

BY AUTUMN WEST

FASHION INDUSTRY

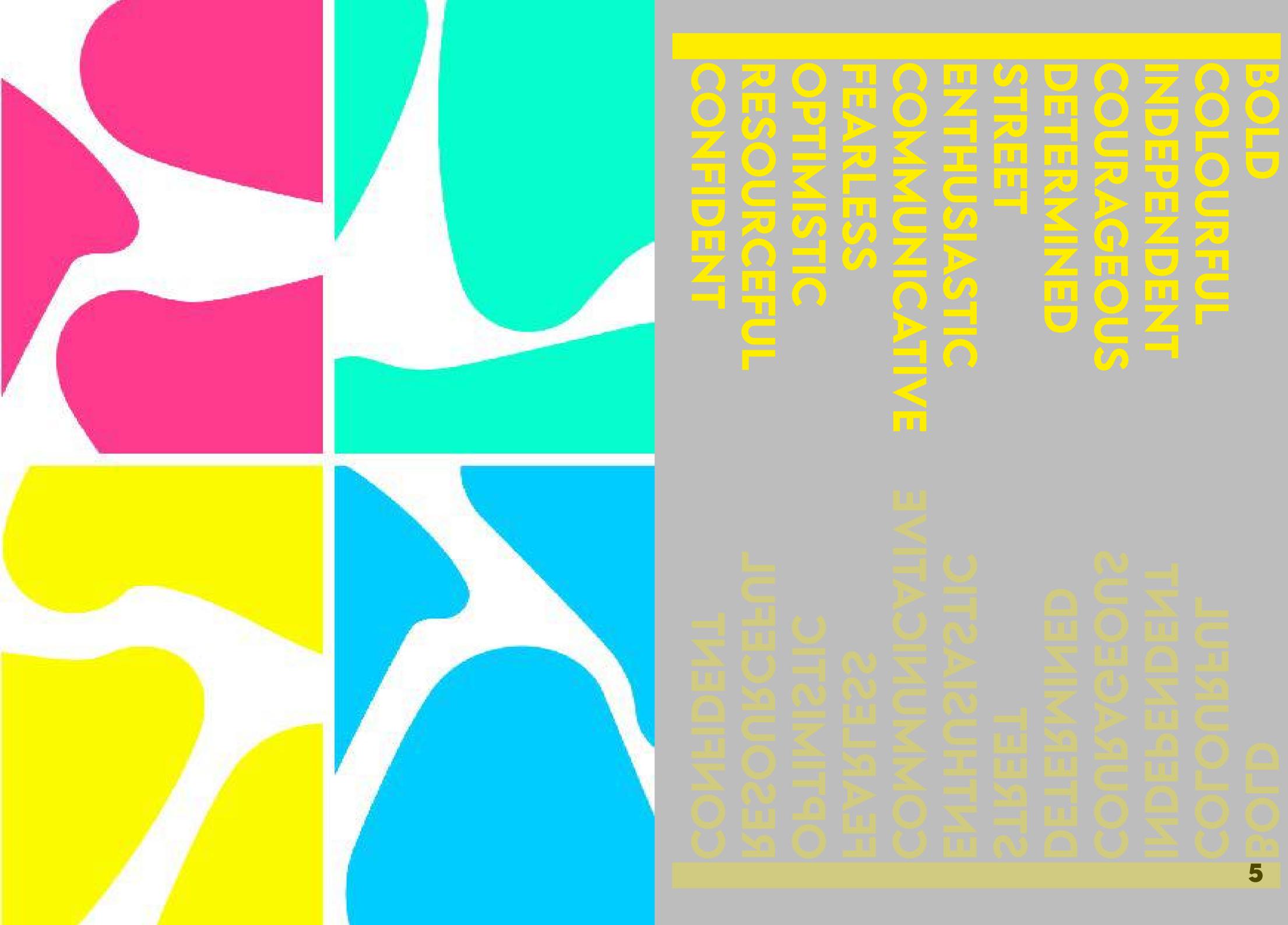
"I AM TELLING YOU THE STORY OF MY

```
03 CONTENTS
                05 ABSTRACT / ABOUT ME
                06 ABSTRACT / ABOUT ME
                07 ABSTRACT / ABOUT ME
08 PREVIOUS VISUAL MERCHANDISING WORK
09 PREVIOUS VISUAL MERCHANDISING WORK
10 PREVIOUS VISUAL MERCHANDISING WORK
 11 PREVIOUS VISUAL MERCHANDISING WORK
       14 PREVIOUS MERCHANDISING WORK
       15 PREVIOUS MERCHANDISING WORK
      18 #IAMNIKE CAMPAIGN / INSPIRATION
      19 #IAMNIKE CAMPAIGN / INSPIRATION
         21 #IAMNIKE CAMPAIGN / PROCESS
        22 #IAMNIKE CAMPAIGN / PROCESS
      24 #IAMNIKE CAMPAIGN / OUTCOMES
      25 #IAMNIKE CAMPAIGN / OUTCOMES
      26 #IAMNIKE CAMPAIGN / OUTCOMES
      27 #IAMNIKE CAMPAIGN / OUTCOMES
  29 FINAL FASHION PROJECT / INSPIRATION
  30 FINAL FASHION PROJECT / INSPIRATION
     32 FINAL FASHION PROJECT / PROCESS
         34 FINAL FASHION PROJECT / FILM
         35 FINAL FASHION PROJECT / FILM
  36 FINAL FASHION PROJECT / PUBLICATION
  37 FINAL FASHION PROJECT / PUBLICATION
   38 FINAL FASHION PROJECT / APP DESIGN
39 FINAL FASHION PROJECT / SPATIAL DESIGN
40 FINAL FASHION PROJECT / SPATIAL DESIGN
  42 JOHN LEWIS & PARTNERS / INSPIRATION
     43 JOHN LEWIS & PARTNERS / PROCESS
   45 JOHN LEWIS & PARTNERS / OUTCOMES
   46 JOHN LEWIS & PARTNERS / OUTCOMES
   47 JOHN LEWIS & PARTNERS / OUTCOMES
            49 DISSERTATION / INSPIRATION
            50 DISSERTATION / INSPIRATION
               52 DISSERTATION / PROCESS
             54 DISSERTATION / OUTCOMES
             55 DISSERTATION / OUTCOMES
             57 TREND BOOK / INSPIRATION
             58 TREND BOOK / INSPIRATION
             60 TREND BOOK / OUTCOMES
              61 TREND BOOK / OUTCOMES
             62 TREND BOOK / OUTCOMES
          64 TREND BOOK CONCEPT EVENT
          65 TREND BOOK CONCEPT EVENT
          66 TREND BOOK CONCEPT EVENT
            68 BRAND AUDIT / INSPIRATION
            69 BRAND AUDIT / INSPIRATION
             71 BRAND AUDIT / OUTCOMES
             72 BRAND AUDIT / OUTCOMES
             73 BRAND AUDIT / OUTCOMES
                               75 LOGO
                  76 PERSONAL BRANDING
                       77 BUSINESS CARD
                        78 COVER LETTER
```

79 CURRICULUM VITIATE

80 BACK

02 FONT



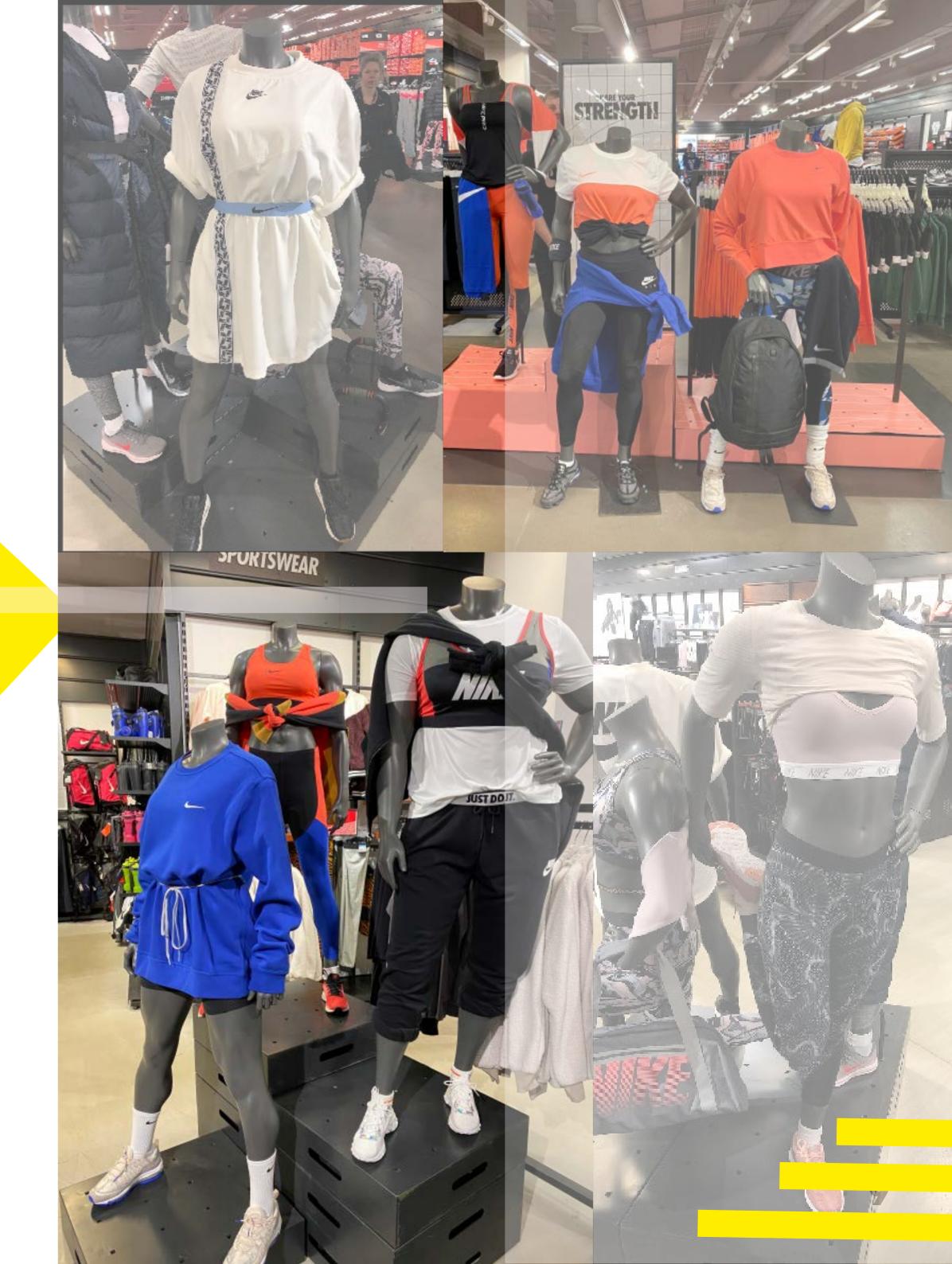


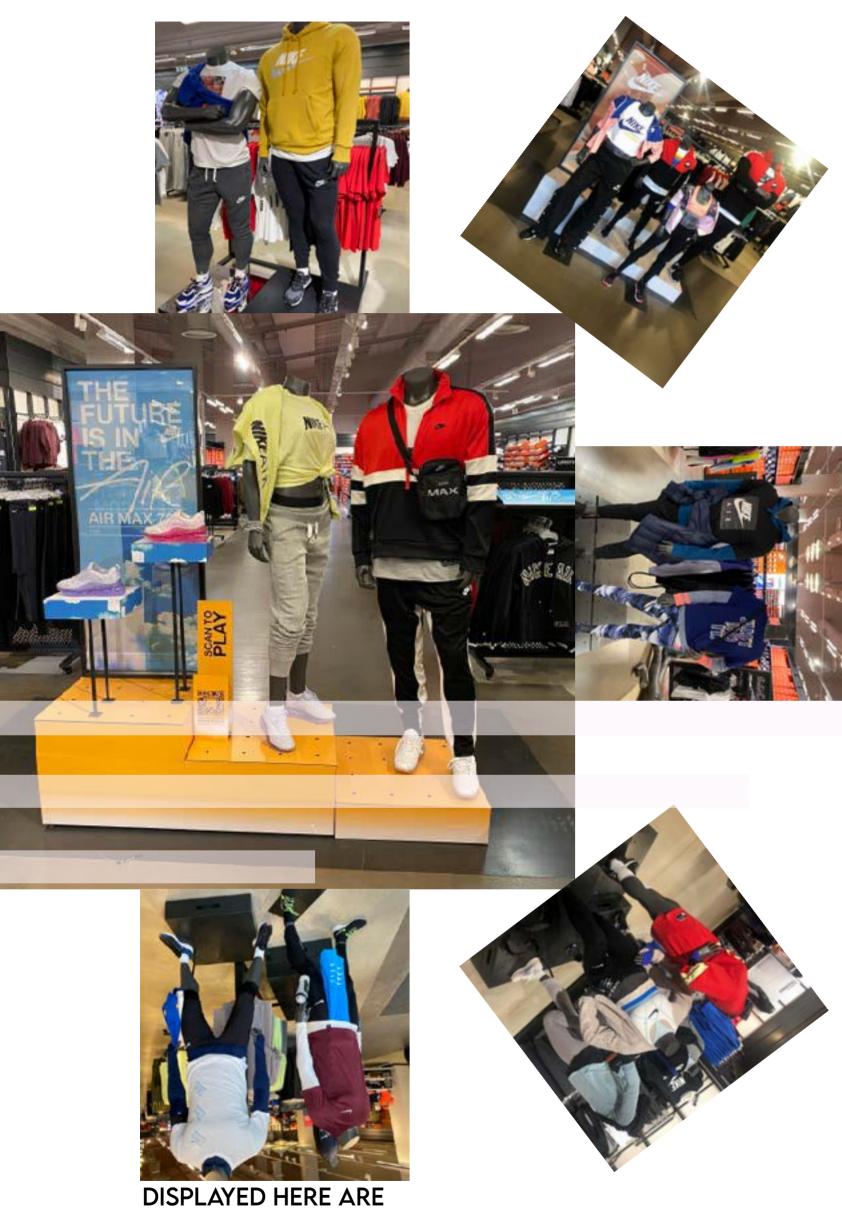
HELLO!

