

Fashion Fictions

Skills, knowledge

- Learning contexts** (e.g. school curriculum, specialist training, informal skill share)
 - World 29
 - World 47
 - World 82
 - World 83
 - World 84
 - World 93
 - World 119
- Domains** (e.g. knowledge of garments, making, dyeing, plants, charity shops, body flora, ecology)
 - World 59
 - World 62
 - World 65
- Extent** (e.g. widespread skill)
 - World 83

Embodiment

- Bodies** (e.g. scars, tattoos, bodily processes)
 - World 40
 - World 51
 - World 75
 - World 86
 - World 90
- Inclusivity** (e.g. size inclusivity, lack of 'beauty standard', life stage)
 - World 73
 - World 89
 - World 113
- Senses** (e.g. smell, tactility, music)
 - World 102
- Health, well-being** (e.g. mental health, spread of disease)
 - World 108

Cultures

- Distinctiveness, heritage** (e.g. local distinctiveness, cultural heritage)
 - World 5
 - World 8
 - World 42
- Cultural patterns** (e.g. ritual, rite of passage, spirituality, taboo, rebellion, storytelling, conviviality, ethics)
 - World 9
 - World 10
 - World 19
 - World 43
 - World 87
 - World 106
- Interconnection** (e.g. family, tribe, ancestors, networks)
 - World 50
 - World 92
- Groups** (e.g. youth culture, subcultures, self-sufficiency, veganism)
 - World 8
 - World 32
 - World 35
 - World 38
 - World 45
 - World 47
 - World 49
 - World 58
 - World 72
 - World 92
 - World 105
 - World 112
 - World 114
- Gender** (e.g. gender roles, androgyny, feminism)
 - World 61
 - World 76
 - World 88
- Time** (e.g. annual, weekly, summer, slowness, ephemerality)
 - World 23
 - World 65
 - World 72

Fashion

- Themes** (e.g. taste, thrift, coolness, identity, stigma)
 - Communication** (e.g. clothes communicating or hiding status, history, culture)
 - World 2
 - World 97
 - Expression** (e.g. uniqueness, creative freedom)
 - World 24
 - World 55
 - World 111
 - Trends** (e.g. no trends, localised trends)
 - World 32
 - Dress codes** (e.g. alternative dres codes, rules guiding fashion)
 - World 11
 - World 44
 - World 103
 - Diversity** (e.g. diverse/local fashions)
 - World 99
- Value** (what is valued, e.g. craft, plant knowledge, fabric, textile histories, heritage)
 - Connections** (e.g. to clothes, to people; supporting, competing)
 - World 27
 - World 26
 - World 77
 - World 95
 - World 120
 - Visual culture** (e.g. styling, challenging image-focused culture)
 - World 65
- Marketing** (e.g. no advertising)
 - World 99

Nature

- Nature-based processes, approaches** (e.g. use of natural resources, collaboration with plants, food and fibre systems)
 - World 4
 - World 16
 - World 19
 - World 74
 - World 94
 - World 98
 - World 118
- Nature relationships** (e.g. gratitude, bonding, kinship)
 - World 63

Economics, law

- Finance strategies** (e.g. subsidies, taxation, prizes, state-owned resources)
- Alternative economies** (e.g. bartering, gifting, black market)
 - World 1
 - World 107
- Capitalism, degrowth** (e.g. postcapitalism, alternatives to GDP, waged labour abandoned)
 - World 49
- Legal strategies** (e.g. laws, bans, regulations, votes, commissions)

Global issues

- Climate action** (e.g. no flying, activism, ecocide)
 - World 2
 - World 13
 - World 16
- Geopolitics** (e.g. no colonisation, no globalisation, no racism, peace)
 - World 18
 - World 79
 - World 98
- Technology** (e.g. no internet, space exploration)
 - World 62

Clothes

- No material clothes** (e.g. nudity, digital dress)
 - World 35
 - World 67
- Materials used** (e.g. cotton, hemp, fur, plant waste)
 - World 20
 - World 96
 - World 108
 - World 115
 - World 118
- Types of clothing** (e.g. jumpsuit, PPE, school uniform)
 - World 76
 - World 90
- Standardisation** (e.g. uniform/standard styles)
 - World 64
- Personalisation** (e.g. custom making, personalised interventions)
- Characteristics** (e.g. comfort, durability, functionality)
 - World 25
- Clothing-related design strategies** (e.g. zero-waste, modular)
- Colour** (e.g. colour options, dyeing)
 - World 68
- Design elements** (e.g. silhouette, texture, pattern, embellishment)
- Markings** (e.g. logos, markings, stains)

Manufacture

- Contexts** (e.g. DIY, bespoke, batch production, collapse of mainstream industry)
 - World 30
 - World 52
 - World 57
- Configurations** (e.g. industry-wearer relationships, access to factory production)
 - World 14
 - World 81
 - World 101
- Processes** (e.g. new technologies, minimal water use)
- Workers** (e.g. fair wages, ethical manufacture)
 - World 117
- Transparency** (e.g. tracking inputs, labelling, provenance)
 - World 39
 - World 77
 - World 87
 - World 100
- Controls, limits** (e.g. limited/stopped production)
 - World 11
 - World 84
 - World 110

Consumption

- Wearer perspectives** (e.g. interest in provenance, frustration with fast fashion, purchaser obligations)
 - World 105
- Restrictions** (e.g. rationing, carbon budget, no new clothing, no sale of clothing)
 - World 5
 - World 100
 - World 106
 - World 115
- Cost** (e.g. affordable clothing, expensive clothing)
- Wardrobes** (e.g. restricted wardrobe, single outfit for life)
 - World 15
 - World 37
 - World 54
 - World 71
 - World 80
 - World 113
- Sharing** (e.g. borrowing/sharing clothes, clothes library, rental)
 - World 6
 - World 46
 - World 55
 - World 120

Reuse

- Secondhand** (e.g. vintage, trading clothes, handing down, heirlooms)
 - World 18
 - World 33
 - World 34
 - World 54
- Repair, alteration** (e.g. mending, adapting, resourcefulness)
 - World 12
 - World 36
 - World 41
 - World 45
 - World 54
 - World 60
 - World 64
 - World 93
 - World 104
 - World 109
 - World 110

End of life

- Disposal** (e.g. fibre recycling, minimising waste)
 - World 26
 - World 31
 - World 82
- Beyond disposal** (e.g. closed-loop systems)
 - World 31
 - World 78

Washing

- Washing** (e.g. never/rarely washing clothes, alternative cleaning methods)
 - World 71
 - World 97
 - World 80

Spaces

- Local-global** (e.g. local production, local ranges, internet-enabled connections, limits to imports/exports)
 - World 42
 - World 52
 - World 57
 - World 58
 - World 63
 - World 76
 - World 79
 - World 81
 - World 94
 - World 96
 - World 104
 - World 112
 - World 117
- Locations** (e.g. cities, suburbs, countryside)
 - World 46
- Places** (e.g. high streets, charity shops, farms, homes, allotments, libraries, museums)
 - World 12
 - World 20
- Events** (e.g. competitions, festivals, parties, mending circles, catwalks, nightlife)
 - World 44
 - World 48
 - World 72
- Media** (e.g. magazines, social media, television, paper patterns)
 - World 17
 - World 24

People

- Wearer demographic** (e.g. children, older people, disabled people, young men)
 - World 17
- Stakeholders** (e.g. influencers, designers, professional makers, entrepreneurs, students, enthusiasts, activists)
 - World 33
 - World 95
- Organisations** (e.g. brands, public sector, charities, social enterprises, guilds)
 - World 3
 - World 59
 - World 64
 - World 109