

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

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□ Abstract:

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:

Vision design - clothing games and accessories - children - concerts - events