

A/ ASSIGNMENT RECAP

- Introduction to cultural exploration and innovation in fashion through the project aim.
- Create digital booklets, textile swatches, and prints (digitally) to express a revolutionary visual language with storytelling elements.
- Challenge fashion's obsolescence, promote sustainability, and celebrate garment stories with the purpose of the Worn Stories project.
- Understand clothing's "use" value to influence consumption and responsibility.
- Reveal insights about identity, culture, and more through garments.
- Inform sustainable and inclusive fashion design by collecting garment stories.
- Reimagine the stories of our clothes through creative outcomes.

Suggested structure:

- I. Vietnamese Story
 - A. Myth Storytelling
 - B. Vietnamese Storytelling
- II. Fashion-related Artifact
 - A. About
 - B. Details
 - C. Inspirations and Impacts
- III. Worn Stories
- IV. Personal Reflections

B/ KEY TERM DEFINITION

- 1. Culture:** refers to the shared beliefs, values, customs, and practices of a group or society.
- 2. Storytelling:** the art of conveying a narrative or a sequence of events through words, visuals, or other mediums.
- 3. Artifacts:** objects or items created, used, or shaped by humans, often with historical, cultural, or archaeological significance.