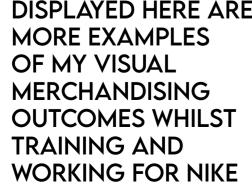
I AM AUTUMN WEST A HIGHLY SKILLED BA (HONS) **FASHION MANAGEMENT AND** COMMUNICATION GRADUATE FROM SHEFFIELD HALLAM **UNIVERSITY. SPECIALISING** IN VISUAL MERCHANDISING, SPORTSWEAR PRODUCTS, MERCHANDISING AND DOCUMENT THE STREET WEAR **CULTURE AND TECHNOLOGICAL** ADVANCES OF THE FASHION INDUSTRY. ENJOYS DESIGNING STORES AND CREATING THE FINAL CONSUMER OUTCOMES, **CREATING JOURNEY FOR CONSUMERS TO CONNECT** WITH BRANDS AND STYLING **KEY STREET AND SPORTSWEAR** LOOKS. HAS BOLD STAND OUT IMAGERY AND SORT FILMS. DISSERTATION SUBJECT FOCUSED ON "HOW TECHNOLOGY FEEDS THE FASHION INDUSTRY TO CREATE IMMERSIVE RETAIL EXPERIENCE FOR THE

CT?











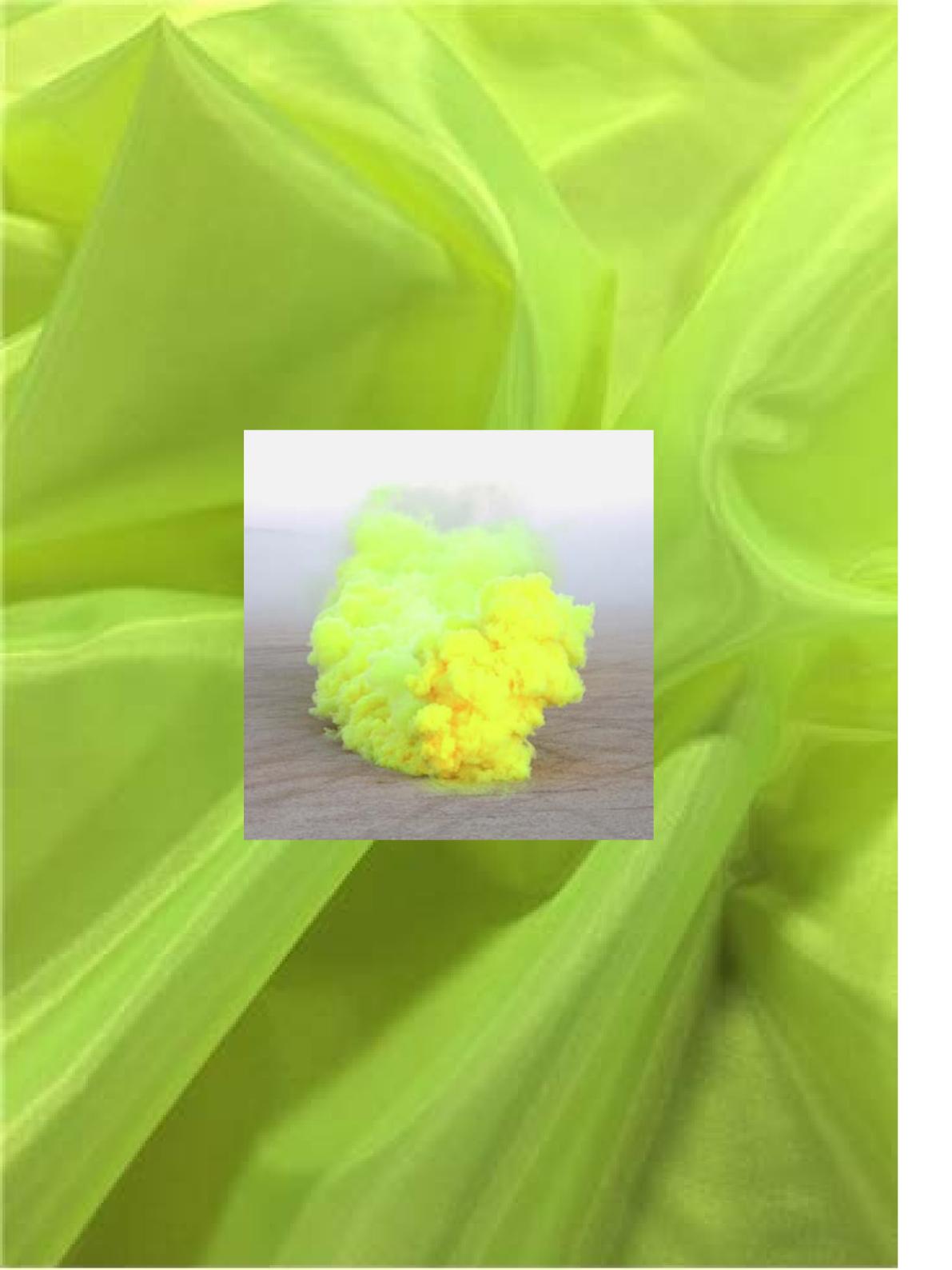


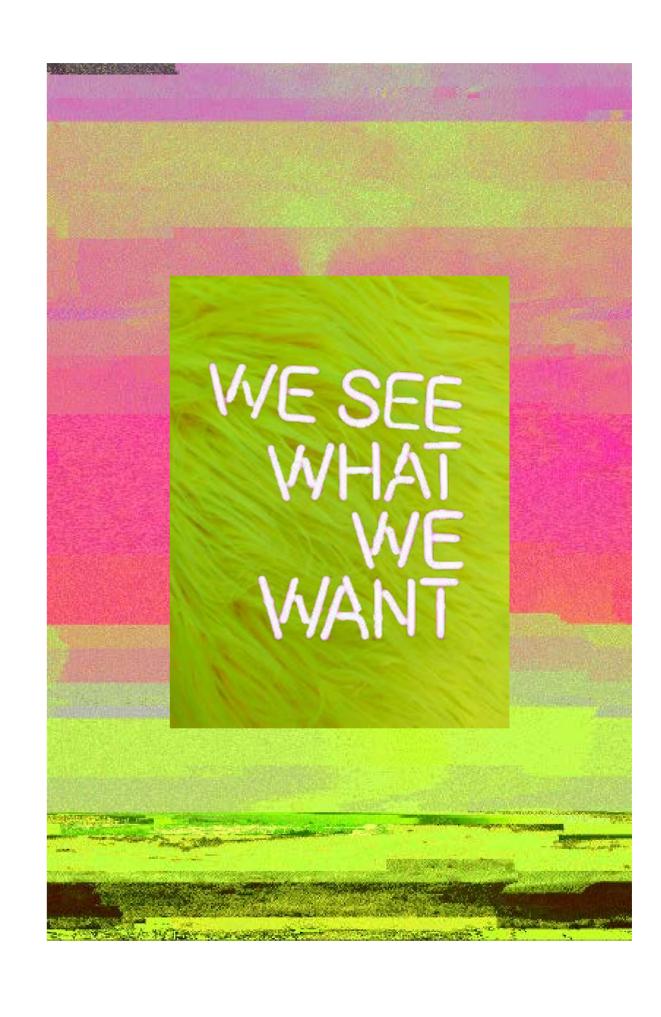




WITHIN VISUAL
MERCHANDISING FOR
NIKE, THESE IMAGES
DISPLAY THE MONTHLY
CHANGE AND FOCUSED
APPAREL. SELECTED
FOR SPECIFIC MOTHS.
DISPLAYING SPECIFIC
PRODUCT TYPES AND
SPECIFIC APPAREL
CATEGORIES

















CURATED WINDOW DISPLAYS AT ROTHERHAM HOSPICE CH<mark>AR</mark>ITY SHOP. VOLUNTARY WORK CREATING DISPLAYS TO REFLECT THE LATEST FASHION OR SPECIFIC MONTHLY EVENTS



BUT STYLE YOU PROCESS.

THEY KEY TO STYLE IS,
LEARNING WHO YOU ARE,
WHICH TAKES YEARS.

THERE'S NO HOW-TO,
ROAD MAP TO STYLE.

SELF-EXPRESSION,
AND, ABOVE ALL,





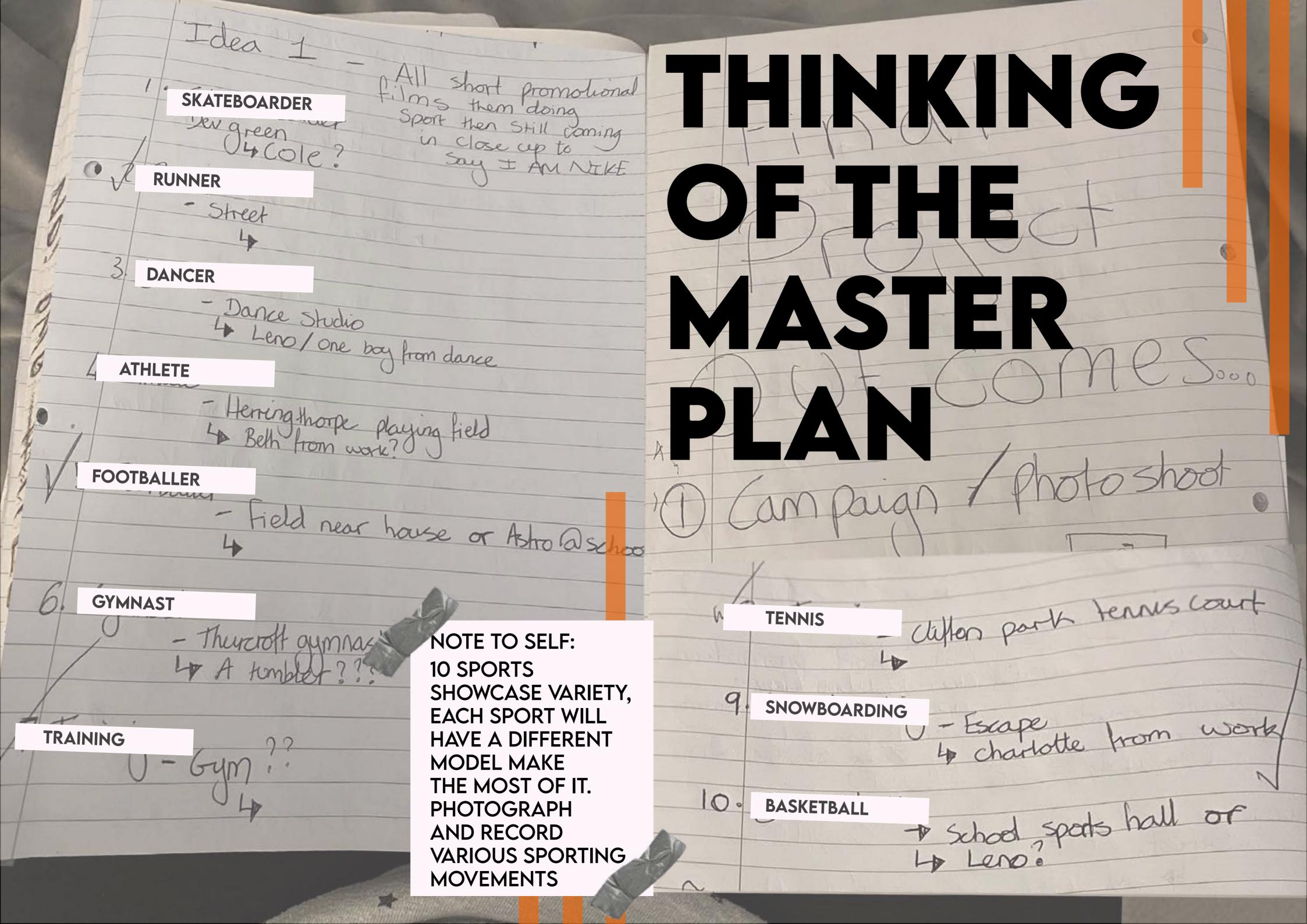
COLIN CAPERNICK DREAM CRAZY. NHS HOLOGRAMS TO TOM CRUISE FORWARD THINKING FUTURISTIC FILMS. INSTORE IMMERSION IS ON THE RISE. THE FUTURE OF TECHNOLOGY DOES NOT HAVE BOUNDARIES. THESE HELPED ME TO CREATE MY OUTCOMES WITH THE MINDSET OF ANYTHING IS POSSIBLE. CREATE THE UNEXPECTED AND BREAK THE FASHION AND TECHNOLOGY STEREOTYPES.

PLAY LESS HIGH

607967998S

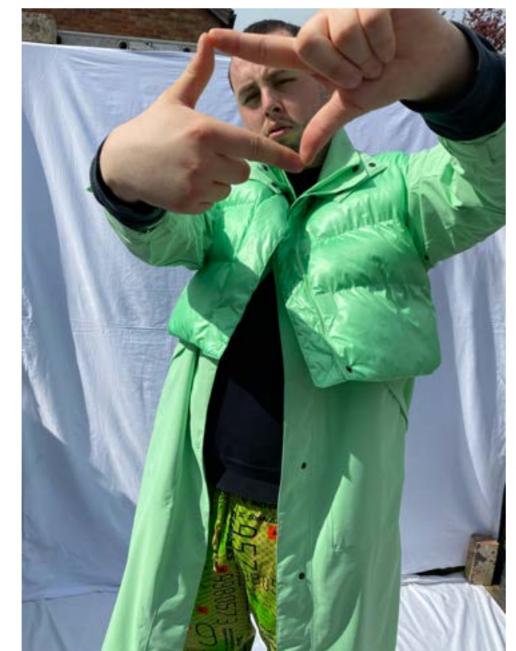
Just doit.

