

A Design Vision for Children's Clothing and its Consistent Complement of Parties and Events Inspired by the Dress Games

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Summary

The pioneers of small and large enterprises are always looking for gaps in the markets from the needs of the consumer of different products, which are rarely available in the markets in general or rarely exist in the market with the quality that is appropriate for the consumer, and this is not achieved, except to monitor the markets with multiple varieties with a conscious vision, especially to observe the inability to meet the needs of the consumer on the market. This may require the consumer to resort to import in this case.

Which imposes on the market product at high prices does not match the importance of the product for the consumer as a quality in the first place, which may consume in many cases hard currency, which try all the economic programs of the state to maintain them to maintain economic growth by encouraging local product in all fields and categories, Some indicators to \$ 20 million import of toys for 2018, which is among the classifications of inductive goods, which amounted to 259 million dollars and amounted to 2017 inductive goods in imports to nearly 9 billion pounds.

And games are the most important items that consume hard currency from the state and wanted to see the lack of quality in the design and industry of these games for children, including games clad in quality and personality and different costumes disguise as well. Which leads to the study of games and quality and its relationship to children and functions of multiple parties and events to provide this product for the family and the child and the consumer in general to develop these products, which became a reality living in the use of large groups in the community represented in the school as educational aids, and festive manifestations of children and entertainment, and holidays and birth of a social group Consumers of these games are heavily dressed, and concerts and plays for children in various economic degrees.

Key words:

Design vision- Children's Clothing - accessories - Parties - Events–Dress Games

Research problem

Dressed games are considered to be important phenomena in this period, as they entered the field of school education, children's parties and the birthplace of Christmas, which showed the increased demand with the desire of the consumer in distinctive design and high quality commensurate with these imported products from Europe or China. , Which leads us to study this phenomenon and to provide a set of executive design for the Games of clothing through a scientific plan innovative application to contribute to the provision of the product and encourage the local industry to maintain the hard currency and market development in this area of games.

Research importance:

Dressed games are one of the products that have emerged in the market for this period. They are used in the fields of clothing, concerts, birthdays, parties and children's plays. There are rare local designs that compete with their imported counterparts. This leads us to study the phenomenon through an innovative scientific plan to design and implement some these products for dress games and their design in complete sets for the party or occasion with its complement of clothing accessories, accessories, gifts and decoration also.....

Research goals:

The research aims at the following points

- Presenting a scientific plan to study the field of dress games and introducing new local innovations that are implemented in a competitive manner to the international product and imported from abroad through various criteria.
- Designing a set of toys for clothing and gifts and implementation of one of the special events for children, birthdays, celebrations

