

BROWZWEAR 3D DESIGN & PRODUCT DEVELOPMENT SOFTWARE USAGE EVALUATION REPORT – 2026

*Marmara University Vocational School of Technical Sciences – Polytropon Company
Collaboration*

1. Introduction

As Marmara University Vocational School of Technical Sciences, we embrace an educational vision aligned with digital transformation processes. To enhance digital prototyping, 3D modeling, and virtual collection management capabilities in the field of fashion and apparel technologies, the widely used international software Browzwear continues to be steadily integrated into our educational and instructional processes.

2. Scope and Purpose of Use

Browzwear, as one of the industry-leading software solutions in 3D garment simulation and digital product development, enables our students to experience the entire process from design to production in a virtual environment. The provided software licenses are actively utilized in both formal course curricula and international/industry collaboration-based events within our Fashion Design and Garment Production Technologies programs.

3. Institutional Information and Collaboration Values

The licenses actively utilized within our school through the support of Polytropon enable our students to acquire digital competencies in accordance with current industrial standards. Within the framework of university-industry collaboration, blending theoretical knowledge with practical industry tools significantly enhances our students' professional self-confidence.

In this context, Browzwear software and company solutions were introduced to our students during the industry collaboration activities carried out within the framework of the 2026 Winter School Event. As a result of the evaluation surveys conducted, the Browzwear training received exceptionally high satisfaction rates from our participating students:

- **General Satisfaction Average: 9.75 / 10**

- **Planning and Implementation Dimension:** 4.90 / 5.00
- **Trainer Performance:** 5.00 / 5.00
- **Contribution to Personal and Professional Development:** 5.00 / 5.00

Our students found the training extremely instructional and beneficial, emphasizing the program's usability in business and academic life as well as its motivational impact.

4. Program Licenses and Application Areas

Software Name	License Type	Duration of Use	Area of Use	Training Format	Number of Students
Browzwear 3D	3D Design & Product Development	2 Years	Design, Simulation & Product Development	In-semester Courses + Winter School Program	70+

5. Training and Usage Process

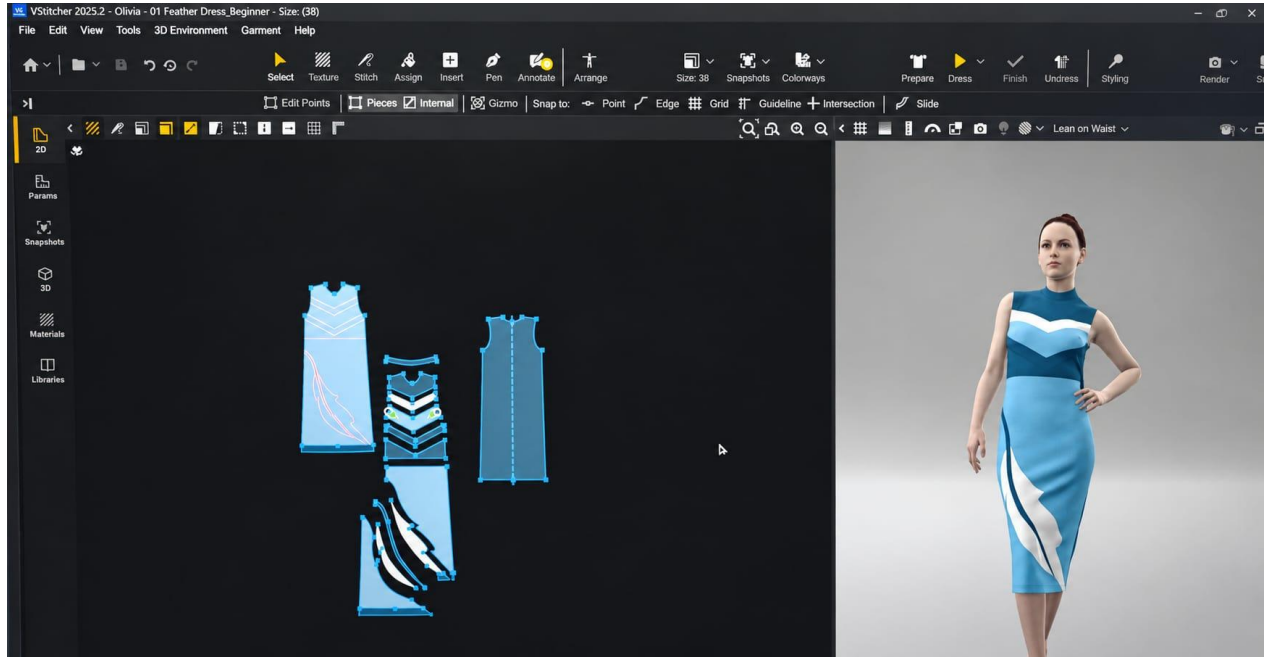
Throughout the 2026 academic year, Browzwear modules were actively utilized in courses included in our educational curricula, such as Graduation Project, Computer-Aided Garment Design, Product Development Courses, and Model Application. During this process, students performed applications including advanced avatar creation, fabric simulation, animated fitting, smart pattern editing, and digital collection creation.

