

# Digitale kompetencer

– et værktøj til grøn omstilling, inklusion og diversitet

80%

af et produkts miljøpåvirkning beslattes i udformningsfasen

AI

Digitalt produktpas

# DIGITALISERING

VR

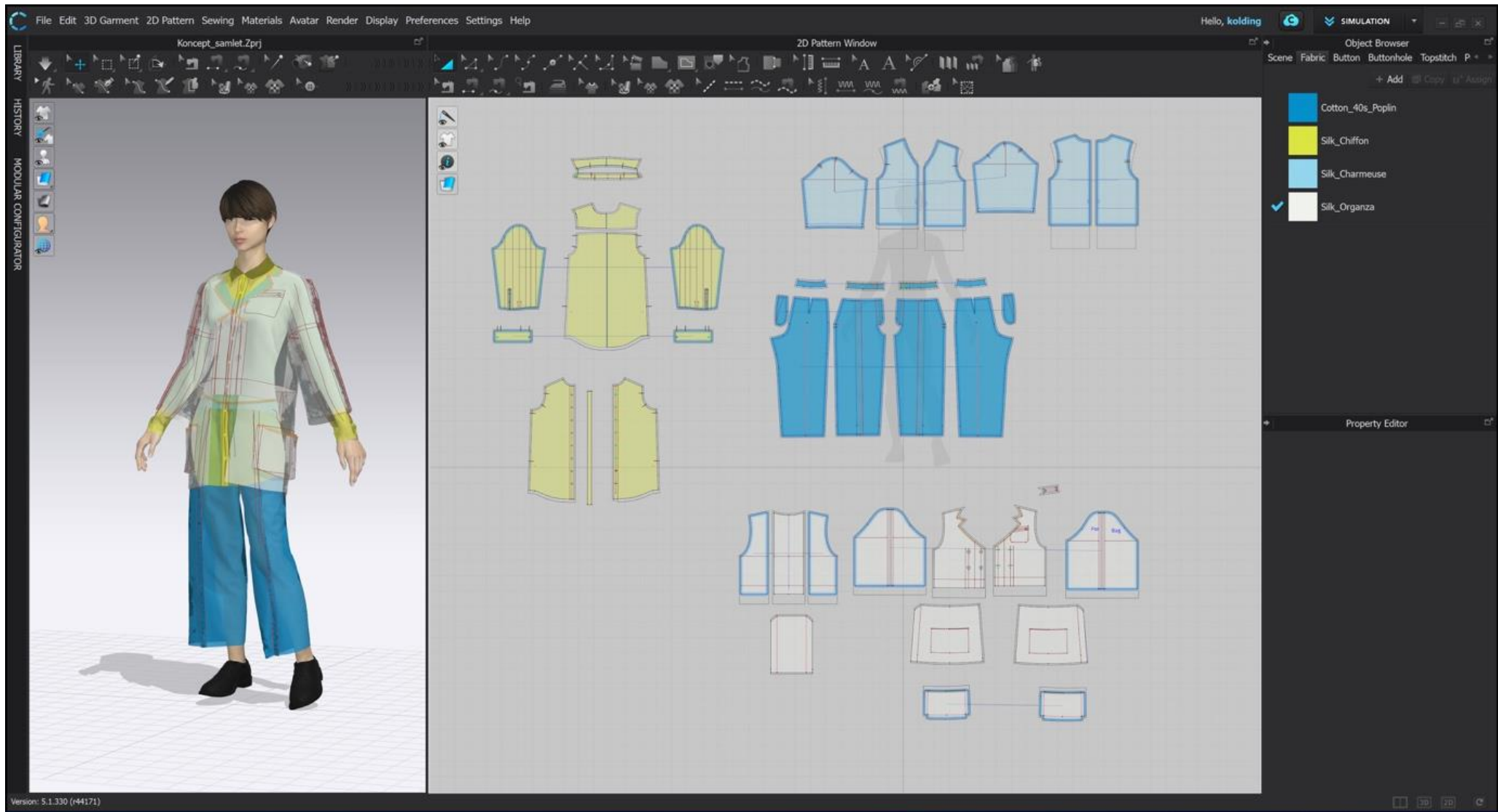
AR

**Rendering**

web3

robots

metaverse





*Vibe, BA2 Mode*

# Virtual Prototyping

Grøn omstilling gennem:

- Minimerer antal af samples og dermed transport og brændstof
- Reducerer tekstilforbruget
- Reducere time to market
- On demand eller Made to Order
- Reducere sales samples
- Marketing



*Rasmus Trøst Rasmussen, MA1 Design for Planet*

# AI

Grøn omstilling gennem:

- Database
- Brugerkendskab
  - Garderobestudier
  - Forbrug og brug
  - Tilbagemeldinger / loyalitets program
- Optimering

Udvidet design ansvar



*Jannie Sloth Hansen, BA3 Mode*

# AR og VR

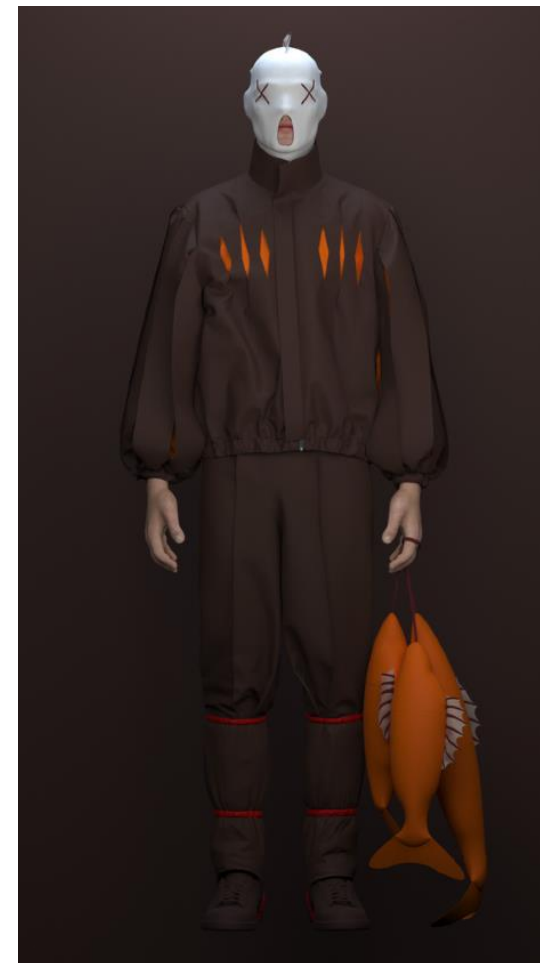
'Mixed realities'

Grøn omstilling gennem:

- Ingen fysiske materialer
- Retail
- Marketing



*Hugo Boss*



*Thomas Bendtsen, BA2 Mode*





- for diversity, inclusion, and a green transition





Willem de Kooning Academie  
Rotterdam, The Netherlands



University of *Ljubljana*  
Faculty of *Natural Sciences and Engineering*



Funded by  
the European Union

## WHY

Making use of digital tools for meaningful, creative, and responsible design through inclusion, diversity, and for a green transition

## WHAT

9 course modules for implementing digital tools in a bachelore fashion programme

	Module 1 - Lead	Module 2	Module 3
Virtual Prototyping (me)	UL	WdKA	DSKD
Bodyscanning (you)	DSKD	WdKA	UL
VR, AR, AI (us)	WdKA	UL	DSKD

