



Programme Specifications
BA (Hons) Fashion with Body Contour

2020-2021



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Section One

Programme Specification

The Programme Specification provides a summary of the main features of the **BA (Hons) Fashion with Body Contour** programme, and the learning outcomes that a 'typical' student might reasonably be expected to achieve and demonstrate if he/she passes the programme.

Further detailed information on the learning outcomes, content and learning and teaching methods of each module can be found in your module handbooks.

Key Programme Information	
Final award	BA (Hons)
Programme title	BA (Hons) Fashion with Body Contour
Teaching institution	The Northern School of Art
Awarding Institution	Arts University Bournemouth [AUB]
Professional accreditation	None
Length of programme/mode of study	3 Years Full-Time
Level of final award (in FHEQ)	Level 6
Subject benchmark statement(s)	Art and Design
UCAS code	W232
Language of study	English
External Examiner for programme:	Fiona Howells University of South Wales / Conde Nast College of Fashion & Design
Please note that it is not appropriate for students to contact External Examiners directly	
Date of validation	April 2017
Date of most recent review	Not applicable
Date programme specification is written/revised	September 2017

Programme Introduction

The BA (Hons) Fashion with Body Contour programme aims to produce creative, articulate and professional designers who are able to make a successful transition to employment or postgraduate study in the areas of intimate apparel, active sportswear, lingerie, swimwear and structured body wear.

Within a design and make-led learning environment, you will be equipped with the underpinning knowledge to develop your skills and understanding of the creative process for fashion with body contour along with the technical skills required to take your designs from 2D sketches to 3D final products. The framework of modules and projects will develop essential skills through research, drawing and illustration, design and concept development, and computer-aided design in order to create industry-ready portfolio work through professional presentations. Traditional draping and pattern-cutting techniques and industry-standard garment construction skills will be developed as well as an understanding of the technology and materials used in the fashion with body contour industry. You will explore experimental methods of garment development through the use of industry-standard virtual prototyping systems introduced in Level 5 for pattern cutting, grading, fabric print development and 3D modelling; and by taking non-traditional approaches to fabrication and/or construction. The use of 3D printing, laser-cutting and printing with a variety of materials, including non-traditional materials such as metal and plastic, will enable you to explore more conceptual approaches to fashion with body contour. Collaboration with other programmes will be encouraged to introduce you to transdisciplinary learning and real-life situations of working with others from different fields.

The programme is delivered within dedicated studio and workshop environments that provide an excellent range of industry-standard resources. Experienced academic and technical staff, and a programme of visiting fashion designers and professionals will support the development of your creative identity and specialist routes of inquiry, and help you to establish your individual career aspirations as you progress through each Level of the programme. Through experimentation and creative investigation, you will be encouraged to push the boundaries of the design and construction of lingerie, structured body wear, swimwear and active sportswear in order to promote and develop your individuality and professional practice. Taking information from both historical and emerging trends will enable you to synthesise knowledge in both theoretical and practical projects, and the design process will help you to contextualise your ideas as a critical and creative thinker.

Through working with industry professionals on live projects, you will have the opportunity to articulate your design ideas and develop your professional communication skills. Guest speakers and mentors from the industry will support the academic staff in promoting the vision and focus of the programme, while helping to inspire you to develop forward-thinking design ideas and adding valuable insight into areas of the industry where opportunities for potential work experience exist. The programme structure supports the development of creative, intellectual, analytical and technical skills to ensure that you are prepared to progress to employment within the industry, self-employment or to postgraduate study.

The knowledge, understanding and contextualisation of the international fashion industries will be enhanced by optional educational visits to major trend capitals such as Milan, Paris and New York, as well as opportunities to participate in national and international competitions.

Programme Aims

- PA1 To enable you to review, consolidate and extend your knowledge and understanding of your field of study and apply this to a range of contexts
- PA2 To provide opportunities for individually-focused research and investigation that informs your creative practice and personal development
- PA3 To enable you to identify, analyse, interrogate and integrate the relationship between theories and practice
- PA4 To encourage independent approaches to creative practice and project management, including planning and organisation, investigation, evaluation and collaboration
- PA5 To enable you to produce work to a standard appropriate to the professional context of your field of study, informed by research and experimentation
- PA6 To enable you to communicate effectively in a variety of forms appropriate to a range of contexts and audiences

Programme Outcomes

By the end of the programme you will be able to:

