Degree Requirements

In the apparel design program, you will develop hands-on experience in all aspects of the apparel industry, from costume design and mass-market clothing to wearable technology and product development. With a core of dedicated, world-renowned faculty to guide you and a curriculum that focuses on the leading edge of apparel design, you will put your creative, critical, and technical thinking into action and learn the practice of taking a garment from concept to finished product.

With compelling course options tied to real-world experiences, you will be challenged to grow and develop your own distinct design approach.

During your third year in the program, you will begin the process of creating your own original line of garments, which will be showcased in the annual Apparel Design Fashion Show. Additionally, a professional mentor will work with you to create plans for career exploration, experiential learning, networking, and skill-building. You’ll also complete an internship before graduation, giving you on-the-job experience and the opportunity to make industry contacts.

Home to a dynamic design community, the Twin Cities offers an active and thriving professional laboratory. As a U of M student, you will be able to access countless networking opportunities thanks to the University’s strong ties with large and small design corporations in this thriving metropolitan area.

Graduates enter the design world in a variety of roles, from creative manager and assistant designer to production manager and wearable tech engineer.
Student Experiences

Visit the College of Design blog to read more about student work and experiences. You can also follow the College of Design on Facebook, Twitter, and Instagram for news, events, and a behind the scenes look into the lives of our design students.

Related Student Organization: FAB: Fashion and Business

Study Abroad Options

Find out more about learning abroad options for apparel design majors.

Meet Our Alumni

Quinessa Stibbins (B.S. '18, Apparel Design)

Entering the apparel design program showed Quinessa the fashion industry's potential to enact positive change. With a minor in social justice, Quinessa uses apparel design as a powerful tool for speaking out about social issues. "Going into the program, it was hard for me to get past thinking about apparel design as superficial. But through my class experiences, I've seen the true power of design. Having professors who cared about my journey really made a difference. They set me up with a mentor who helped me incorporate my passion for social justice in my projects."
You might also explore

**Fashion Studies Minor**
**Graphic Design**
**Art**
**Retail Merchandising**

**Associated Careers**

Buyers and Purchasers, Craft Artists, Fashion Designers, Industrial Designers, Interior Designers, Theater, Film, and TV Technicians