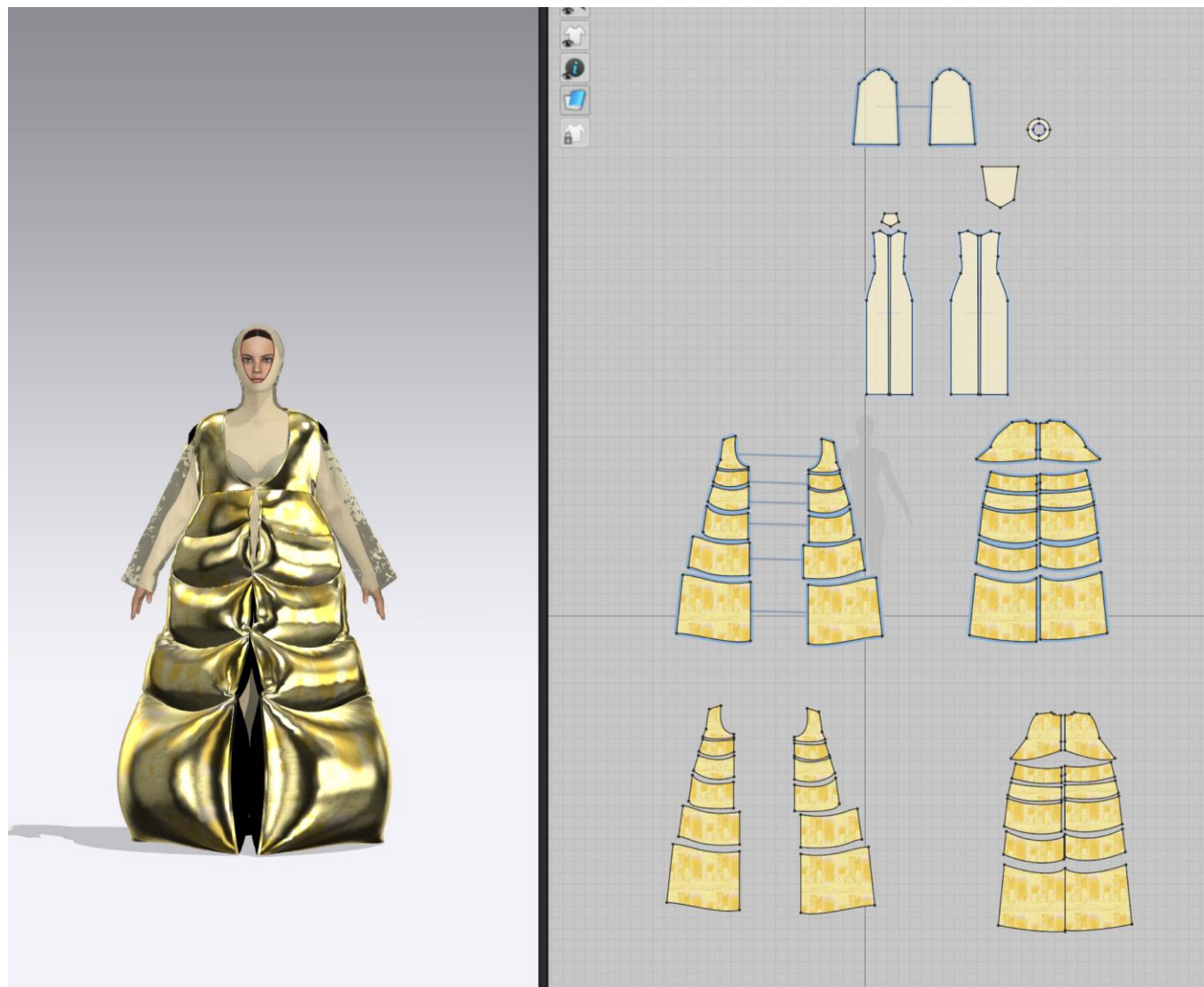
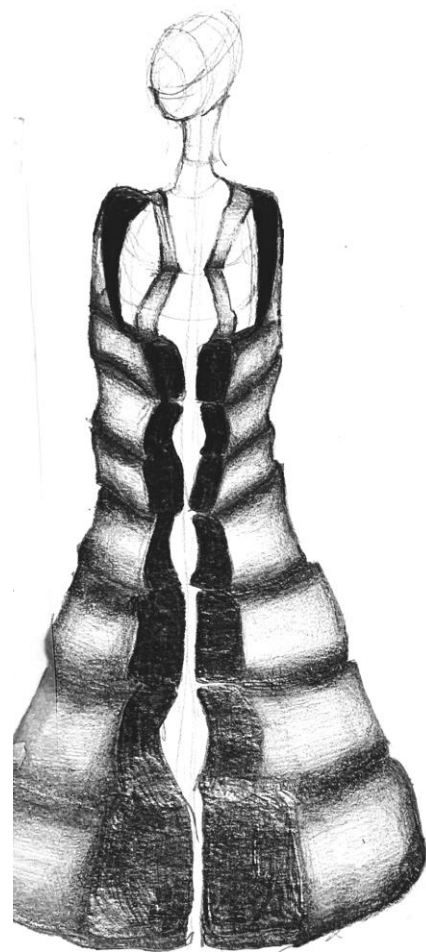
## FOR WHOM