Dream N





BREAK THE
STEREOTYPES OF
WHAT IS NORMAL,
PUSH CREATIVITY
AND SHOW STYLE
ALONG THE WAY.
CREATIVE DIRECTION,
PHOTOGRAPHY,
VIDEOGRAPHY,
VIDEOGRAPHY,
STYLING AND
CREATIVE OUTLOOKS
ON SPORTSWEAR
AND NIKE PRODUCTS
TO DEFINE A NEW
ERA OF NIKE
HERITAGE



TRIAL AND ERROR MAKE
SHIFT PHOTO STUDIOS.
DURING THE COVID-19
PANDEMIC. THIS TIME
PERIOD ALLOWED MY
CREATIVITY TO THRIVE AND
ALLOWED ME TO PUSH
THE MOULD OF CREATIVE
OUTCOMES BY CREATING
THINGS PEOPLE DID NOT
THINK WAS POSSIBLE THE
BOUNDARIES CAN NOT
DEFINE CREATIVITY







RELIVING NIKE

REPRESENTING

CONSUMERS.

HERITAGE IN A NEW

STREETWEAR ERA,

WHO NIKE IS AND

WHAT THEY OFFER

CONSUMERS, EVERY

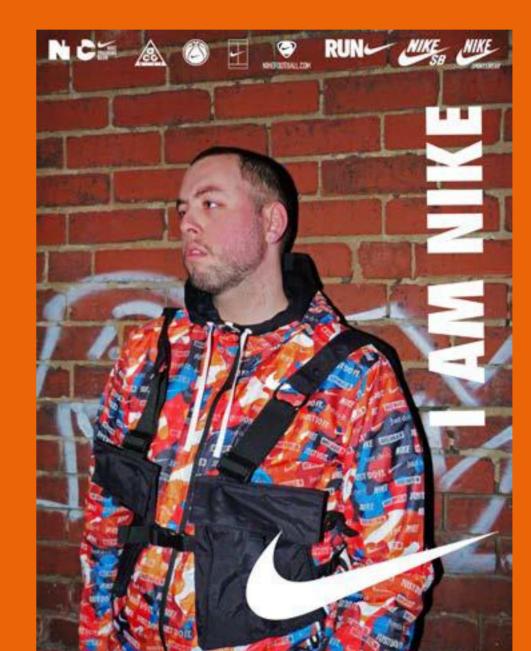
RACE, AGE, GENDER

AND CATEGORY

WILL FEEL THE

CAMPAIGN.

TO FOLLOW NIKE'S KEY
HERITAGE STYLE WHILE
ADDING AN URBAN TWIST.
TO ALLOW CONSUMER
TO SEE THE BEST OF NIKE
PRODUCTS



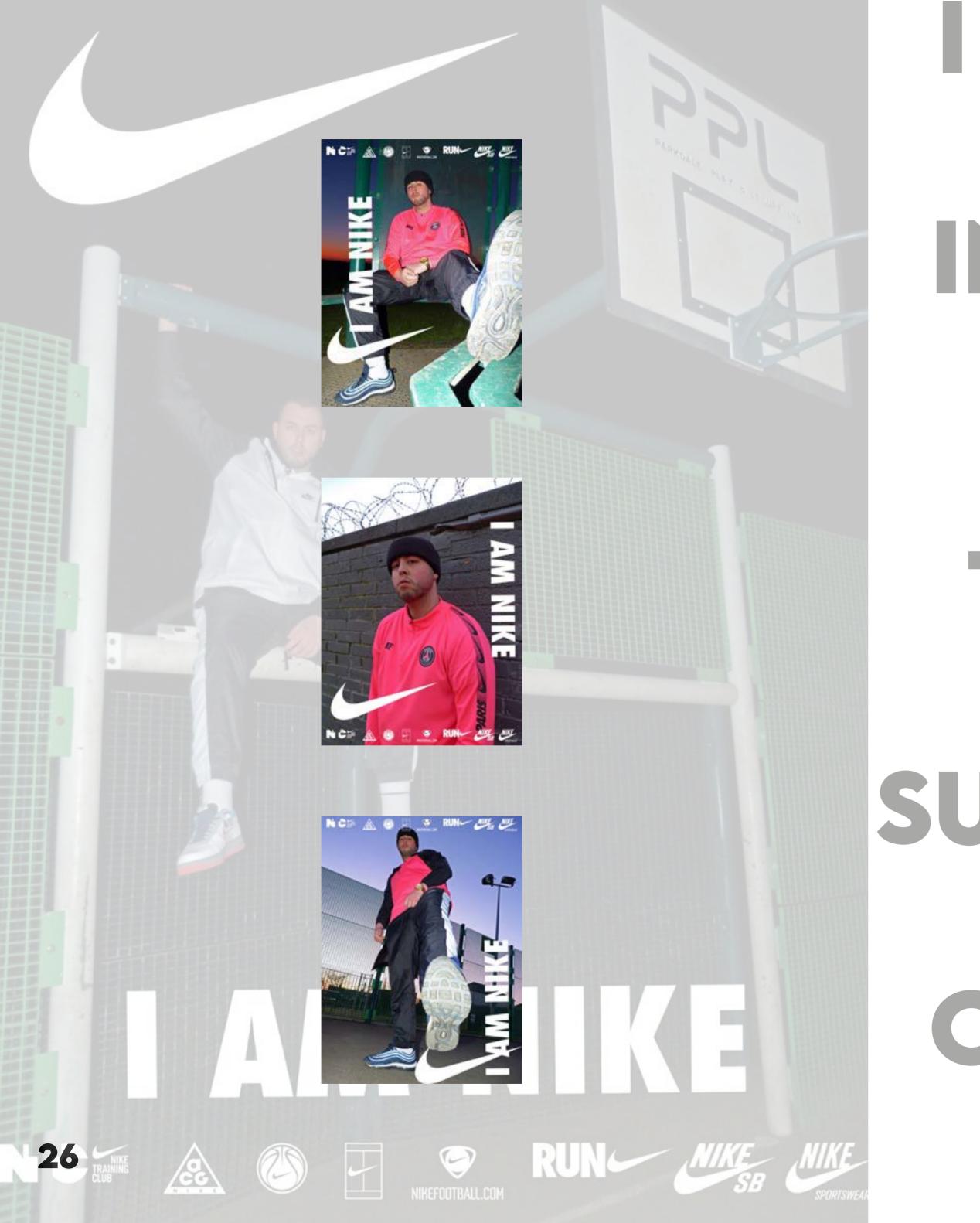
A RANGE OF SPORTS TO INCLUDE EVERY INDIVIDUAL FOCUSED ON NIKE PRODUCTS FROM EVERY **CATEGORY TO SHOW** THEM THEY CAN BREAK THE MOULD AND SHOW STYLE IN AN EXTRAORDINARY WAY, BREAKING THE CONNOTATION OF SPORTS CLOTHING IN FASHION.

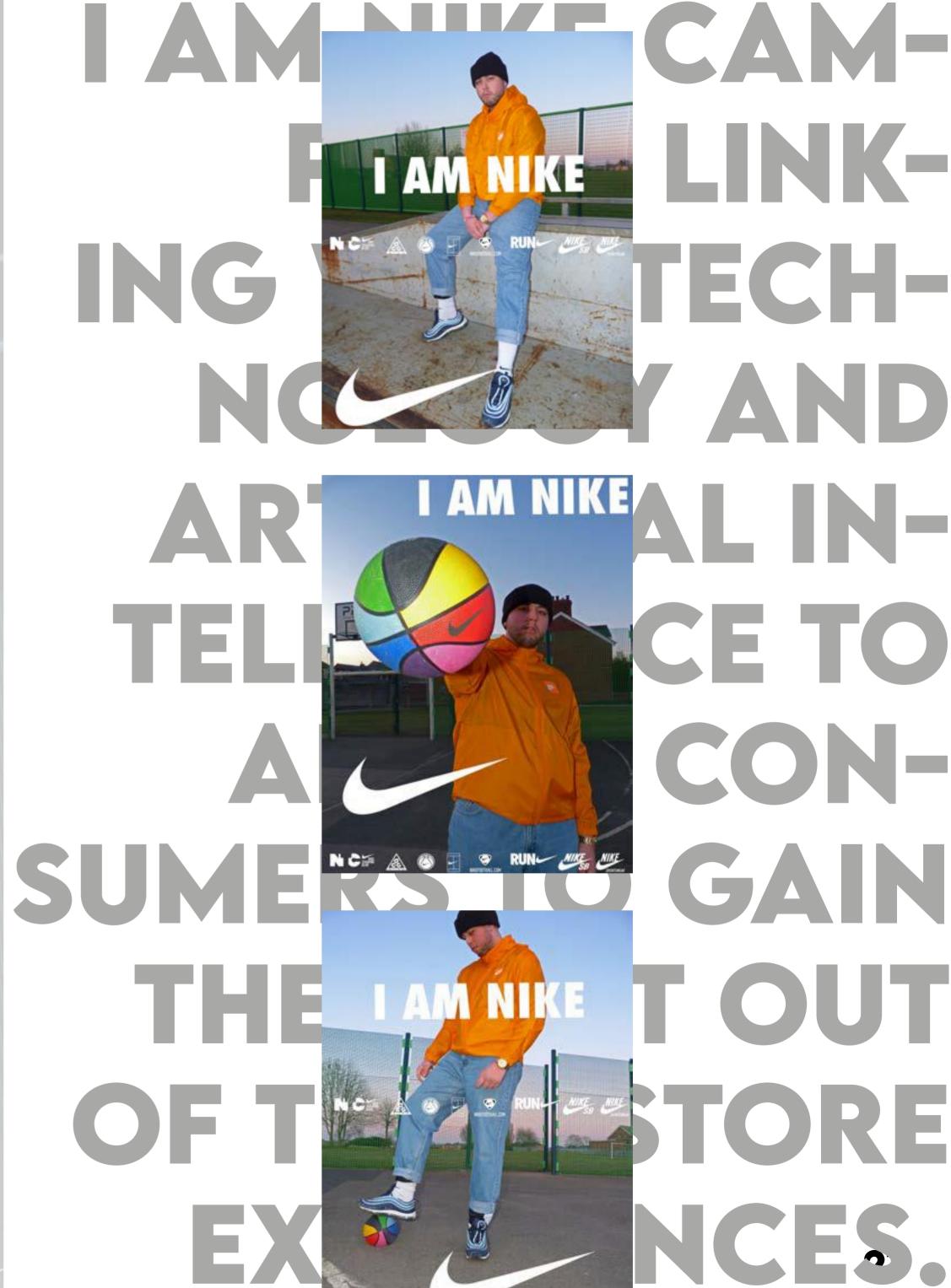
I AM NIKE



14 IMAGES CURATED TO DISPLAY DIVERSITY WITH FASHION TO SHOW EVERY INDIVIDUAL HAS THE ABILITY TO BE APART OF NIKE'S JOURNEY. SHOWING EVERYDAY STYLE BUT WITH CATEGORY SPECIFIC CLOTHING