- PO1 Demonstrate a systematic understanding of key areas of your field of study and its cultural, ethical and professional contexts
- PO2 Synthesise, evaluate, reference and apply research from appropriate sources to make independent judgements and to initiate and carry out projects
- PO3 Demonstrate conceptual understanding that enables you to devise and sustain arguments, solve problems, and use ideas and techniques appropriate to your field of study
- PO4 Manage your own work and learning as an autonomous practitioner and collaborate with others in preparation for employment, continuing professional development and/or postgraduate study
- PO5 Apply an appropriate range of practical and technical skills to produce solutions and outcomes relevant to your field of study and related professional practice

PO6 Communicate information, ideas, problems and solutions in a range of appropriate formats to specialist and non-specialist audiences, including potential employers and professional networks

Reference Points

UK Quality Code for Higher Education, including:

- Subject Benchmark Statement: Art and Design
- Framework for Higher Education Qualifications [FHEQ]

AUB Undergraduate Regulatory Framework

The Northern School of Art Strategic Plan

The Northern School of Art Higher Education Learning, Teaching and Assessment Strategy

Learning, Teaching and Assessment

Learning and Teaching Strategies

Your programme has been designed to give you a clear and logical learning experience, which encourages you to take an active part in the learning process. Each level of the programme has explicit learning outcomes that indicate the range of your knowledge and understanding, including intellectual, practical, professional and transferable skills.

The programme helps you to develop the ability to plan, manage and evaluate your learning, which is vital to the process of becoming an independent and professional practitioner. It also encourages you to take a more questioning approach, so that you can resolve problems with increasing confidence in your own judgements.

Formative feedback throughout modules helps you to evaluate your progress and identify your individual strengths and areas for development, based on feedback from tutors, other students, and your own self-evaluations.

The programme objectives are met by deploying a wide variety of teaching and learning methods including assignments, projects, lectures, seminars, group critiques and tutorials. In consultation with the Faculty leader, academic staff are responsible for coordinating individual modules of study, and for selecting appropriate methods of delivery according to the subject matter and the student experience.

The learning and teaching methods used to enable you to develop the skills, knowledge and critical awareness required to become a creative practitioner and promote the development of transferable skills, which are essential for employability.

The study time allocated to each module in the programme incorporates a balance of formal teaching, tutorial support and independent learning. The programme is structured progressively to provide increased opportunities for independent learning as you reach the later stages of the programme. The promotion of independent learning reflects your anticipated maturity as a student and allows you to direct your learning towards individual goals.

The integration of theory and practice is crucial in your development as a well-rounded and informed creative practitioner. This is promoted and reinforced through a team-teaching approach in both practical and written modules. Lectures, seminars and tutorials may be delivered by academic staff, as appropriate, in the creative environment of the studio, lecture theatre and seminar rooms.

Level 4 – Foundation and Orientation

Level 4 provides you with an introduction to the concepts, skills and knowledge associated with your subject area. You can access guidance and support from tutors during teaching sessions, but you are also expected to use independent study time to develop your skills further. Verbal and written formative feedback in tutorials and teaching sessions provides you with a clear indication of your progress, and you can use formative self and peer evaluation to help you to develop your critical and evaluative abilities.

Level 5 – Development and Exploration

The learning and teaching strategies used in Level 5 encourage you to take more responsibility for your learning and personal development, underpinned by formative self and peer evaluation. You are provided with opportunities to extend your subject knowledge and associated skills, and to study specific areas in greater depth. As you progress through Level 5, you are able to focus increasingly on your individual areas of interest and specialism. This is determined through the introduction of Learning Agreements, in which you can negotiate your own routes of inquiry, including research, development and realisation, in response to module learning outcomes. Elements of work-related learning, such as live projects, enable you to develop your professional practice and experience of working in a commercial context. Throughout Level 5, you are also encouraged to seek and negotiate your own work experience, if suitable opportunities are available.

Level 6 – Consolidation and Expertise

In Level 6, you are encouraged, within a supportive environment, to interrogate your specialism, consider your future direction and use the opportunity to effectively and meaningfully plan, prepare and move forward. Through analysing and defining your individual direction, you will develop a range of intellectually and practically challenging work that helps you to consolidate your prior experience, knowledge and skills to a higher level of expertise. Emphasis is placed on self-initiated projects and your ability to plan and manage your own learning within all modules. You are expected to work with a considerable degree of independence and to exercise effective critical analysis, evaluation and professional practice. However, specialist academic tutors will give you guidance throughout Level 6 in order to provide a structured and supportive learning environment, promoting a manageable level of student autonomy, while continuing to address any potential issues. Individual student-initiated projects are developed, negotiated and undertaken within the module framework to assist you in the realisation of your creative aspirations as an independent practitioner.

