



**B.E/B.TECH DEGREE EXAMINATIONS: APRIL /MAY 2024**

(Regulation 2018)

Sixth Semester

**FASHION TECHNOLOGY**

U18FTE0003: Visual Merchandising

**COURSE OUTCOMES**

- CO1:** Define and appreciate the significance and role of visual merchandising in a retail environment, in order to effectively present the merchandise to the consumers
- CO2:** Classify the various elements of Visual presentation and understand their significance in visually presenting a display
- CO3:** Analyze and identify the best suitable environment for merchandise including interior, exterior and point of displays
- CO4:** Appraise on various techniques used in presenting merchandise
- CO5:** Plan on optimizing the merchandise and retail space to customers
- CO6:** Summarize the various features available in a computer-controlled visual merchandising

**Time: Three Hours**

**Maximum Marks: 100**

**Answer all the Questions:-**

**PART A (10 x 2 = 20 Marks)**

**(Answer not more than 40 words)**

- |   |                       |
|---|-----------------------|
| 1. List the objectives of Visual merchandising.                                     | CO1 [K <sub>1</sub> ] |
| 2. Classify types of approaches in visual merchandising.                            | CO1 [K <sub>1</sub> ] |
| 3. High-light sensory stimulants that are involved in visual presentation.          | CO2 [K <sub>2</sub> ] |
| 4. Categorize types of elements of Visual Merchandising.                            | CO2 [K <sub>2</sub> ] |
| 5. Interpret the role of Signages for the visual presentation.                      | CO3 [K <sub>2</sub> ] |
| 6. List the names of fixtures that are enhanced for visual merchandising.           | CO3 [K <sub>1</sub> ] |
| 7. Summarize the impacts of seasonal display in visual merchandising.               | CO4 [K <sub>2</sub> ] |
| 8. Enlighten the advantages of the point-of-purchase displays.                      | CO5 [K <sub>1</sub> ] |
| 9. Summarize the significant role of the plan-o-gram for the store layout planning. | CO5 [K <sub>2</sub> ] |
| 10. Brief the role of information technology in the field of merchandising.         | CO6 [K <sub>2</sub> ] |

**Answer any FIVE Questions:-**  
**PART B (5 x 16 = 80 Marks)**  
**(Answer not more than 400 words)**

- |     |    |   |   |     |                   |
|-----|----|---|---|-----|-------------------|
| 11. | a) | Analyze the role of visual merchandising in changing the face of retailing in merchandising.            | 8 | CO1 | [K <sub>4</sub> ] |
|     | b) | Review important tools that impact the management of visual merchandising efficiently.                  | 8 | CO1 | [K <sub>5</sub> ] |
| 12. | a) | Analyze how visual presentation can increase the customer's purchase behavior.                          | 8 | CO2 | [K <sub>4</sub> ] |
|     | b) | Examine the significant role of colors in the field of visual merchandising.                            | 8 | CO2 | [K <sub>4</sub> ] |
| 13. | a) | Examine distinguished characters of the point-of-sale display.  | 8 | CO3 | [K <sub>4</sub> ] |
|     | b) | Analyze essential steps that are creating a successful storefront.                                      | 8 | CO3 | [K <sub>4</sub> ] |
| 14. | a) | Categorize the type of window displays with appropriate exmples.  | 8 | CO4 | [K <sub>4</sub> ] |
|     | b) | Explain the effects of important attention-getting devices and familiar symbols with suitable diagrams. | 8 | CO4 | [K <sub>2</sub> ] |
| 15. | a) | Examine the types of steps that are involved in designing a store layout.                               | 8 | CO5 | [K <sub>4</sub> ] |
|     | b) | Analyze display setting and its impacts on visual merchandising.  | 8 | CO5 | [K <sub>4</sub> ] |
| 16. | a) | Explain the influences of CAD in-store design manipulating process.                                     | 8 | CO6 | [K <sub>5</sub> ] |
|     | b) | Analyze the significant role of information technology in visual merchandising.                         | 8 | CO6 | [K <sub>4</sub> ] |

\*\*\*\*\*