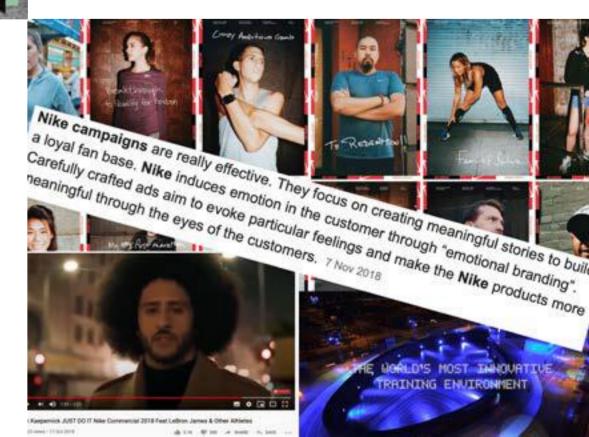


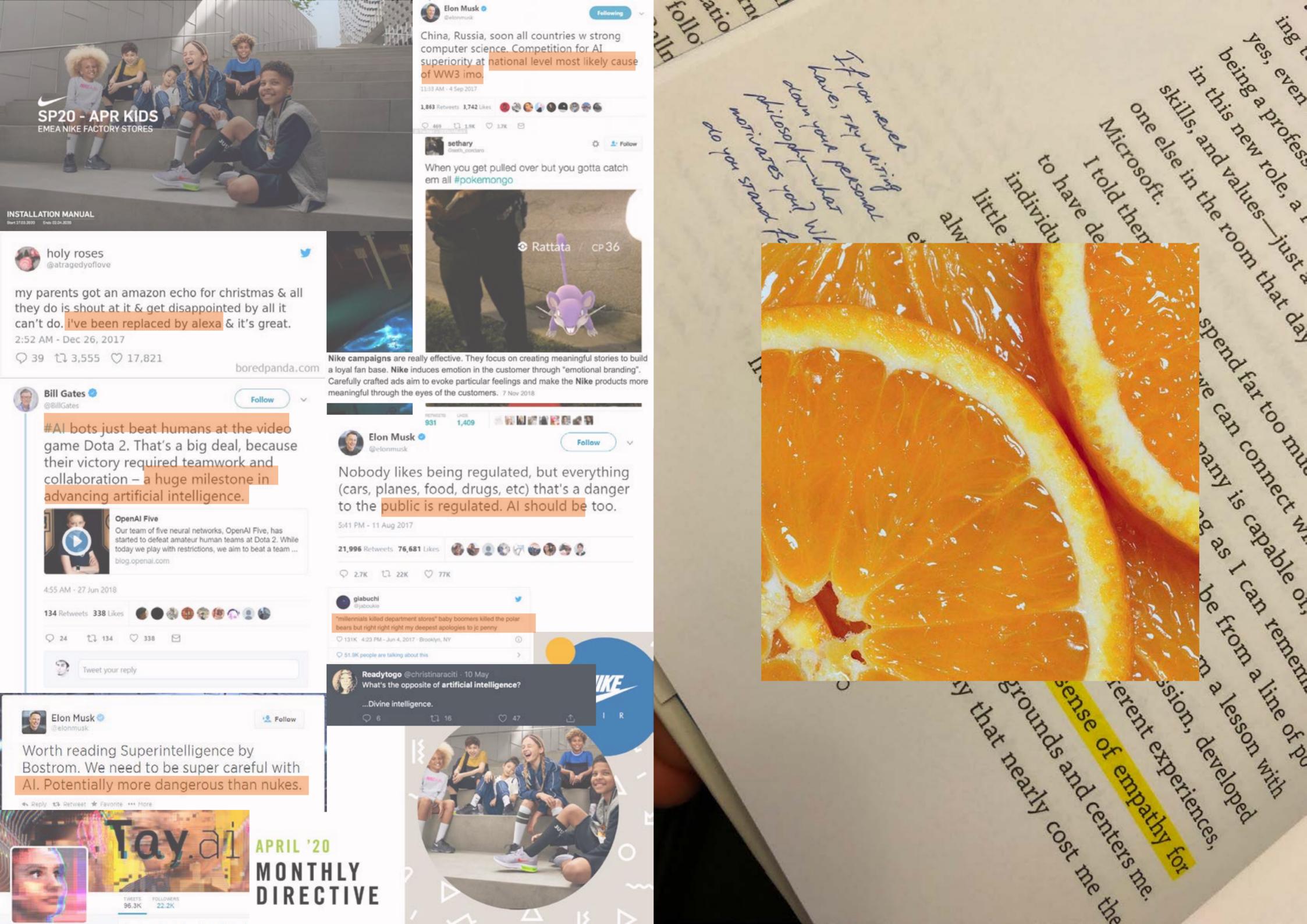
















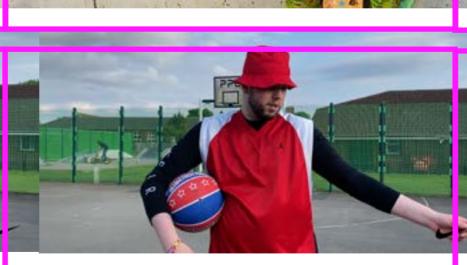
SPORTS DIALOGUE MESSAGE

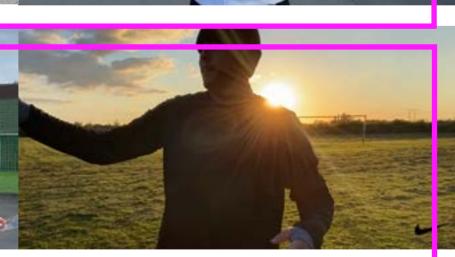


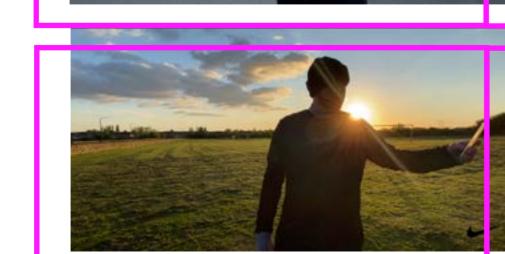
FOCUSING ON VARIOUS SPORTS
TO GAIN INTERACTION FORM
EVERY CONSUMERS POINT
OF VIEW. LINKING WITH ONE
STRONG MESSAGE THAT GOALS
CAN BE ACHIEVED NO MATTER
WHAT. NO OBSTACLE CAN
STAND IN THE CONSUMERS WAY. SHION FILM. STICKING WITH THE SAME
THEMES OF EXCLUSIVITY WITH
TECHNOLOGY, RECORDING
NUMEROUS SPORTS TO
PROVIDE AN OUT LOOK ON
EVER INDIVIDUALS GOALS AND
ASPIRATIONS TO FEEL COMFORTABLE WITH TECHNOLOGY BUT PERSUADE THEM TO FOLLOW THEIR DREAMS IN THE MEANTIME. CONNECTING EACH FRAME BY PASSING OVER OF A PHONE. TILINK SPORTS AN TECHNOLOGUSAGE ANY WHERE AT ANY ADDING IN TECHNOLOGY BY

















WATCH FULL FILM AT:

INSTAGRAM:

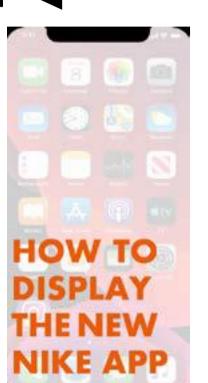
HTTPS://

OUTU.BE/AIY2GAWHSHY

OR.

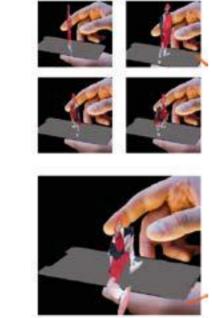














permission to access safari. Once allowed

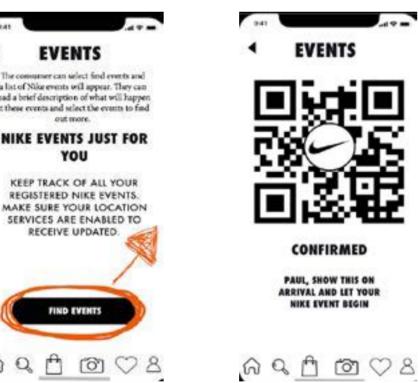
it will take the consumer to a Augmented Reality cansers setting to allow there to

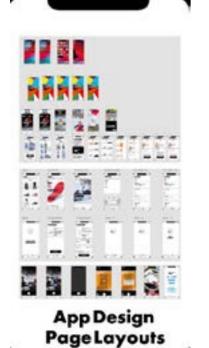
see unimations of Nike products and show

objects that appear to be in front of them

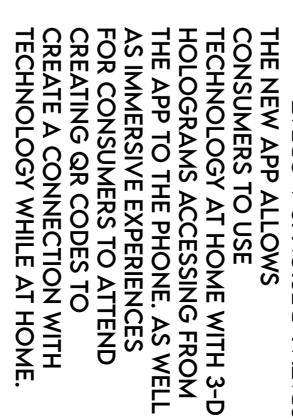
when in reality they are not actually there.











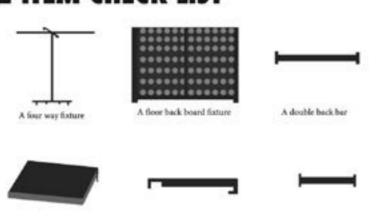
ELEMENTS. TALKING THROUGH
THE SERVICE ETHOS WHEEL AND
DISPLAYING THE POSSIBLE WAY
TO GET CONSUMERS USING
TECHNOLOGY. CONSUMERS WITH TECHNOLOGY.
INCLUDES ELEMENTS SUCH AS
HOLOGRAMS, 3-D IMMERSIVE
STYLE ROOMS, AND INTERACTIVE GREAT G THE **DESIGN IS**

A single and double shelf

amongst still mannequins to allow more than one item of clothing to be displayed and shown



1.2 ITEM CHECK LIST



A hanging bar

- Nike +

- SNKRS App

- Invite to events

- Invite to stores

Use try on and trial

feedback

purchase

Invite them to return

and share product stories

immersive opportunities

SALE

Gain commitment to the

Meet them where they

are with mobile POS

STEP 9.2 IN-STORE STYLE STUDIO

- Within all stores a style studio will be created. It will help harness the relationship between Nike and the consumers by giving them a one-on-one personal experience into Nike's style and heritage. It provides an immersive space for them feel apart of Nike's brand and be at one with their inner style.
- Giving them the space to feel motivated and like they are a Nike athlete. It helps give them the VIP treatment without having to pay.
- It helps consumers to develop their style all while giving them a Nike twist and edge.
- The rooms will have colour changing lights to help see the clothing in different settings. This will help display the reflective elements and showcase elements which will help the consumers stay
- It allows consumers to feel at one with Nike and gives them the chance to become part of our story



White light to represent day light

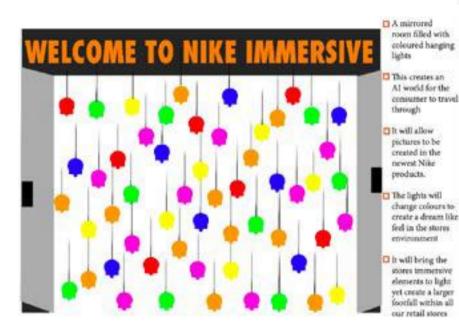
Nue light to

and natural lighting

vening lighting

kright dark light

lighting and being



3.1 WOMEN'S RUNNING

Layout the fixtures to match the floor plan in order to make a journey for the consumto follow and create a consistent flow. Each section will have holograms placed within the specific categories. This is shown in the guidelines to the right. Place them in the same places in order to catch the consumers attention. Make sure you follow all guideline



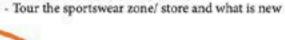






WELCOME

Authentic and personal greeting



LISTEN

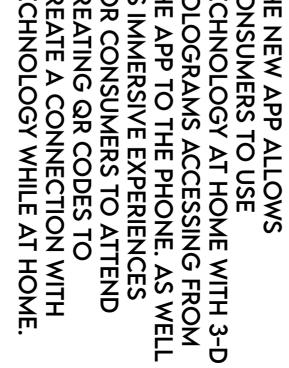
Learn their mindset - Learn their style needs and preferences

RECOMMEND

Product that matches their needs and preferences

- Personalized Footwear fitting
- Bra fitting
- -Use environmental storytelling to share benefits, history and heritage





ENCOURAGE

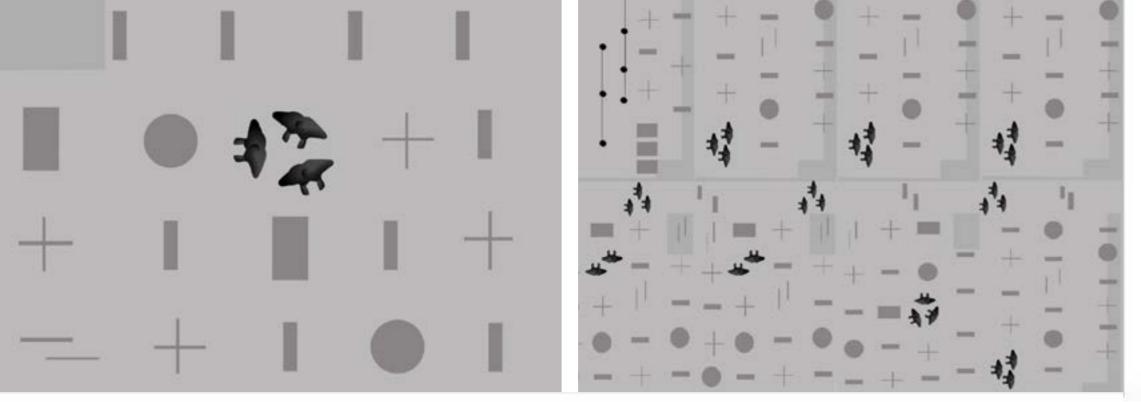
- Make recommendations

- Try on and validate fit and feel

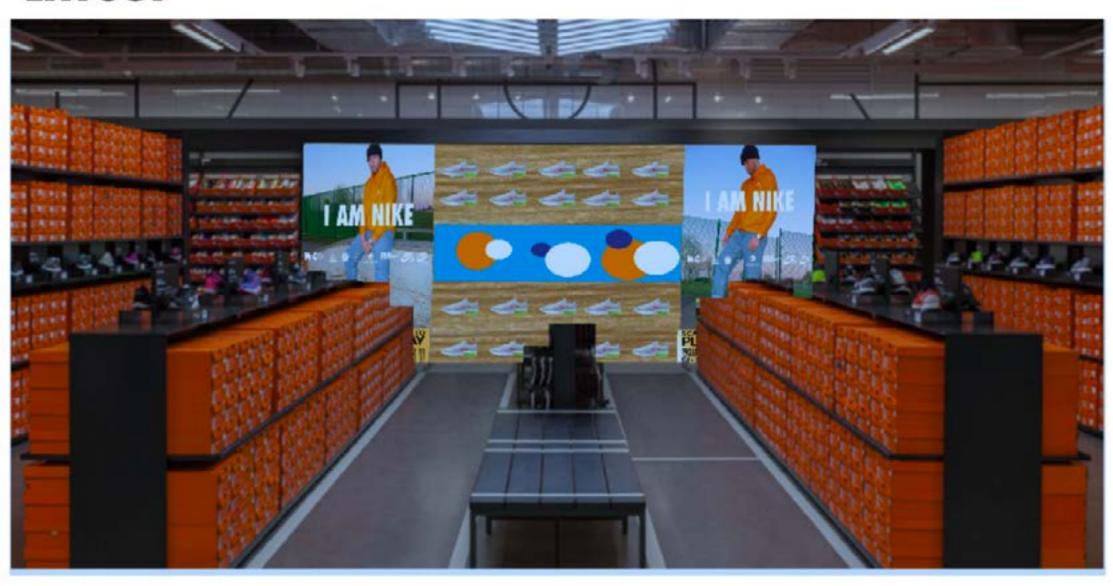
-Use holograms to encourage a choice of products