Methods of Learning Glossary

A variety of methods are used to help you to engage with your learning, both by you as a student and by your tutors – some of these methods are described below.

Timetabled teaching sessions

Your student timetables indicate the teaching sessions that have been arranged for you across the modules that you are studying, and are available to you on the VLE. Within your teaching sessions, you will take part in a variety of activities that will help you to learn and develop as appropriate to each module and assignment. Specific learning and teaching strategies used in teaching sessions can include:

- Projects and assignments - covering a range of learning areas
- Tutorials - for appraisal and development as an individual or in groups
- Critiques - to provide formative feedback and to develop your presentation skills
- Lectures - formal and informal
- Flipped Learning – introduced to the learning material before class, with classroom time then being used to deepen understanding through discussion with peers and problem-solving activities
- Seminars - discussions that develop your critical responses
- Demonstrations - practical and workshop-based activities

Independent study

In addition to teaching sessions, the development of your skills and knowledge requires extra individual input defined as independent study. This will appear on your timetables and is an important part of the learning hours required for each module.

During these periods, tutors are not timetabled to teach you, but technician demonstrators and Library staff are available to help you to undertake research and the development of ideas and practical work. It is your responsibility to make good use of independent study time and the facilities available. It is essential that you access the specialist workshops during this time to develop your skills with materials, equipment and processes. The School's opening times and access to resources are intended to provide extra opportunities for you to benefit from your studies and to achieve your goals.

Assignments

A strategy based on practical and/or written work, ranging from staff-initiated activities at Level 4, and leading progressively to increasingly student-led activities at Levels 5 and 6.

Live assignments or live briefs

An assignment negotiated between a tutor and a relevant external agency, providing an opportunity for you to work within the constraints of a commercial brief. Live assignments/live briefs can also include competitions and awards.

Projects

An activity initiated by you as a student in which the emphasis is on student-centred learning. The tutor acts as a supervisor, negotiating the choice of topic with you through the Learning Agreement (see below), and supporting you throughout the project, including ethical considerations, which will be undertaken on an individual basis and/or in groups.

Lectures

A structured presentation of ideas, concepts and content knowledge by academic staff and visiting lecturers to groups of students, followed by feedback, questions and answers.

Academic tutorials

A meeting with an academic tutor or tutors either to discuss the progress of your work on a formative basis or to give summative feedback about your achievement in individual modules or the programme in general. Academic tutorials can take place on an individual basis, or with a group of students.

Seminars

A group activity involving the open discussion and analysis of topics – seminars may be tutor-led or student-led and can include short presentations.

Group critiques

These involve students in presenting and discussing work with tutors and the peer group within modules, giving you the opportunity to evaluate and respond to feedback.

Workshops

Specific activities within specialist modules that provide the skills required for assignments and can be delivered by tutors and/or technician/demonstrators. Technical and practical skills are developed in a range of techniques, processes and materials relevant to your area of study and specialism.

Educational visits

Educational visits to a range of external venues provide opportunities for you to broaden your field of research and knowledge related to your area of study. You will be given information about your programme's planned educational visits throughout the academic year.

Personal Development Planning [PDP]

Personal Development and Planning [PDP] are linked to all Levels of the programme through methods of reflective practice and planning which are integral to each module and help you to plan, integrate and take responsibility for your personal, academic and career development. In dialogue with tutors through formative feedback, you are encouraged to identify strengths and areas for development and

establish learning goals that might improve perceived weaknesses and enhance your strengths.

Learning Agreements

As you progress through the programme, there are increasing opportunities for you to negotiate your own learning. Learning Agreements are introduced at Level 5 as a mechanism to support you in defining your individual learning in the context of the programme. Within the Learning Agreement, you will outline how you intend to fulfil the module aims and outcomes and how you plan to achieve this. This enables you to vary the work you produce according to your own personal and professional goals and aspirations whilst meeting the specified aims and learning outcomes of the module. The Learning Agreements contribute towards evidence of your Personal Development Planning. At level 6, the learning agreement includes an ethical approval process showing evidence of ethical awareness processes to overcome issues.