For educators across EU in HEIs with an artistic fashion bachelor programme

## HOW

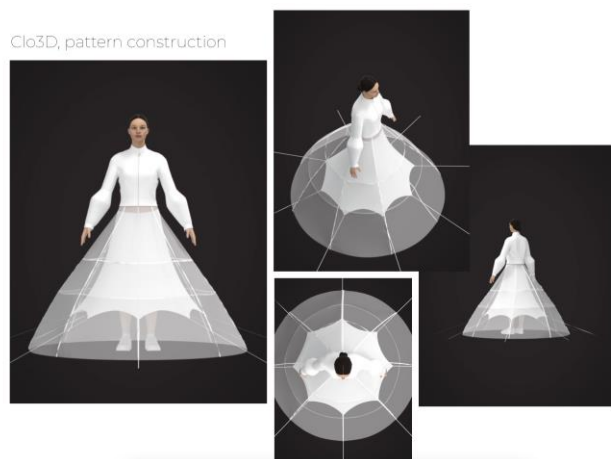
Pedagogical approches, focus on progression, train the trainer – skills, knowledge and competences





# Eksempler på spekulativt design

Sustainability – Design for Change  
making meaningful, responsible and creative design



Lan, Felix and Thomas, 2nd year



Isabella, Maria, Philip, 2nd year



[www.me-you-us.education](http://www.me-you-us.education)

**Associate professor**

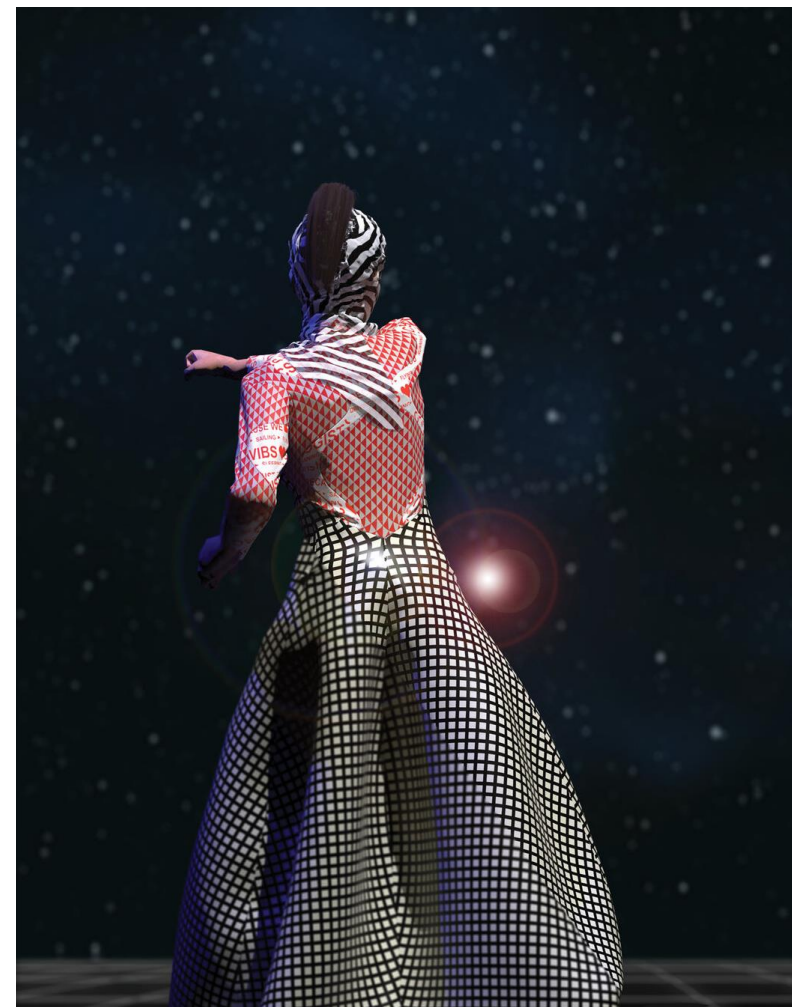
Ulla Ræbild, designer and ph.d.  
[ur@dskd.dk](mailto:ur@dskd.dk)

**Teaching associate professor**

Christel Arnevik, designer and head of fashion  
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Building digital 3D competences in fashion education for diversity, inclusion, and a green transition



Digital Fashionby Simone Bakke, Master degree



Funded by  
the European Union

"technology is never the problem, it's actually the easiest part. People always end up being the problem"

*Alan Boehme, CTO of H&M*

# Digitalt Mindset

Brobygning mellem digitale og analoge metoder

Motivation gennem indsigt og at involvere alle medarbejdere

Viden

Færdigheder

kompetencer