A single back bar

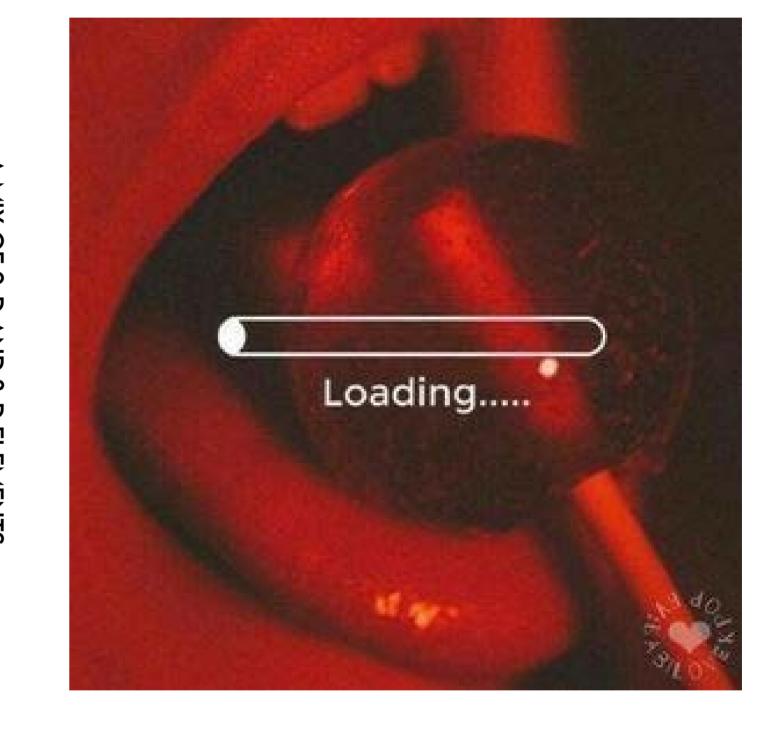
INVITE



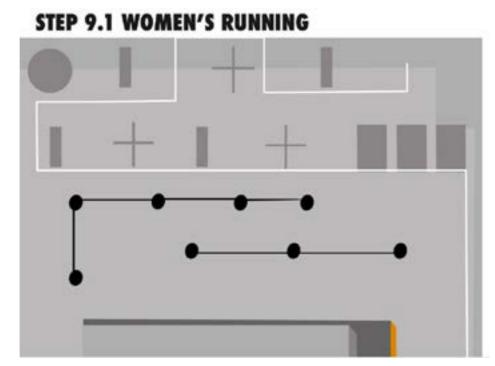
6.2 3-D FOOTWEAR LAYOUT



A MIX OF 2-D AND 3-D ELEMENTS ALLOW STORE OWNERS TO SEE EXACTLY HOW THIS IS SUPPOSED TO BE DISPLAYED. AS SET OUT THEIR STORE STEP BY STEP TO ACHIEVE AN AI FRIENDLY STORE.







41

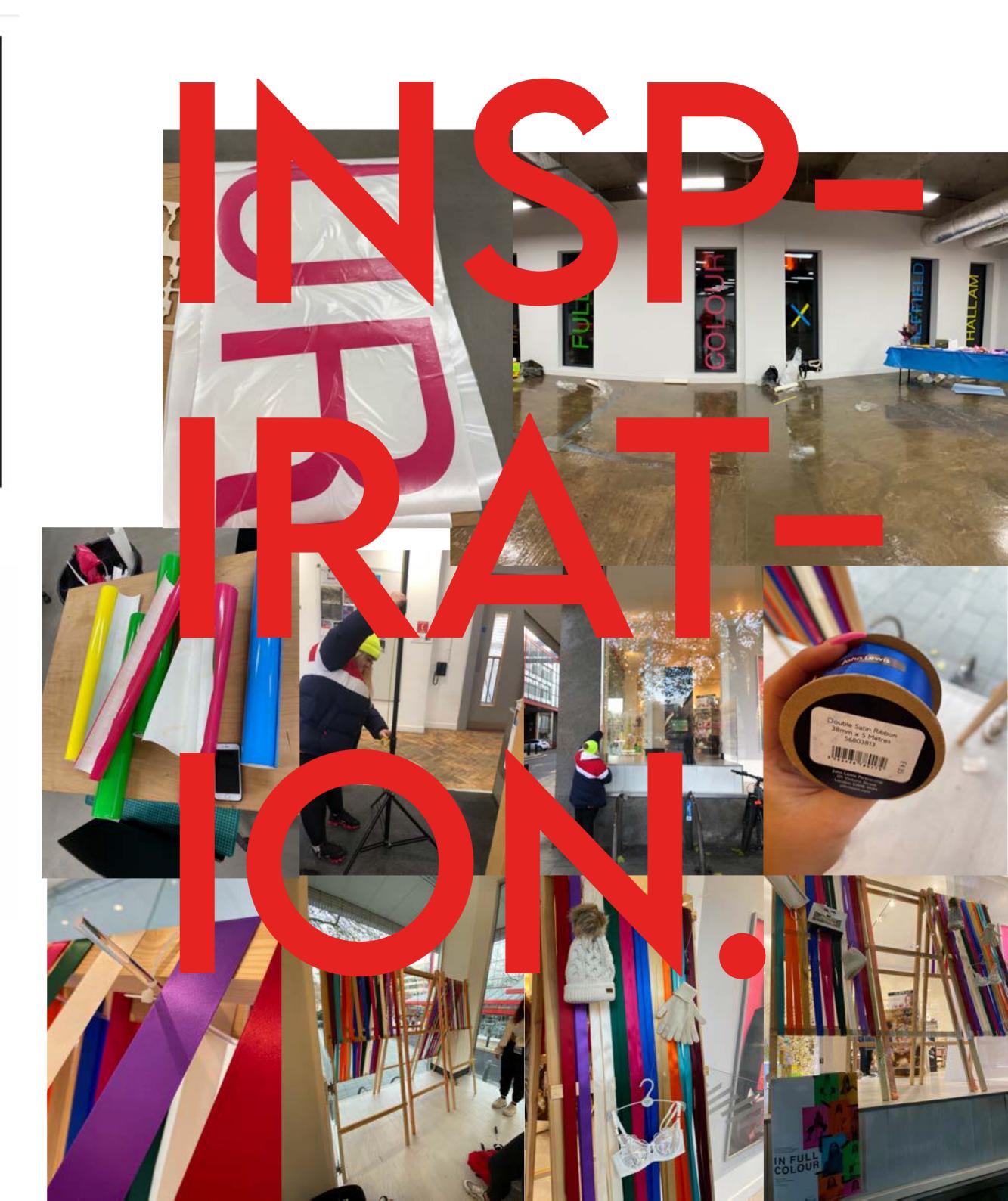
Kommune's Window Display

COLOUR

HALLAM











to find out about clothing they are wanting to purchase. When garments are held in-front of the Developing on the interactive mirror Adidas create

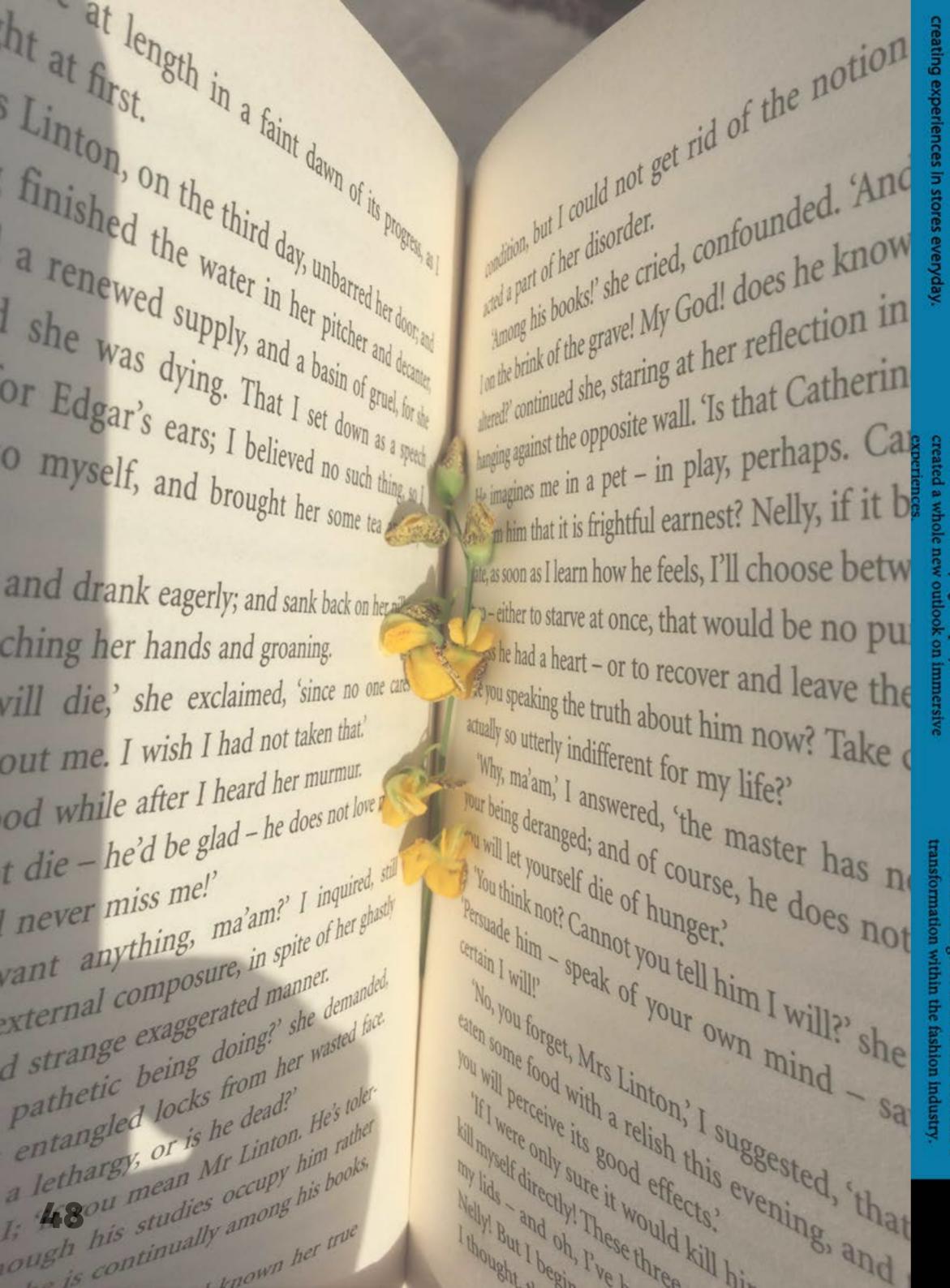
Lush created an in-store experience for consumer movement that the store gains core values or the consumer this created a show and They created a re-enactment of animal nan animal. However they replaced the experience for them to watch and This created tension on a



TeamLab X Boarder-less

Dolce & Gabbana-

shion Week in 2018 Dolce ed and Artificial friendly is show was curated by drones is down the run way. It mixed ince and Fashion To create a



Bibliography:

Satictica. (2018). Growth rate of online and off-line retail shopping locations (UK) from 2013 to 2023. Retrieved from https://www.statista.com/statistics/982502/online-and-offline-retail-location-growth-uk-united-kingdom/

Pegler, M. M, Kong, A. (2018) Visual merchandising and Display (7th ed.). New York: Fairchild books.

Berlin School of business & innovation. (n.d.). What is the purpose of visual merchandising?

E.g. [Website]. Retrieved from https://www.bi.com/bi.co

egler, 2012). V I mere dising and displation of the ed.). Ne ork: Fairchild

elfrid (n.d.) The ges story. Retriev om tps:// w.selfridges GB/er/features/art s/sel ges-loves/selfridges-in-bloom/#

Episode 1). Lewis, K. Davies, A. Eaton, R. (Executive Producer(s)) Mr. Selfridges. United Kingdom: ITV Studios. PBS

Statista, (2019). Revenue of Selfridge's retail Ltd worldwide from fiscal year 2011 to 2019.

Retrieved from https://www.statista.com/statistics/861908/selfridges-retail-limited-revenue-orldw

elfrid (n.d.) A low to the first chind-the-scen f the new order windows.

om https://www.selfrids.com/den/features.cles/the-new-order/the-indox

etriev rom http://www.es.com/ou ss/2012 ss a perfect fit for Apple.

Nicasio, F. (2018). Nine reasons you're in store retail displays aren't working and what to do instead. [Blog post]. Retrieved from https://www.vendhq.com/blog/store-retail-displays/

Statista, (2019). Share of individuals who purchased close and sports codes online in Great Britain in 2019, by age and gender. Retrieved from

tps://www. eat-bri/ y-demogn. tatistics/28 96/clothes-and rts-goods-online-purchasing-in-

in the ore, (n.d.) Vans Shaultra go hifest Dxford Street flagship. Retrieved om s://isinstore.co.uk/p

iotrov W. & Cuthbert R. (20 Exploring channel Retailing: Common spectation diverse ales. Sw rland: Spring ture Switzerland.

Boardman, R. Parker-Stark, R. Henninger. E. C. (2020) Fashion buying and merchandising: the fashion buyer in a digital society. Oxon: Routledge & New York: Routledge.



CHAPTER 1: WINDOW DISPLAY'S BRICKS AND MORTAR V HOME IMMERSION



Brands Immersive Layout Artificial Intelligence Footfall Consumer engagement.