Assessment

Each module is assessed separately, and the assessment forms part of the module. Assessment both provides a measure of your achievement and also gives you regular feedback on how your learning is developing.

At every Level of your programme, you will be provided with a Module Handbook for each module, which contains information about the individual modules you will be studying. This includes what you are expected to learn within each module; the work that you have to submit; how it will be assessed; the deadline for submitting your work for assessment; and when you can expect to receive summative feedback.

You will receive a final mark for each module in the form of a percentage, which is recorded on your formal record of achievement (transcript). Each component of assessment is marked using a notched marking scale, whereby only certain marks are used within each banding of marks. The only marks available within any ten-point band are *2, *5 and *8 (e.g. 62, 65, 68). These marks correspond to a low, mid, and high level of achievement within each banding of marks.

All learning outcomes must be passed to successfully complete the module.

On successful completion of your Honours degree programme, you will be awarded a degree classification based on your module marks. The final classification is determined using all module marks at Levels 5 and 6 using two different algorithms, which are detailed in the Undergraduate Regulatory Framework and Assessment Regulations (available on the VLE). If the two algorithms produce different results, you will be awarded the higher class of degree.

If you have joined Level 6 either through the Accreditation of Prior Learning [APL] route or having completed a Foundation Degree [FdA], the final classification is determined using only your module marks at Level 6.

For further information on progression, awards and classifications, please visit the VLE.

Programme Structure

All students are registered for the award of BA (Hons); however, exit awards are available if you leave the programme early, having successfully completed one or two Levels. If you successfully complete a Level of the programme, you will automatically be entitled to progress to the next Level.

For the award of a Certificate of Higher Education (CertHE), you must have achieved a minimum of 120 credits at Level 4. This qualification may be awarded if you leave the School following successful completion of the first year of your programme.

For the award of a Diploma of Higher Education (DipHE), you must have achieved a minimum of 240 credits of which a minimum of 120 must be at Level 5. This qualification may be awarded if you leave the School following the successful completion of the second year of your programme.

For the award of a BA (Hons), you must have achieved a minimum of 360 credits of which a minimum of 240 must be at Level 5 or above, of which a minimum of 120 credits must be at Level 6. This qualification will be awarded upon successful completion of your programme.

A BA without Honours may be awarded if you have achieved 300 credits, at least 180 of which are at Level 5 or above, and at least 60 of which are at Level 6.

Programme Content

The programme is structured to provide you with the skills, knowledge and abilities that will help you to become increasingly independent as a creative fashion with body contour practitioner, and to develop the skills required for employment, entrepreneurship and professional practice within the fashion industries or for progression to postgraduate study.

The programme's modules have been designed and organised to provide opportunities for you to develop, integrate and consolidate a wide range of knowledge and expertise, with an emphasis on creative investigation and critical inquiry. The module structure provides you with a holistic and coherent learning experience and a comprehensive framework for assessment and progression that will enable you to gain recognition for your progress and achievement.

The programme consists of three Levels (4, 5 and 6), each lasting one academic year of full-time study. Each Level is divided into modules, which may vary in size. A standard module represents 200 hours of study and is worth 20 credits. Depending on the complexity of the area being studied, some modules may be larger, for example, in Level 5 and Level 6 you will study a combination of 20 credit and 40 credit modules.

Level 4

The structure of Level 4 modules provides an introduction to the discipline of fashion with body contour and the foundation of skills and knowledge required for progression through the programme. All six modules are 20 credits in value to aid your orientation to the discipline and to support you in managing your workload.

The **Introduction to Body Contour Fashion** module (20 credits) equips you with the underpinning knowledge that will develop your skills and understanding of the design and creative process for fashion with body contour. Assignments will introduce you to fashion with body contour and raise your awareness of the trends and fabric research, design process, colour stories, customer profiles and market levels within this specialised sector. The module will enable you to conduct research for inspiration from historical and contemporary fashion references and up-and-coming trends in both fabric development and garment design. You will begin to learn about the many facets of the clothing industry and gain an insight into how it operates on both a domestic and a global platform.

