foreign Language Module 4		3	Exam	Obligatory group
The student chooses one module from the group.				
English B2 module IV	Tutorials: 30	3	Exam	Optional
English B2+ module IV	Tutorials: 30	3	Exam	Optional
English C1 module IV	Tutorials: 30	3	Exam	Optional
German B2 module IV	Tutorials: 30	3	Exam	Optional
Sum	175	14		

Architecture of Textile

Course	Number of hours	ECTS points	Form of verification	Obligatory
Structural Textile Design	Project work: 230	16	Graded assignment	Obligatory specialization courses
Sum	230	16		

Architecture of Clothing

Course	Number of hours	ECTS points	Form of verification	Obligatory
Fabric and Knitwear in Fashion Design	Project work: 230	16	Graded assignment	Obligatory specialization courses
Sum	230	16		

Visual Communication

Course	Number of hours	ECTS points	Form of verification	Obligatory
Multimedia Design	Project work: 230	16	Graded assignment	Obligatory specialization courses
Sum	230	16		

Semester 6

Course	Number of hours	ECTS points	Form of verification	Obligatory
Project Management	Project work: 15 Lecture: 25	2	Graded assignment	Obligatory
Summative Module – Multiaspect Design	Laboratory classes: 30 Project work: 100	7	Exam	Obligatory subjects to choose from
Design Internship I	Internship: 0	8	Pass	Obligatory
Sum	170	17		

Architecture of Textile

Course	Number of hours	ECTS points	Form of verification	Obligatory
Special Textiles Design	Project work: 230	13	Graded assignment	Obligatory specialization courses
Sum	230	13		

Architecture of Clothing

Course	Number of hours	ECTS points	Form of verification	Obligatory
Premium Fashion Design	Project work: 230	13	Graded assignment	Obligatory specialization courses
Sum	230	13		

Visual Communication

Course	Number of hours	ECTS points	Form of verification	Obligatory
Intermedia Design	Project work: 230	13	Graded assignment	Obligatory specialization courses
Sum	230	13		

Semester 7

Course	Number of hours	ECTS points	Form of verification	Obligatory
Diploma Seminar	Seminar: 15 Project work: 15	2	Graded assignment + exam	Obligatory
Final Project	Diploma Thesis: 0	10	Pass	Obligatory subjects to choose from
Elective Course 3		2	Graded assignment	Obligatory group
The student chooses 1 subject.				
TextiLab	Project work: 45	2	Graded assignment	Optional
Fab Lab	Project work: 45	2	Graded assignment	Optional
3D Lab	Project work: 45	2	Graded assignment	Optional
Design Internship II	Internship: 0	16	Pass	Obligatory
Sum	75	30		