Brands
Immersive Layout
Artificial Intelligence
Footfall
Consumer engagement.

Consumer engagement is one of the main factors to drive store footfall. Its created by numerous factors such as sense of community, esteem and aspiration as well as value proposition and customer-centric and service-orientation. (Pegler, 2018). These factors force consumers into stores to allow focused driven sales to specific target audiences allowing brands to create specific demographic looks though Visual Merchandising to relate to the individuals. The main aim of Visual merchandising is to gain consumers attention to allow them to have the urge to buy into the brand. It also helps to enhance and entertain consumers by educating them on the brands aesthetic. (Berlin School of business & innovation, n.d.) Artificial Intelligence and instore experiences create the same feel. Some stores have a great in-depth understanding of this which helps them to thrive above others and create a larger engagement with consumer by visually attracting their attention. Reflecting on consumer emersions brands such as, Selfridges and Harvey Nichols are at the forefront of this from a branded bricks and mortar retail perspective. Bricks and mortar stores have limitations due to the fact it is a static way of meeting consumer needs. Brands such as Nike and Adidas take this to the opposite end creating immersive experiences for consumers while at home allowing a nonstatic approach. However, some stores do mix both sides of this together such as Burberry. Whilst researching Visual Merchandising primarily and secondary these brands always come to the forefront with them forever changing innovative displays.

the whole population by showing diversity when displaying for the public. Since 1906 they have used the store ethos of everyone is welcome. (Selfridges, n.d) The main reason Selfridges connect to this ethos is to improve consumer footfall, displayed primarily at Christmas with the large standing Window Displays. However due to this being a bricks and mortar store consumers have to physically be present to be able to see this and create this interaction. It shows consumers a physical appearance for them to be connected to, where as Nike make this interaction available to consumers from their home. Nike's approach provides an alternative view on what bricks and mortar stores have to offer and shows and new wave of technology connecting with stores but from a more personal surrounding area. Both are at very different ends of the spectrum technology wise due to the fact that one is more physical, and one is digital based. This also inks to the generation gap and the way, the new technology focused generation's wants to have that primary connection from home. Whereas the older generation is used to seeing this physically and it is their signature shopping style. Offering immersive experiences from the home is a new great technological advancement however it is becoming a downfall by discouraging people to want to connect physically.

Selfridges have a loyal client base yet appeal to

Looking at the consumers feedback, consumers still want this engagement however these physical and technological approaches are very different ways of doing so. Bricks and mortar stores whilst they may be physically attractive to certain individuals are losing the credibility due to consumers not being able to experience the same interaction with the stores at home. Forcing brands such as Nike to take over the market to show forward thinking to all consumers. Working with industry experts, Selfridges created the first attraction on Oxford Street, for its time it was seen as the new diverse way of marketing. Selfridges created Window Displays for London. Displays did not only show merchandise they created a story for consumers to be a part of, creating the first immersive experience of its era. (Jones, Davies, Woodward, 2013). Taking on the impossible job of attracting the consumer from outside, Selfridges has managed to do this for a number of decades. The only element they haven't managed to get a grasp of is creating that relationship with the consumer from home. Gaining the attention of the consumer has played a vital part in many window displays but the new era of immersion from home is taking over. However, as times are changing Selfridges has managed to adapt to their approach to ensure consumers stay engaged with the store physically by adding in renowned display techniques. Working in Selfridges favour they are still pushing boundaries and make records for the fashion industry. Due to the lavish Window Displays Selfridges sales are increasing every year maximising footfall and revenues. From 2018 Selfridges sales rose from £787.9m to £809.9m (Statista. 2016) due to their innovative ap proach. Whereas in current times as of 2020 window displays cannot be seen on a egular basis. Due to this situation innovation at

have no way of connecting with the consumer. When interviewing a head coach at Nike, they said

home is thriving so bricks and mortar stores

"Nikes online sales have risen by 50% in the last three months"

Key Words:



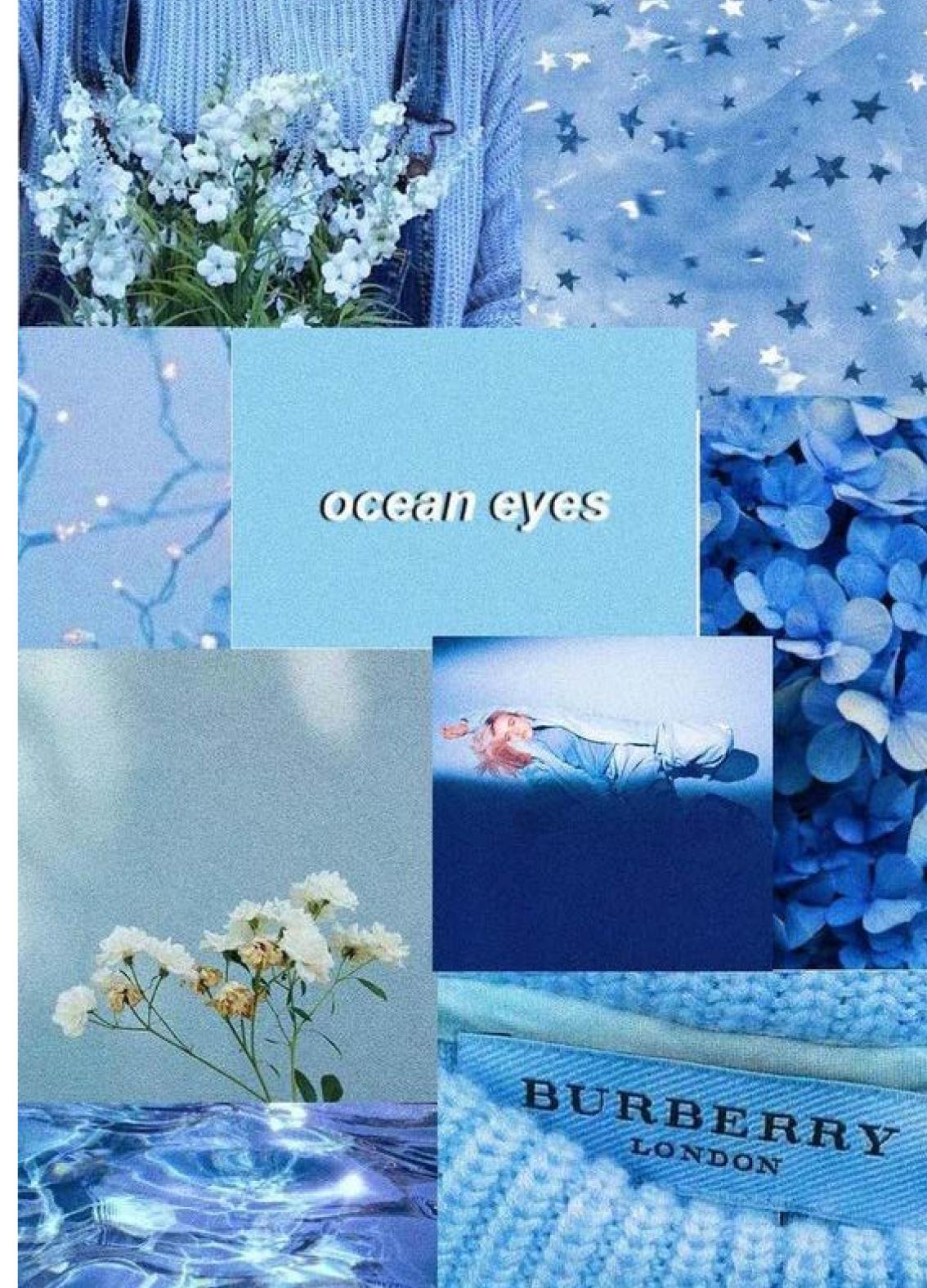
Chapter 1: Window Display's Bricks and Mortar V Home





TRANSGENDER INFLUENCER
@NIKITA_DRAGUN





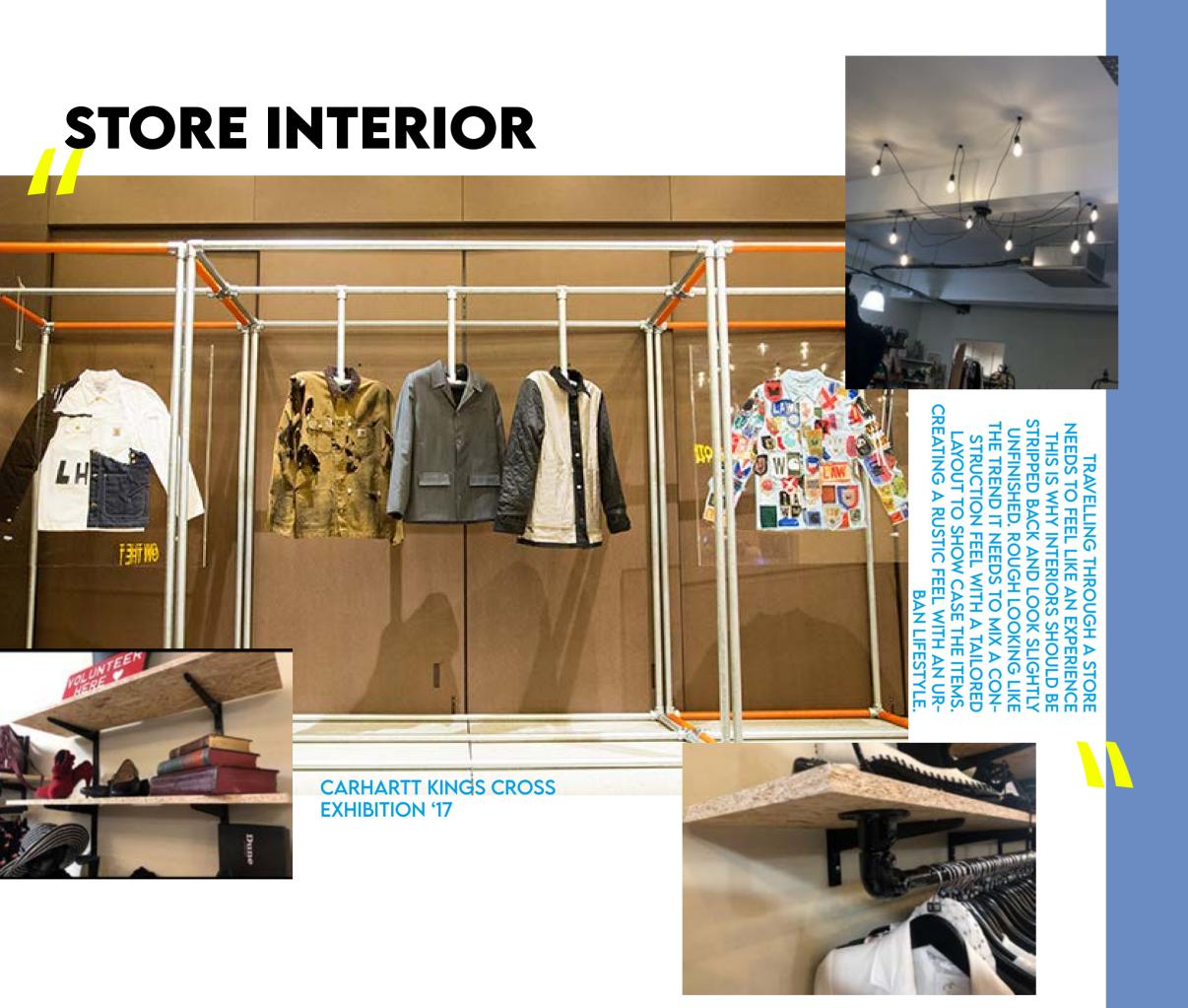
OCATOZ

OKYO, JAPA

EVERYTHING IS AN EXPERIMENT -(ISSEY MIYAKE, SZMYDKE. P. 2014)

JAPAN IS THE EPITOME OF PRACTICAL BEING USED FOR IMPRACTICAL PURPOSES. HERE THE CULTURE IS SO VERSATILE, FROM TRADITION TO PUSHING THE BOUNDARIES AND BEING THE REBELLION. JAPAN IS A HIGHLY TRADITIONAL COUNTRY WHERE INDIVIDUALS FOLLOW IN THEIR PARENTS FOCTSTEPS AND STICK TO THE CLASSIC WORK AND FASHION ROUTE. WHERE AS A NEW GENERATION IS BREAKING THIS ROUTINE AND EXPRESSING WHO THEY ARE BY WEARING ANYTHING A WHOLE NEW STYLE WITHIN THE CULTURE THAT IDOLISES THE WESTERN SOCIETY. FORMING CREATIVE INDIVIDUALS PUSHING PEOPLE TO CONNECT AND LET THEIR IMAGINATION RUN FREE.