The module will also look at approaches to design innovation that affect the industry through experimental fabric uses and technology, and reviewing current fashion shows and exhibitions will develop your understanding of market awareness and trends. You will be introduced to flat drawings, which are essential when relaying design ideas from a design/sketch to a pattern-maker or manufacturer, and begin to learn the uses and possibilities of computer-aided design [CAD] when preparing presentations of your work. The ability to critically analyse your own work as well as others will be developed through self-evaluations and critiques.

The focus of the **Sketching for Body Contour Fashion** module (20 credits) is to enhance the development of your creative practice through drawing and routes of visual inquiry. Exploring and experimenting with observational and representational drawing will enable you to generate imagery and communicate potential ideas and concepts for fashion with body contour through the use of traditional and digital media techniques and manipulation. Your creative visual investigation will be underpinned by the research and analysis of historical and contemporary art, illustration, photography and visual communication in order to provide a context for your individual responses and inspirations. This broad approach to generating visual responses is intended to fuel your imagination and develop your confidence in visual expression. You will also build on your CAD skills to develop a variety of sketching and illustration techniques. The module will continue to develop your knowledge of the industry and its processes by exploring more advanced flat drawing and technical specifications and how to present concept boards in an industry format.

The **Creative Technical Studio I** module (20 credit) is the first of two modules in the programme where you will be introduced to the technical aspects of fashion with body contour through the development of skills such as pattern-making, draping, bias-cutting and straight grain, how to use 2-way and 4-way stretch fabrics, sewing and other means of garment construction in a creative context as used in this specialised area of the fashion industry. You will learn how to choose suitable fabrics and trims, how to create industry-standard finishes through the use of lockstitch, overlock and zig-zag machines as well as hand finishes such as rolled hems.

You will be introduced to the fitting requirements of the fashion with body contour industry, with the use of live models where possible. You will be encouraged to create conceptual responses through fabric manipulation, draping and cutting. This will enable you to consider structured, unstructured and deconstructed samples without the technical constraints of producing finished garments. You will also begin

to appreciate and evaluate the behaviour of materials and fabrics in creating different forms and structures. The module will also look at historical pattern-cutting and construction to give underpinning knowledge to the development of this specialised area of the industry. The links with history, theory and the development of fashion with body contour will be investigated to paint a picture of how changes in freedom and rights have formed its current position. Throughout the module, you will continue to develop your business knowledge as you learn how the industry operates.

The **Textile Techniques** module (20 credits) introduces you to a range of fabrics that are used in fashion with body contour, and their properties and purpose of use. You will investigate a variety of alternative materials and surface manipulations and finishes, and a range of dyeing and printing techniques as related to fabric aesthetic, quality and performance and end use in the fashion with body contour industry. Research into historical and contemporary printed and embroidered textiles informs and supports the development of your knowledge and skills and your critical and technical awareness. You will develop your skills in the art of fabric manipulation and how this can be used to create design silhouettes and details.

The **History of Body Contour Fashion** module (20 credits) examines fashion with body contour in relation to lingerie, corsetry and leisurewear from 1800 to the present, and its capacity as both a reflection of, and an influence on, the cultural conditions of its respective period in time. You will gain a perspective of the reciprocal relationship between fashion, history, society and cultural contexts to contemporary fashion's design, consumption, production, image, tastes, trends and the contemporary fashion with body contour industry.

The **Design Studio I** module (20 credits) introduces you to the next stage in the creative design process of fashion with body contour. You will begin to identify and understand your target market and develop your concept within the context of fashion with body contour design and aesthetics. You will engage in critical dialogue with your peers and lecturers while building your capabilities for investigation and critical thinking. Conceptual and creative investigation will be informed by the analysis of research to define your inspiration and influences. Research sources will include an awareness of fashion with body contour trend predictions, but these should not constrict or define your routes of inquiry as the module will extend your knowledge and awareness of issues that shape, define and influence contemporary fashion.

You will also begin to produce process books that document the progression of your design ideas from research and concept initiation through to design realisation. The development of your process book is an integral approach to the way that designers in the industry collect and compile their inspiration and is a starting point for the whole production process. Through set design briefs you will create a range of designs and then produce 3D prototype(s) that demonstrate your experimentation with fabrics and textile development and the exploration of imaginative problem-solving techniques. This will enable you to communicate your conceptual process and to demonstrate the development of your practical and technical skills. Throughout the process you will develop your awareness of industry terminology and processes that are used in fashion with body contour as well as start to prepare an

industry-standard portfolio by producing work that is aimed at the active sportswear and lingerie market.