Search limits

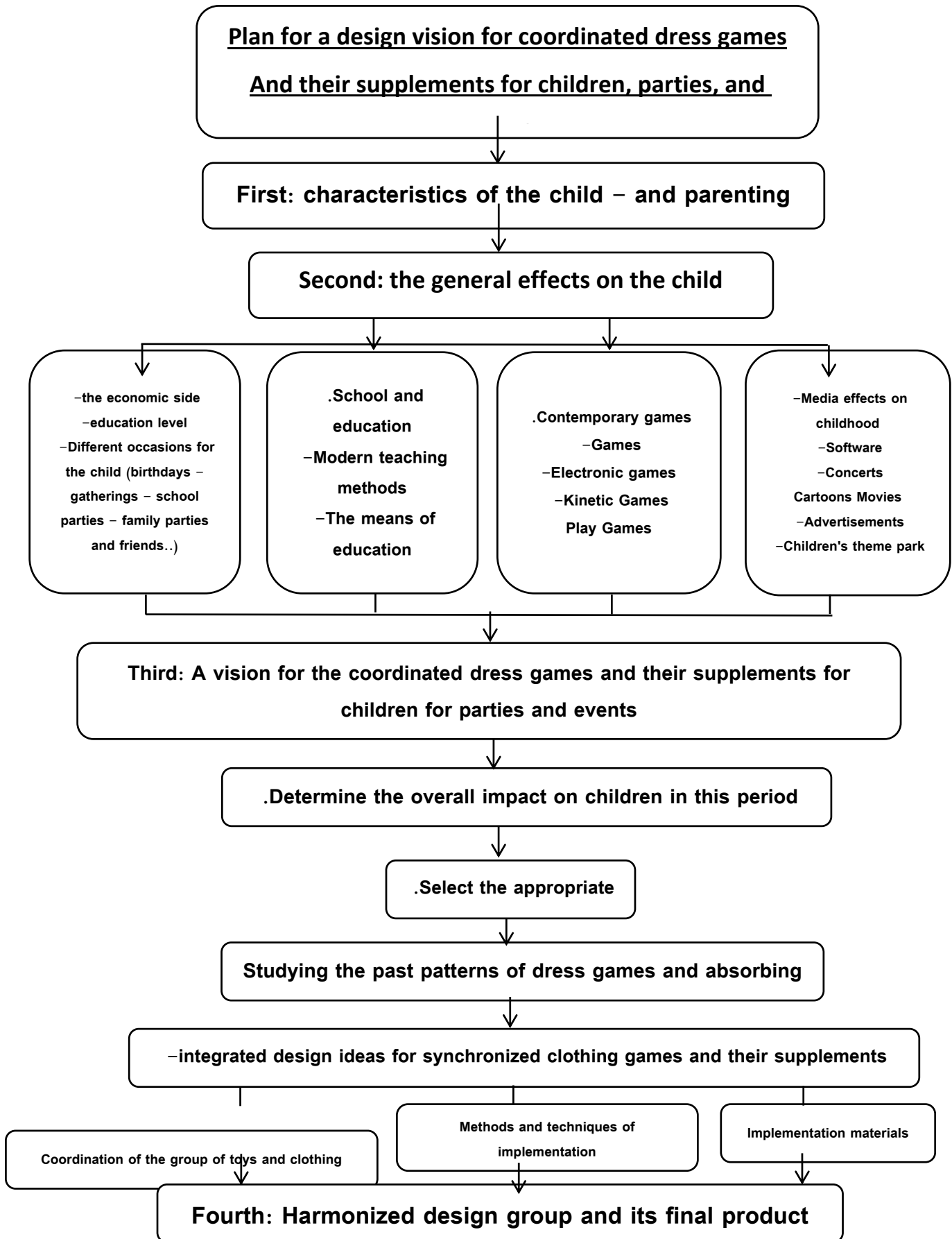
- The research is limited to the design and implementation of a collection of toys and accessories for the celebration of Christmas as one of the concerns of the contemporary family of a child of 5 to 10 years.
- The chosen Christmas to implement the design vision for two children aged six years and seven years and the presence of a group of friends of the same ages and a little smaller and greater through many ages to reach the age of adolescence to 17 years, in addition to parents and family and friends of the parents, At the birthday party

Research Methodology

The research depends on the analytical - descriptive - experimental design method.

Research axes

- a plan for a vision for the design of coordinated games and matches for children for parties and events.
- The executive side of the design of the toys matching their children's accessories on the occasion of the Christmas celebration of a child aged 5 to 10 years.