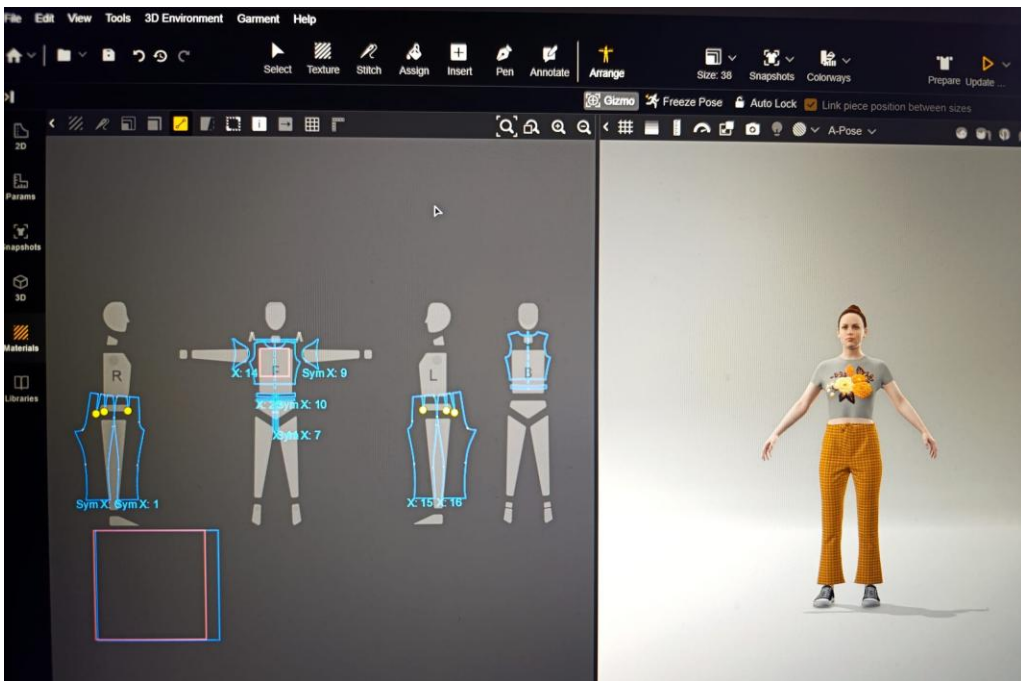
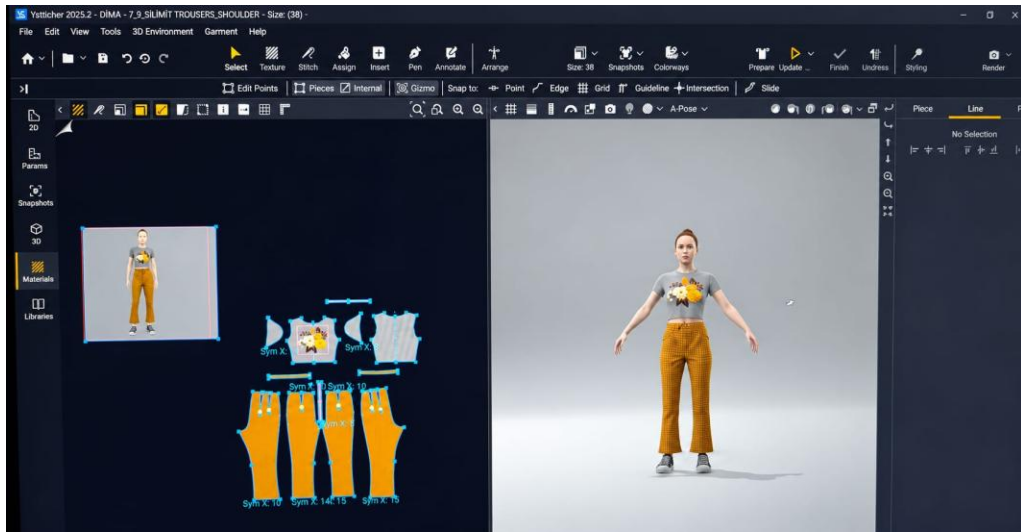
Furthermore, through the special training module organized within the scope of the 2026 Winter School program, our students' software competencies were deepened, providing them with hands-on practice opportunities closely aligned with sectoral workflows. Information regarding the implementation of the program and feedback can be found at the following link:

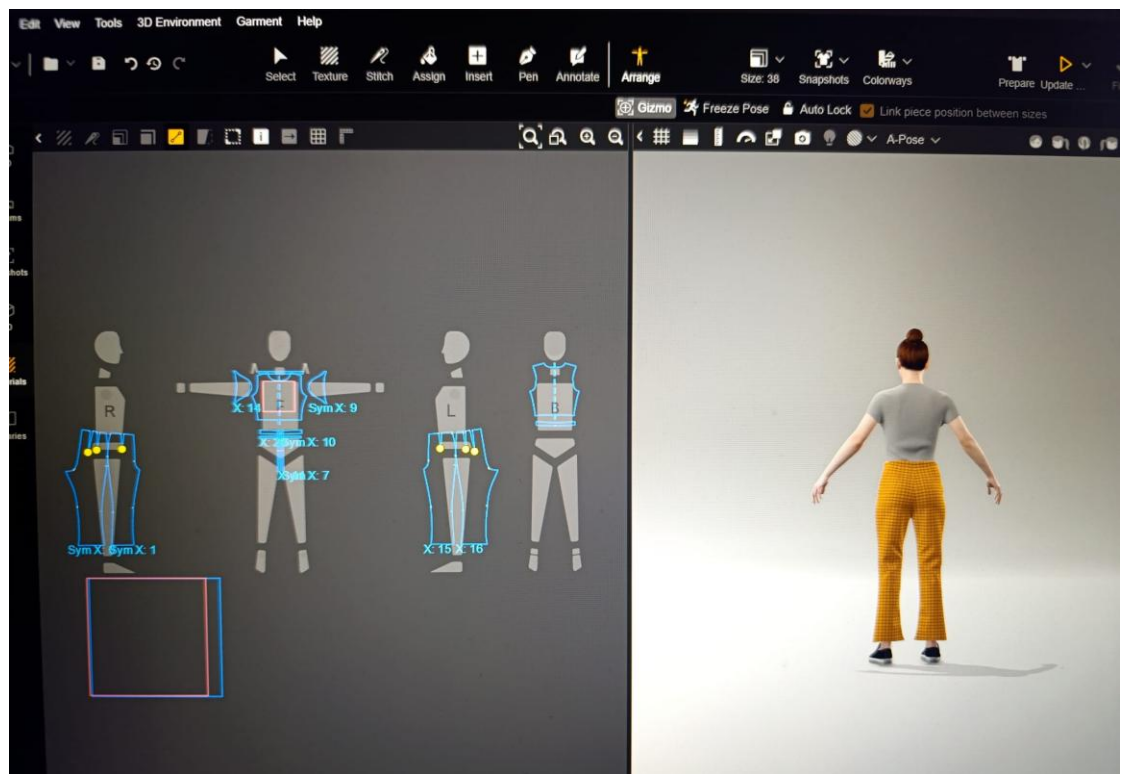
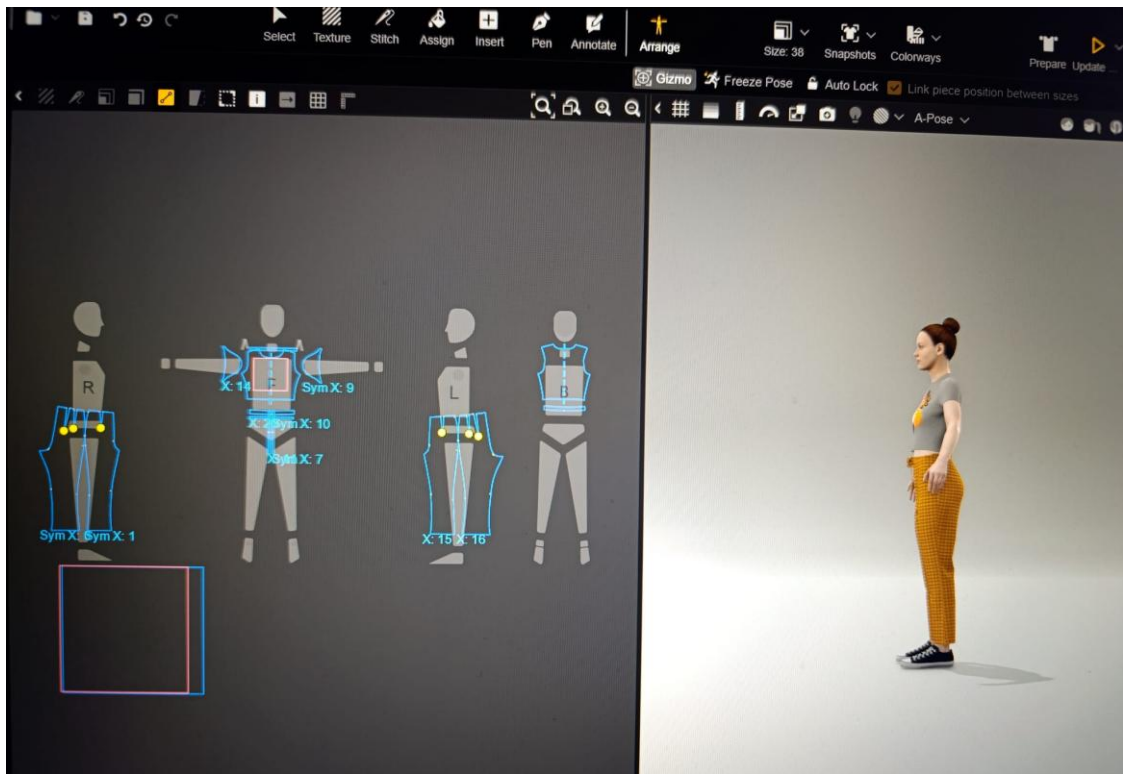
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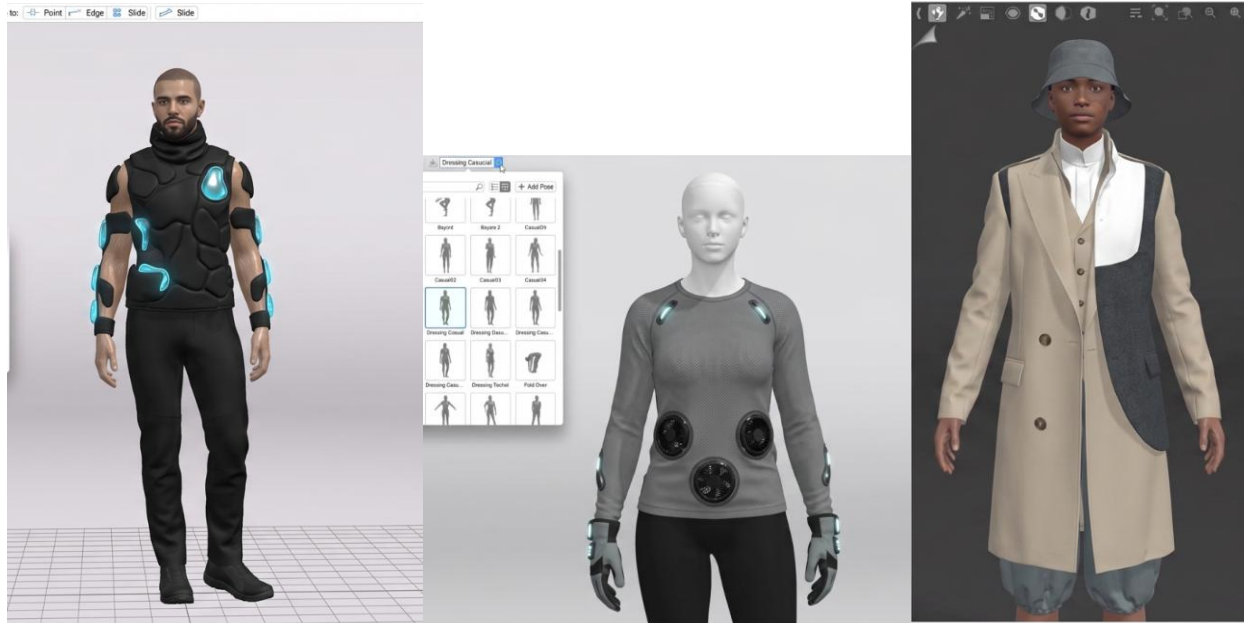
6. Student Achievements and Projects

Current projects and screenshots developed by our students using the Browzwear 3D Design Program are presented below:









7. Sectoral Added Value and Cooperation

The integration of Browzwear software into our educational processes ensures that our students are equipped with the digital competencies demanded by the global fashion industry. Real-time 3D modeling, digital sample approval, and zero-waste design processes directly enhance our graduates' employability and competitive edge in the sector.

This strategic cooperation carried out with Polytropon goes beyond a mere software supply, pioneering the establishment of a knowledge and technology bridge between the university and the industry.

8. Conclusion and Recommendations

Student feedback and survey results obtained throughout the 2026 period clearly demonstrated the high added value that Browzwear software has contributed to course processes and events. Positive evaluations have been received from both the academic staff and students, indicating that the software accelerates design processes, enhances digital literacy, and provides a one-to-one adaptation to sectoral realities.

In future periods, the objectives include following up-to-date software versions, increasing application hours, and diversifying joint projects with sectoral stakeholders.