The module will introduce you to the marketing aspect of the fashion with body contour industry by looking at approaches to marketing and how to market your designs. You will also be introduced to entrepreneurial skills for use when starting up a business.

Level 5

In Level 5 of the programme, you will extend your subject knowledge and associated skills, study specific areas in greater depth, and develop your experience and understanding further; you will also have the opportunity to begin to specialise and focus on your individual areas of interest.

The Learning Agreement is introduced in Level 5 to enable you to take more responsibility for your learning through negotiation with your tutors. It is used to help you to identify and plan your individual routes of inquiry within specific modules and supports the progression of independent learning.

The structure of Level 5 includes 20 credit and 40 credit modules.

The **Design Studio II** module (20 credits) enables you to extend your 2D and 3D skills and practices within the context of your specialisation and will build on the skills introduced in the Level 4 Design Studio 1 module. As the second module in the sequence, you will develop your competency in the application of design and research processes while exploring appropriate technical 3D solutions on mannequins. You will begin to establish a personal design philosophy and to define yourself within a market category; and you will start to theorise and contextualise your own work on an increasingly independent basis.

This module enables you to continue the development of personal research methodologies, design philosophy, processes and innovative approaches to fashion with body contour. You will continue to look at links with the history and theory of fashion with body contour and how these are shaping current and future trends. You will further develop the CAD skills that you have learnt in other modules to enhance the professional standard of your work and continue to develop your sketching and illustration skills to communicate your design ideas and thought processes at a more advanced level.

The Learning Agreement is introduced within this module to develop your ability to identify and negotiate an individual route of inquiry in response to the assignment. This supports the development of communication and practical skills by encouraging an investigative approach to the commercial fashion with body contour process within a professional context. You will defend your final work through presentations both visually and verbally to your peers and lecturers.

You will also extend and develop your knowledge of the fashion industry, its international perspective, and the roles available within it. This will be enhanced by primary and secondary research into specific career pathways, with particular emphasis on employability, enterprise, professional practice and networking. You will

develop your marketing and business knowledge to help focus and direct your individual specialist design pathway; and begin to investigate opportunities for potential work experience to further your knowledge of the industry and your chosen path.

The **Creative Technical Studio II** module (40 credits) will introduce you to the dynamic world of computerised pattern-making, and you will develop the skills required to produce a production-ready pattern using industry-standard computer software. Through 3D modelling, you will be able to bring your designs to life on the screen. You will be introduced to digitising, which allows you to take your flat pattern and import it into the computer to develop it further, grade it into different sizes and place fabrics and lace onto your design. You will also learn how to produce technical packs (tech packs) that are used by both UK manufacturers and in the global industry, as well as learning the skills and vocabulary needed to create computer-generated patterns for your original designs.

During the module, you will extend your skills and techniques within 2D and 3D execution and construction, as well as developing your own personal approach to technical challenges and problem-solving design issues. You will continue to develop your pattern-drafting and draping skills to produce technically correct patterns and 3D products from your designs, using virtual prototyping systems to enhance your creative cutting skills and push your design ideas. The computerised pattern-drafting system will also be used to generate lay plans and production-ready patterns. This will enable you to develop your personal aesthetic and further articulate your vision through 2D and 3D processes with an emphasis on innovation and personalisation of technique.

The module will incorporate elements of design as well as final garments. You will create a body of work that reflects your ability to take ideas from 2D to 3D realisation, and develops your understanding of the professional terminology and practices used in the fashion with body contour industry. You will be introduced to costing sheets for your chosen designs and garment breakdowns which are both used in the industry to assess if the garment is viable to produce from a cost perspective.

The **Digital Design and Communication** module (20 credits) provides the opportunity for you to integrate the development of your ideas for fashion with body contour with computer-aided design [CAD]. The emphasis is on fashion innovation and concept design exploration enhanced by computer applications such as Photoshop, Illustrator and InDesign. You will learn to use imaging software as drawing and design tools for electronic design and rendering as well as industry techniques for presenting your portfolio in a digital format. You will develop new digital skills in the application of design principles and learn how to produce computer-generated flats for presentation, technical specification drawings, mood boards and illustrations.

The module enhances your knowledge of the fashion with body contour industry through the use of industry-standard software for presentations, and places a practical focus on the skills required for professional practice. You will build on your marketing skills through the generation of self-promotional materials such as CVs, business cards, digital archives and individual weblogs. You will also be introduced

to interactive portfolio presentation such as embedding videos and external website links into your portfolio in order to enhance the professional qualities of your work.