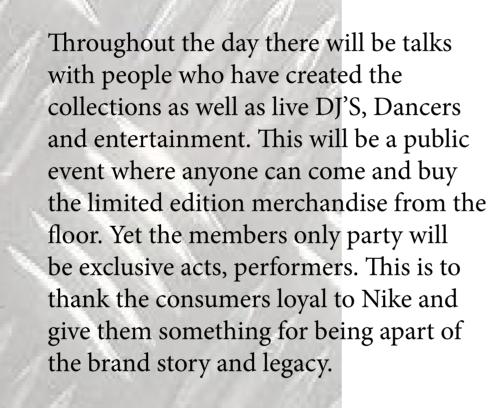
61

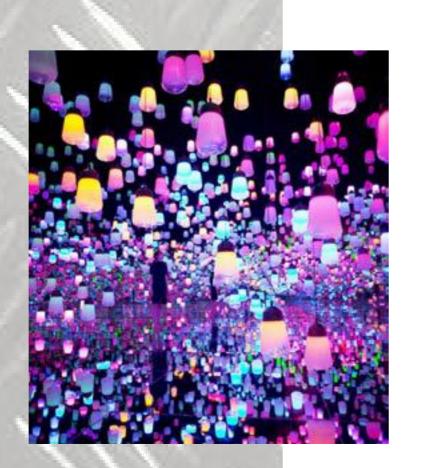


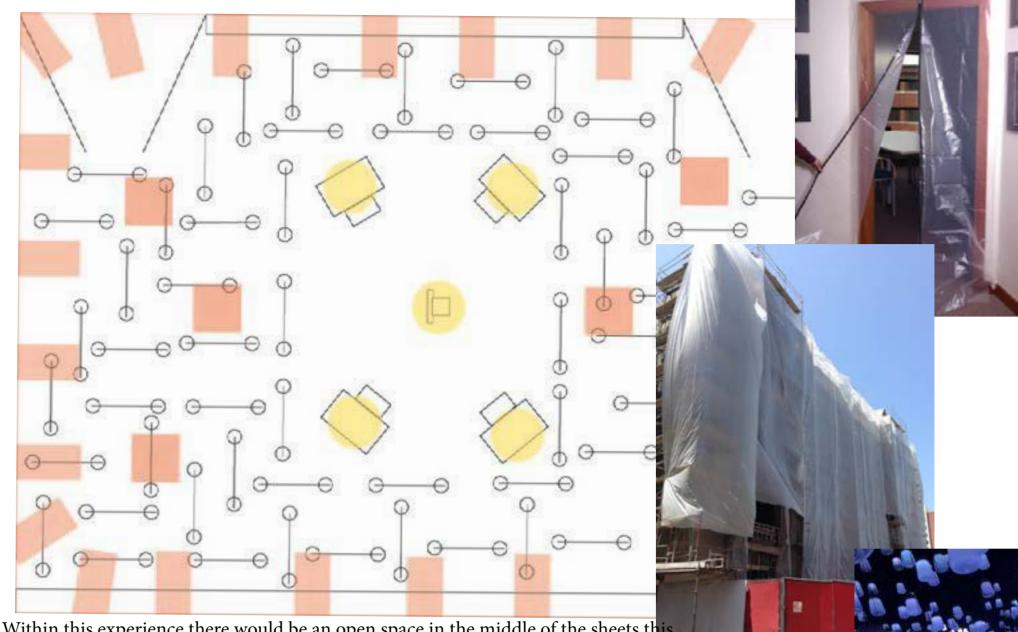


Ш

Following on from the Trend Book, Nike will create a Utility styled range, which will tie in with the construction work-wear theme. They would follow the First concept brief and create a augmented reality space for consumers to travel through to create a story behind the new line. It will entice consumers and create a hype around products connecting to the current consumers who are loyal to the brand. The event would be 3 days long with various activities throughout this period. The event will be played like a game, with exclusive merchandise from each floor which can only be retrieved on this day only, to create Limited addition products that people will have the drive to travel to purchase. The consumers would travel from floor to floor over the 3 day event unlocking each level to then see the new collection on the third floor yet if any individual misses a day they can not unlock the level containing the new merchandise. Throughout each day there would be the augmented reality section for any public members to travel through yet at night there will be a Members only exclusive event. This will be apparent as Nike are pushing the consumer and brand connection and trying to saturate the market by making everyone a Nike member.



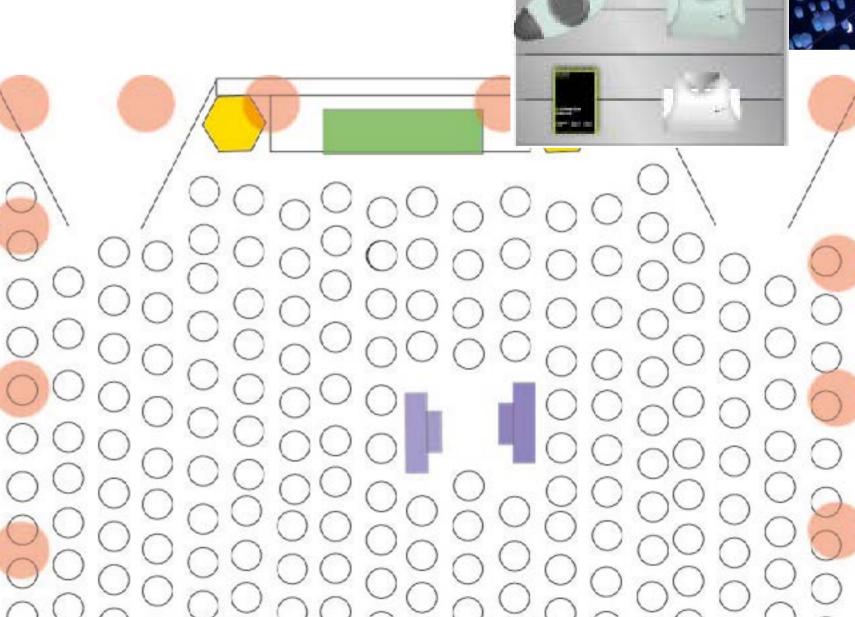




Within this experience there would be an open space in the middle of the sheets this would be where the merchandise is sold. The merchandise would be displayed on work benches typically used by builders, this will add to the utility element, whilst having a spotlight shining on the tables to catch the attention of a consumer to draw them to the limited edition stock. However there will be no cash desk, only employees stood with hand-held paying devices to allow a personalised shopping experience. Whilst the consumer will be traveling though the experience at set times during the day there will be talks with individuals who helped to create this collection, this is why there will be one chair positioned in the middle of the space with a spotlight shining from above.

Within the second floor there would be a light show with hanging lanterns this would engage with the consumers sensors and catch the attention as soon as they arrive up the ramp. The Limited edition merchandise would be yet again displayed on work benches to match the utility theme. Throughout this day there would be live music and DJ's playing sets to draw consumers to come together at the event to listen to the DJ's they are particularly interested in

Here is an example of what the clothing would be displayed like on a work bench styled clothing rack. It will match the utility theme but shoe consumers a glimpse of what the range will be like on the following day.



In order for the AIDA model to be successful the consumers attention bust be raised. This has already happened in some parts of the consumer base due the forever growing streetwear culture. However do gain the consumer attention a very viable advertising plan would be put into action, starting with getting the consumer familiar with the trend. Most of the consumer market see what streetwear is evolving to and how Utility is playing a big role in this yet others are to afraid to push the boundaries. This is such a great concept is crucial to make the trend reach

why creating such a great concept is crucial to make the trend reach its full potential. The trends based on consumers feeling free whilst adding in augmented reality. Which allows the consumers to move freely around the spaces created for the, Putting out a Video would be the next point of contact, a video showing what's to come for Nike and its Utility collection and what this event will give to the consumer. The videos should contain snippets of the event that is going to take place combined with the history behind the style to allow the audience to be aware of what they have created through time. It will create awareness of how the Collection and trend will is linked to their everyday lives and provide awareness that freedom of clothing is a choice many people of their audience are creating.

The consumers interest will grow as they see the benefits that Nike has to offer not just on a sportswear basis but in a natural clothing environment. They will get familiar with how the brand works and how much loyalty means within the brand. It will also help to provide Nike with new market and help them saturate the market. For people attending the event they will see that it is member only after 10pm, which will causes curiosity to why people are so loyal to the brand. Yet they will know first hand what happens to consumers who receive these benefits and lead them to want to know more. Plus if Nike continue to create events like this one the audience will have more interest in the unknown. It will ensure the consumers attention and allow Nike to fit into their lifestyle as the consumer will want to be apart of the Nike family and getting the latest drops.

COMMUNICATION THEORY

Desire to be at the latest events and have the most up to date releases, the consumer will become attach to the feeling of being apart of the Nike team. Especially in this instance if consumer are not members and can not stay the first night it will leave them with the desire to want to be at the next ultimately forcing the consumers hand over to Nike. As this event is a physical experience many consumer will be photographing and publicising about the event, which leaves consumer not into brand loyalty to want to be apart and see the heritage that is building up with the brand. The consumers involved will be seen as trend setters with the limited addition stock, meaning many will have the urgency to try and buy what they missed out on. Ultimate need and desire to belong to Nike and the Utility trend.

In conjunction with the event the action taken to provide the consumer with the best journey though a space augmented reality is added. It allows the consumer to look around before making a purchases and adds a personal touch on their shopping experience as they travel though the floor this will become more apparent. Due to the maze like structure or the event consumer will engage on the trail before they can consider making a purchase, this is why it is so important to create a tension before the collection reveal as it will stimulate the consumers mind to consider a whole experience

rather than just one purchase. The third floor in this case is also a critical point in their experience as they will not need to look around and find a size. The consumer can simple have what they require upon request. The whole experience provided due to this event ensure the consumers intention upon purchasing and they came to the event for a reason and intentionally wanted to experience this journey.



ALEXANDER WANG IS MAIN CREATIVE DIRECTOR OF THE BRAND CREATED IN 2005, HE CREATED AN EPONYMOUS LABEL, AGED 21. THIS HAPPENED SHORTLY AFTER DROPPING OUT OF PARSONS SCHOOL FOR ART AND DESIGN IN 2004. HE HAD THE PASSION AND DRIVE TO CREATE SOMETHING BIGGER. INITIALLY WANG CREATED A KNITWEAR COLLECTION WITH SIX ITEMS BASED ON UNISEX SILHOUETTES (KLEIN'S, NOD). THE BRAND BEGAN WITH HIS MOTHER AND SISTER AS CHIEF EXECUTIVE AND CHAIRMAN AND HIS BROTHER AS CHIEF FINANCIAL ADVISOR, WANG SUPPORTED THE ONES HE LOVED IN AN INDUSTRY HE'S PASSIONATE ABOUT.

FROM THOSE DIRECTOR CONCURS TO WHETHER WANG CONCURS THE BRANCH OF BALEN CONCURS THE BALEN CO

BRAND AND AFTER WET JOING TO THE BRAND HEALT A MANAGEMENT CHANGE IN 2016 REMOVING HIS MOTHER AND SISTER FROM THE POST TIONS THEY HELD SINCE 2005 MAKING IT MORE ICONIC. IN 2018 WANG HAS BOTH MEN'S AND WOMAN'S WEAR AND MANY BRAND EXTENSIONS SUCH AS T BY ALEXANDER WANG, A DEWELLERY LINE, FOOTWEAR AND MANY MORE. WANG DID NOT STOP HERE HE ALSO WORKED WITH OTHER COMPANIES TO MAKE SUCCESSFUL COLLABORATIONS SUCH AS ALEXANDER WANG X ADIDAS.

WANG HAS MADE HIS BRAND STAND OUT WITH ITS EXCLUSIVE ELEMENT AND OUTRAGEOUS IDEAS. THE BRANDS EXCLUSIVITY MEANS YOU NEED TO KNOW WANG PERSONALLY TO BE ABLE TO GET AN INSIGHT INTO THE NEW COLLECTIONS. WANG CREATES A PERSONA WITHIN HIS BRAND THAT IS REBELLIOUS AND URBAN, YET HE USES DESIRABLE FABRIC AND TAILORING TO CREATE LUXURY ITEMS. BEGINNING FROM NOTHING WANG SAID, "IT ALL COMES DOWN TO CONNECTING WITH WHO I FELT WAS MY CUSTOMER AND





SOME OF WANG'S MAIN STRENGTHS ARE THE ECONOMICAL ADVANCES, **GROWTH AND THE ABILITY TO TARGET** SPECIFIC CONSUMER ALION AS WELL AS OT MOITI DAND ONG HAS A WHOLE IS (EEP AS IT CONTINUES THE EXC USIVITY F CUSTOMERS . . SONTINUE PURCHASING AND BUYING

AIIVITO TI SIGNERS ARE **OTHER** ITY WOU βE '.OG' E OF TECH IS QUITE WL ET AS TECHN NG HE COULD H FRONT OF N GICAL MATERI THAT TO NEW LEVELS AND DIFFERENT

WEAKNESSES: I BELIEVE ONE OF THE MAIN WEAKNESSES IN THE BRAND IS THE SECRECY DUE TO HOW HARD IT IS TO FIND OUT INFORMATION AND HOW HARD IT IS TO FIT INTO THE BRAND IF YOU AREN'T A SPECIFIC INDIVIDUAL. I DO CPT ~ FOR V UNIQUE IT " DEIN -EAU AND J RESEARCH. THE BRA THE BR D TO EVEN CONTACT.

3E DIFFICULT. HO VER, HE **DULD** DVERT **IENT** WORK ON TH G TO CTION, I AM NO JUGGES TLY SHOW 7 COLLECT **I BUT** OTOS LAMPAIGN SLIC..._I MORE WITH THE CIVEN AUDIENCE, THIS WILL ALLOW THE COLLECTIONS TO BE SEEN BY PEOPLE IN HIS TARGET MARKET OR NEW CONSUMERS TO BECOME INTERESTED IN THE BRAND.

EATS: N GETS COMPARED ANG O RARY DESIGNERS, **4S WANG WANTS** JIJA IIINL JIVIDUALITY I HIS BRAND BUT BEING COMPARED TO OTHERS WOULD KNOCK THAT ASPECT. ALSO, OVER THE PAST FEW YEARS THE LAWSUITS MADE AGAINST WANG WITH THE SWEATSHOP **ALLOCATIONS CREATED A HIGHER RISK** 'REAT A 1ANY P **TNAW T'NO** IC ASS IATE ARTIN RUTALITY IOPS EOPLE BUY LUXURY OF SWEA CLOTI 3 TO `^PE AND CANCEL "14VIOUR, SO OUT SSOR GATIONS **YEN** NG HAD THE STARTED AG ST HIM THE SAL MA N OVER DR MEATING THE **IGH AS IT** X THA EAK JOULD E BEEN. INAL THREAT IS USING CONTROVERSIAL CELEBRITIES TO PROMOTE HIS BRAND. THIS MAKES

CONSUMERS QUESTION WANG'S MOTIVE

AND WHY THEY SHOULD BUY THE BRAND

WHEN CERTAIN CELEBRITIES DON'T FIT

TO WANG'S MOULD THEMSELVES.