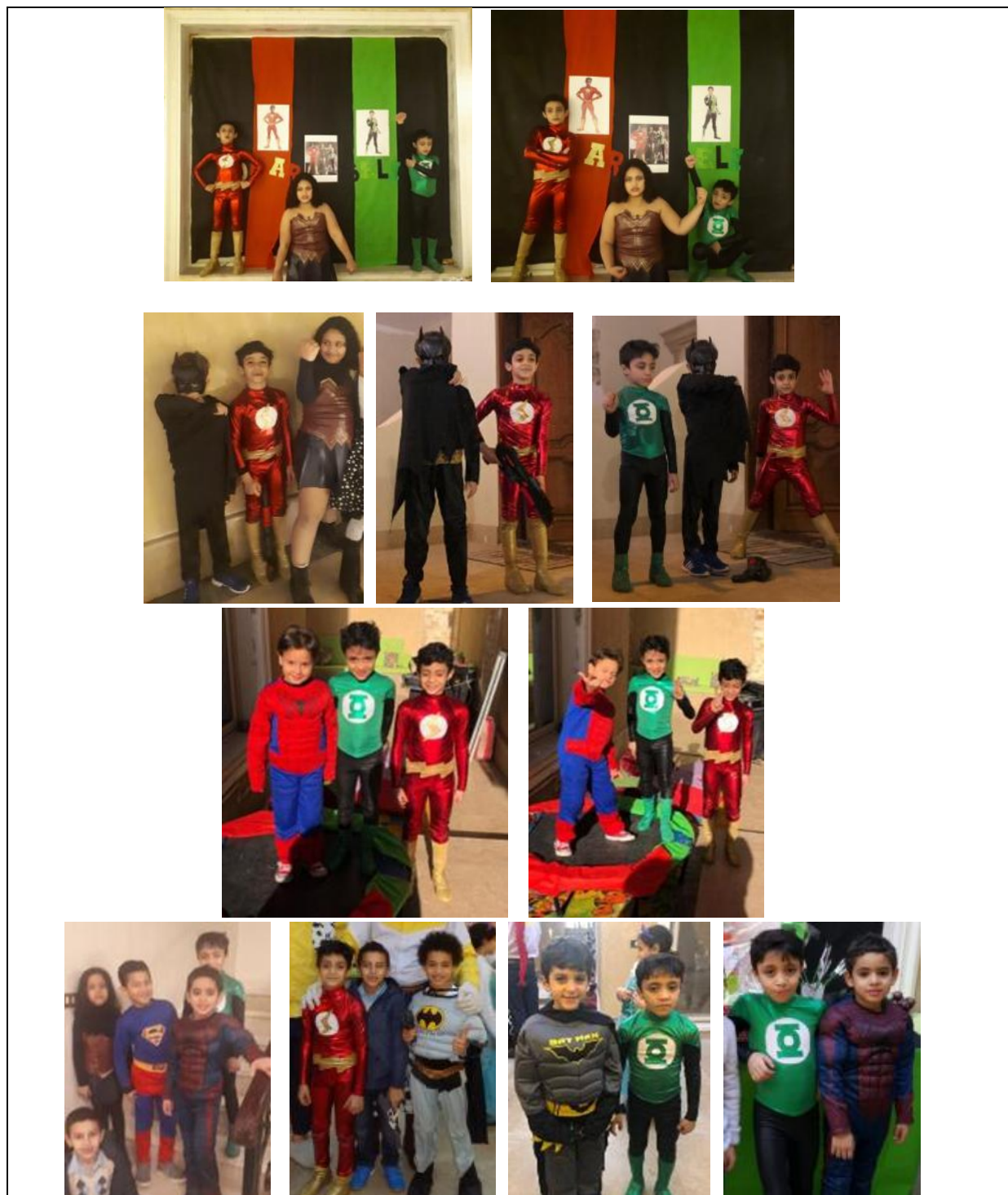
Clothing Attendance:

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They are the friends of the children and their relatives are strong personalities are also the group and friends Green lantern, flash in the cartoons.

The characters, their roles and their movements were studied for implementation of the children, or some of their personality supplements were performed for the children. The form of the personality was directly or by using a complementary character and their appearance indirectly using some character supplements





Search results and recommendations:

Evaluation phase of the design vision:

After the completion of the work of design groups and the work and implementation of the event was seen and talking with the audience and also friends of children on the idea and implementation was as follows.

The experience was successful and admired by all the audience and the joy of all children of all ages

The children were affected by the joy and joy of this experience, whether the owners of the birthday or friends and talk about it for long periods in children's schools and children's teachers and impress their friends by the way and all its elements

Parents and children were also asked to implement them later on special occasions and to implement them at the concerts of the compound for the joy of the children and bring them together.

It has already been implemented with other effects on children, whether for boys or girls and some

And other events that have been implemented design vision for dress games and their supplements, as a result of the experience and the idea of the proposed research, which demonstrates the success of the experiment and the idea of research as a result of admiration of the public on the occasion implementation of the system and the proposed plan and not only that, but they asked for their children and on various occasions have been implemented effectively Prove the success of the plan and the research carried out and accept the market and the public to him.

-Experience demonstrates the ability to compete within the surrounding market and target group

-The experience provides opportunities to work and produce local products of quality and price acceptable by the target group and thus provide many of the hard currency of the countries exhausted in the import of products can be produced locally and of high quality and also required of the public.

-When taking care of the general effects on the child and his own world by the designer and producer, products are actually produced by the market and the ability to market and profit from them

-When starting to work designs have to know the supply and non-available and propose ideas always new and renewable to keep pace with the market and required and the speed of the world and the surrounding and external to be able to compete.

-After the success of the experiment and research can be suggested some Arab personalities and national identity to influence children and use them as the effects of the work and design of games and accessories in integrated collections and use in different events.

Recommendations:

-Development of the field of clothing and attention to the attention of children and parents.

-The attention to toys and accessories for various occasions is a large market and a large source of income for designers and interested in the field of ready-made garments.

-The manufacture of toys and accessories in Egypt and reduce the rate of waste of hard currency and the establishment of different industries in the country locally.

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