The **Industry Project** module (40 credits) develops your experience, professional fashion practice and creative problem-solving skills within the structure of client-led briefs and live assignments, which could include competition work. This will enable you to work in a professional context with consideration of commercial parameters and the requirement to be forward-thinking and adaptable. You will be encouraged to take an investigative approach to the commercial process for fashion with body contour within a professional context to support the development of your communication and practical skills. The Learning Agreement is used within this module to develop your ability to identify and negotiate an individual route of inquiry in response to the assignment, and should consider the external parameters and constraints of working to a live brief.

The module helps you to consolidate the skills and knowledge of fashion with body contour acquired so far by using your design and garment production skills along with your CAD and marketing knowledge to produce a body of work for an external audience/client.

Level 6

At Level 6, you are able to consolidate and demonstrate the knowledge, understanding and skills you have gained in Levels 4 and 5, and to develop increasing levels of expertise and independence in preparation for future professional practice or postgraduate study. Extended projects encourage in-depth study and sustained research towards the realisation and presentation of a substantial fashion with body contour portfolio to a professional standard.

The Level 6 modules have been devised to enable you to design your individual pathway through the final year, resulting in a focused package of skills which is supported by extensive critical and analytical research, and is demonstrated in your visual language. For students who wish to progress onto postgraduate study, the emphasis will be focused on the requirements of a successful application.

The structure of Level 6 modules is common to all undergraduate programmes at The Northern School of Art and consists of four consecutive modules that enable you to research, plan, undertake and conclude a pathway of study that is specific to your individual areas of focus and interest within your creative discipline. The common structure also provides opportunities to work collaboratively with students from other disciplines, and the potential cross-fertilisation of creative practice is intended to reflect the realities of the contemporary creative industries.

The modules are structured to promote the integration of theory and practice and to ensure that concepts are realised in a manner that will support your personal and professional development. The final module concludes with a degree show that will focus on your future intentions with relevant written and practical work. The dissertation or report will inform the work for your final portfolio and develop a self-identified written investigative study that relates directly to your creative practice.

Throughout Level 6, you will be provided with a curriculum that allows for individual progression and development, and is integrated with opportunities that enhance the realisation of your own vision to enable you to graduate as a professional and informed creative practitioner.

Level 6 modules are either 20 credits or 40 credits in value.

In the **Project Research and Preparation** module (40 credits), you will identify, initiate and negotiate a personal project that will enable you to consolidate and demonstrate your individual creative identity. This should reflect the individual focus of your creative practice and career aspirations; and be underpinned by extensive research, analysis and development work that supports the realisation and production of your creative outcomes in the Final Major Project. You will be able to research, define and develop a complex project that challenges your existing practice, and to consider potential collaborations in preparation for working in the creative industries, or for postgraduate study. The research, planning and development that you undertake during the Project Research and Preparation module will include identifying and negotiating the topic of your written investigative study for the Dissertation / Report module, which will be devised to inform and enhance your practical work.

The **Dissertation / Report** module (20 credits) provides you with the opportunity for extended research and investigation into a negotiated individual topic based on an aspect of your creative practice. The choice of either a theoretical argument (dissertation) or a factual report (for example, on an aspect of potential entrepreneurial activity) should be determined by your individual aims and aspirations after graduation. Both options will equip you with a wide range of skills that can be applied to research, information retrieval and academic writing.

The **Final Major Project** module (40 credits) enables you to focus on your specialism and to apply the knowledge, skills and intellectual abilities acquired and developed throughout your programme. You will realise the conceptual, theoretical and professional inquiry identified in the Learning Agreement that you produced in the Project Research and Preparation module in order to bring your ideas to a reasoned conclusion, based on problem-solving, decision-making and critical evaluation. Your ability to manage a complex project with an independent and professional approach is a key aspect of this module. The final creative outcomes should be executed and presented to a standard appropriate to Level 6 Honours degree study and to their commercial or professional focus.

The **Final Show and Portfolio** module (20 credits) is a launch point for your commercial vision or progression to postgraduate study. You will present yourself and your work in a relevant professional context that highlights the progression you have made as a critical creative practitioner. The opportunity to create an outward-facing exhibition that showcases your creative practice and achievements is your chance to take the first steps into the creative industries. Working with a provided space, you will manage and deliver an individual show that promotes your final portfolio of work, supported by self-promotion and marketing tools directed at your own professional aspirations.