THE CONSUMERS WANG CONNECTS WITH ARE SUCCESSFUL INDIVIDUALS, DUE TO THE LUXURY AND LAVISH ITEMS AND HIGH PRICE TAG. IN RELATION TO MASLOW'S HIERARCHY OF NEEDS THE INDIVIDUALS WHO PURCHASE FROM WANG DO SO DUE TO SELF-ACTUALISATION GAINING FULFILMENT FROM BUYING EXPENSIVE GOODS. THE FULFILMENT LINKS TO ESTEEM NEEDS, GAINING A SENSE OF ACHIEVEMENT AND BELONGING. AS WANG CREATES SUCH A HIGH REPUTATION FOR HIS BRAND THE CONSUMERS FEEL APART ONCE THEY HAVE BOUGHT HIS PRODUCTS.

HOWEVER, THE CONSUMERS ARE FROM SPECIFIC GEOGRAPHIC AND DEMOGRAPHICS. THE GEOGRAPHIC OF THE CONSUMERS IS NORMALLY IN RICHER AREAS SUCH AS SOHO NEW YORK, AND LONDON,



THESE AREAS ARE MAINLY FULL OF WEALTHIER CONSUMERS MEANING WANG CAN GAIN THE RESPECT HE DESIRES. THE DEMOGRAPHIC HOWEVER ARE INDIVIDUALS LOOKING TO BE FASHION FORWARD YET STILL RETAIN A STREET URBAN VIBE. MOST CONSUMERS ARE OF A YOUNGER AGE AND LOOKING TO SHOW OFF A UNIQUE INDIVIDUALITY. THEY HAVE NEEDS OF WANTING TO FEEL APART IN THEIR INDIVIDUAL FASHION STYLE, WANG MEETS THESE NEEDS BE GIVING THEM THE LOOK THEY WANT WITH QUIRKY EXTRAS.

THE CONSUMERS NEVER CHANGE YET AS THE SEASONS GO ON WANG HAS GIVEN THEM A NEW YOUTH LOOK. HE EMERGES MARKETS IN THE US, CHINA, AND THE MIDDLE EAST AS THEY ALL HAVE A NEED FOR THE LUXURY QUARTER AND WANT THE BEST THERE IS IN THE MARKET. THEREFORE, HIS BUSINESS HAS BLOOMED FROM THESE COUNTRIES DUE TO THE CONSUMERS DESIRE TO GAIN WHAT'S BEST IN THE MARKET.

THE STANDARDS CONTINUE THROUGH DISTRIBUTION, ONE OF WANG'S FAVOURITE ACHIEVE-MENTS, IS WHEN STORES START-ED SELLING HIS MERCHANDISE, FROM THIS WANG BUILT AN EM-PIRE FROM MIXING THREE DISTRI-**BUTION STRATEGIES TO CREATE** A DISCRETE FULLY-FUNCTION-AL CHANNEL. HE USES PROCE-**DURE THROUGH HIS INDEPENDENT** SHOPS, TO CREATE THE STRONG-EST ELEMENT OF DISTRIBUTION. THESE STORES ARE IN SOHO NEW YORK, LONDON AND BEI-JING (ALEXANDER WANG (N.D)) THESE PLACES HAVE A HIGH FASH-ION REPUTATION CREATING THE RIGHT ATMOSPHERE FOR WANG'S CLOTHING. ON THE OTHER HAND, HE USES CHANNEL DISTRIBUTION THROUGH LUXURY DEPARTMENT STORES, SUCH AS SELFRIDG-ES, AND BARNEYS, THIS CRE-ATES PARTNERSHIPS HOWEVER IT DOESN'T OFFER THE WHOLE EX-PERIENCE THAT WANG CREATED IN HIS OWN STORES, MAKING THE CONSUMER FEEL LESS VALUED. WANG ALSO LINK'S HIS BUSINESS ONLINE THROUGH CONSUMER DIS-TRIBUTION WITH A DIRECT WEB-PAGE, AND VIA AGENT THIRD PAR-

EVEN THOUGH WANG HAS PLACED ALL HIS COLLECTION ON HIS PER-SONAL WEBPAGE, HE CONTINUES TO MAKE SOME ITEMS ONLY AVAIL-ABLE IN STORES. ALLOWING THE CONSUMER TO SEE THE ITEM BUT NOT GIVING THEM THE OPPORTU-NITY TO BUY. ALL THREE DISTRIBU-TIONS WORK TOGETHER TO GAIN SALES AND HELP PEOPLE EXPLORE THE BRAND, AS FAR AS THE PRO-MOTIONAL SIDE WANG DOESN'T PROMOTE HIS BRAND MUCH BUT RELIES ON THE EXISTING CUSTOM-ER TO RETURN DUE TO THE CARE AND THOUGHTFULNESS TAKEN IN PROCESSING THE ACTUAL AND **AUGMENTED PRODUCT. HE USES** DIGITAL ADVERTISING FOR CAM-PAIGNS AND PLACES VIDEOS ON YOUTUBE ALSO PLACES SOME CAMPAIGN PHOTOS ON SOCIAL MEDIA PLATFORMS.





TIES.

ME, MYSELF, AND I. ME, MYSELF, A

SELF, AND
I. ME, MY:
SELF, AND
II ME, MY:
SELF, AND

SELF, AND
I. ME, MY:
SELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND I. ME, MYSELF, AND I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND I. ME, MYSELF, AND I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND I. ME, MYSELF, AND
I. ME, MYSELF, AND
I. ME, MYSELF, AND
I. ME, MYSELF, AND
I. ME, MYSELF, AND
I. ME, MYSELF, AND
I. ME, MYSELF, AND
I. ME, MYSELF, AND
I. ME, MYSELF, AND
I. ME, MYSELF, AND
I. ME, MYSELF, AND
I. ME, MYSELF, AND
I. ME, MYSELF, A



LF, AND

ME, MY-

LF, AND

ME, MY-

LF, AND

ME, MY-

LF, AND

ME, MY-



































Cover Letter

I'm looking for a position with a fashion brand/organisation that can help me gain experience and broaden my skills within the industry. I have attached my CV that details my work history, my qualifications and the experience I've gained so far.

Thank you for taking the time to look through my CV and find out a little more about me.

I am currently a University student studying Fashion Management and Communication. I am graduating from my final year shortly, this position will allow me to widen my skills and go out into the industry to gain valuable experience.

I am a big fan of the products that your company create and I'd love a position that is part of your brand in some way. I really think your company, can offer me the right opportunity to learn and grow with a full time role over the few years. I would love to be apart of the Visual Merchandising team as this is where my interests lie and where my skills would help better your team. It would be a great opportunity to work for a growing, well known business such as yourselves, due to it being a diverse company, which is notorious for its wide ranges of products.

I'd like to share a little more about me ... I love to stand out from the crowd, and I'm not afraid to experiment with new trends. I am creative and bold, I like to make a statement with the clothes and accessories I choose. My particular interests lie within visual merchandising and buying as I enjoy seeing the journey consumers go on when purchasing products. I am very self aware and push myself to continually learn from all experiences.

I have an amazing outgoing and bubbly personality that allows me to communicate with lots of different people in many ways. My communication skills are a real strength. I enjoy meeting new people, finding out about them, their story and supporting them to achieve their potential.

I have a great work ethic that enables me to work as part of team, lead a team or work as an individual. I ensure completion of every task that's set for me and always put enthusiasm and energy into everything I do. I am practical and open minded as to the roles and tasks I will undertake and I'm very willing to learn all aspects.

I am proud of everything I have done and will continue to do. I am really driven to achieve more, and be the best I can be. I would like the opportunity to work for your company to showcase my strengths and attributes, but more importantly to learn, grow and cement a footprint in the fashion industry.

> Thank you Autumn West

References:

01709 780187

Richard Nutall Dawn Hall Store Manager Nike Head Coach Nike Factory Store Stadium Way Rotherham Dinnington S60 1TG S25 2PN

Rotherham Hospice Store 29 Laughton Road

01090 565855

Profile

I am currently a student at Sheffield Hallam University studying Fashion Management and Communication. I am looking to gain more experience in the industry with a place on your team, in order to help establish my career. I am an outgoing person who always strives to find the best opportunity in every situation. I am vibrant in personality and appearance, I'm not afraid to be bold and thrive being in creative environments. I am understanding and can communicate excellently with lots of different people in many scenarios. I am determined to learn and grow and build an exciting fulfilling career within the fashion industry.

Industry Experience

Styling Visual Merchandising **Product Analysis** Store Layouts

Nike September 2018

I became a Visual Merchandiser at Nike. This allowed me to style mannequins and choose apparel to match each months initiative. This helped me to develop skills with in styling, and how to lay out Merchandise. With in my role here my styling work was requested for by the main HQ and was being sent to over 300 stores across Europe as a example of how to dress mannequins. Also helping me to pick stock that's excluded from deals and help mark down exclusive items.

Rotherham Hospice 2018

Voluntary Visual Merchandising, Styling and changing the store window to match a theme every month. This has contributed and impacted positively the profits of the store for this particular charity.

Sheffield Children's Hospice-Placement 2015 to 2016

Within my Product Design course I worked on a placement with a client from the hospital, this required me to listen to their day-to-day struggles, and create a product to help aid their life and make it easier. I gained valuable experience with a live client and could present them with a new innovative idea. During the process I had to conduct market research, understand client needs and look into the market and competitors my new product might come across.

Education

I am currently a final year Student at Sheffield Hallam University studying Fashion Management and Communication. This gives me a wide range of skills, from Business, Marketing, Styling, Photography, and a wide skill set in Adobe. Within my University course I have gained key skills to elevate me in my Fashion career. I am able to handle clients successfully and have great self motivation to continually achieve and excel.

I have a wide range of qualifications from Dinnington High school. My qualifications date from 2013 to 2017, I gained 5 A Levels grade A* - D and 10 GCSE's grade A*-C. I have completed a Product Design course at two levels. This helped me improve my research skills, taught me how look at current markets and design specific products to reposed to gaps in the market. I have worked with Live clients on numerous occasions, this helped me solve real life problems for a consumer, and present them with business advice and improvements for their brand. Employment History

Nike Part-Time Athlete- Oct 2018 to present

At Nike I have gained experience in styling and Visual Merchandising, this has allowed me to work closely with Nike as a brand to gain creative outcomes following specific briefs. It pushed me to create different textures and specific looks, how to represent a specifics brand values and objectives while pushing great customer service.

River Island Sales Assistant- Aug to Sep 2018

Here I worked as a sales assistant where I worked on specifically on promoting sales and pushing online orders. Working behind the tills predominantly and other areas when needed. Boosting my ambidextrous skill on the shop floor.

So Damn Kreative Dance Teacher- 2013 to present

Here I work as a dance teacher which has allowed me to build relationships with others and become a leader, yet also pushing me to work with a variety of abilities helping them to all achieve one set goal.

Rotherham Hospice Voluntary Work- Nov 2017 to Aug 2018

Working here taught me patience - a great attribute, I had to learn how to sort through stock and decide what was in a re-sell-able condition and identify dead stock. This taught me how to merchandise and price up items for specific geographic and taught me about specific markets in various locations.

Bluebell Wood Children's Hospice- 2015 to 2017

Here I worked with a children and young adults with life threatening and life shortening illnesses. I learned how to approach various situations and how to handle myself around individuals in very sensitive circumstances. I also became a fundraising Team Leader which required me to work with volunteers and boost morale within the team to get the best outcome per day. Allowing me to take charge and gain management skills. I created rota's, ensured staff turned up on time, offered daily



Visual Merchandiser Fashion Managment **Fashion Communications**

07740015672



autumnlilywestfmc@gmail.com



@ @autumnlilywest_fmc

https://autumnlilywest.wixsite. com/website

Hold a full UK driving licence with own transport

University Modules

Year 1: Zine making, Film creating, business strategies, Live clients, Marketing, Advertisement.

Year 2: Live clients with local Sheffield Stores, Live briefs, E-Commerce, Business strategies, Marketing Strategies, Photo-shoots, Styling, Live Industry Professional talks, Trend Books, Trend Concepts.

Year 3: Educational Writing, Live project with John Lewis, Final Fashion Project, Photoshoot, Concept Directed Projects, Film Making, Graphic Design, App Design, Publications, Store Illustrations, Al Technology, Future of Fashion Topics, Research, Spatial Designs, Store Layouts, Industry Professional Talk/ Collaborations, Graduate Fashion Week Entry

Hobbies & Interests

I have a few varied Hobbies, I am a street dancer and have been for over 19 years. This has given me the opportunity to travel the world and compete for England and the United Kingdom. It has given me key skills in team work and showed me how to maintain motivation for one specific area. Yet also this has led on to teaching which is another one of my hobbies, helping pass down my knowledge of something on to others, helping learn about diversity as well as giving me the confidence to be well spoken and handle any situation that comes my way.

I love sports also such as Netball, Hockey and Rounders, I got the opportunity to play these sports for my county giving me a sense of achievement to represent our region.

I love looking into fashion trends and seeing what the latest styles are, I enjoy seeing how I can make them fit in with my urban style. I like styling and the aesthetic of putting an outfit together because I enjoy seeing how I can put a twist on a classic outfit to make a "new" style with an urban edge.