Programme Modules

Module Code	Module Title	Credit Weighting
Level 4		
HBCF461	Introduction to Body Contour Fashion	20 credits
HBCF462	Sketching for Body Contour Fashion	20 credits
HBCF463	Creative Technical Studio I	20 credits
HBCF464	Textile Techniques	20 credits
HBCF465	History of Body Contour Fashion	20 credits
HBCF466	Design Studio I	20 credits
Level 5		
HBCF561	Design Studio II	20 credits
HBCF562	Creative Technical Studio II	40 credits
HBCF563	Digital Design and Communication	20 credits
HBCF564	Industry Project	40 credits
Level 6		
HBCF661	Project Research and Preparation	40 credits
HBCF662	Dissertation / Report	20 credits
HBCF663	Final Major Project	40 credits
HBCF664	Final Show and Portfolio	20 credits

Programme Diagram

This diagram indicates the proposed start and end dates for each module and shows teaching weeks only; holiday periods are not included. Further information on the structure of each module is included in your Module Handbooks.

Level 4																																							
Week Numbers																																							
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		15	16	17	18	19	20	21	22	23	24	25	26	27	28										
WELCOME WEEK AND INDUCTION	Weeks 1 – 7							Weeks 8 – 14														Weeks 15 – 21							Weeks 22 – 28							WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS			
	HBCF461 Introduction to Body Contour Fashion (20 credits)							HBCF463 Creative Technical Studio I (20 credits)														HBCF464 Textile Techniques (20 credits)							HBCF466 Design Studio I (20 credits)										
	Weeks 1 – 13																				Weeks 15 – 27																		
	HBCF462 Sketching for Body Contour Fashion (20 credits)																				HBCF465 History of Body Contour Fashion (20 credits)																		

Level 5																																						
Week Numbers																																						
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		15	16	17	18	19	20	21	22	23	24	25	26	27	28									
WELCOME WEEK AND INDUCTION	Weeks 1 – 10																								Weeks 15 – 25													
	HBCF561 Design Studio II (20 credits)																								HBCF563 Digital Design and Communication (20 credits)													
WELCOME WEEK AND INDUCTION	Weeks 1 – 14														INTERIM	Weeks 15 – 28																						
	HBCF562 Creative Technical Studio II (40 credits)															HBCF564 Industry Project (40 credits)																						
WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS																																						

Level 6																																								
Week Numbers																																								
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		15	16	17	18	19	20	21	22	23	24	25	26	27	28											
WELCOME WEEK AND INDUCTION	Weeks 1 – 9										Weeks 1 – 14										INTERIM	Weeks 15 – 23										Weeks 24 – 28								WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS
	HBCF661 Project Research and Preparation (40 credits)										HBCF662 Dissertation / Report (20 credits)											HBCF663 Final Major Project (40 credits)										HBCF664 Final Show and Portfolio (20 credits)								

Mapping of Module Learning Outcomes to Level Outcomes

Level 4 Outcomes On successful completion of Level 4, you will be able to:	Introduction to Body Contour Fashion 20 credits	Sketching for Body Contour Fashion 20 credits	Creative Technical Studio I 20 credits	Textile Techniques 20 credits	History of Body Contour Fashion 20 credits	Design Studio I 20 credits
Describe, explain and use key elements of knowledge and key concepts of body contour fashion in defined contexts	* LO1		* LO1	* LO1	* LO1	* LO1
Gather, describe and apply research from primary and secondary sources in order to develop ideas and make sound judgements	* LO2	* LO1			* LO2	* LO1
Evaluate the appropriateness of different approaches to solving problems related to body contour fashion			* LO2	* LO2		
Reflect upon and evaluate your progress in order to identify your strengths and areas for development	* LO3					* LO2
Apply a range of practical and technical skills relevant to body contour fashion in defined contexts		* LO2	* LO3	* LO3		* LO3
Communicate the results of your study accurately and reliably with structured and coherent discussion and representation		* LO3			* LO3	

Level 5 Outcomes	Design Studio II	Creative Technical Studio II	Digital Design and Communication	Industry Project
On successful completion of Level 5, you will be able to:	20 credits	40 credits	20 credits	40 credits
Demonstrate knowledge and critical understanding of the well-established principles of body contour fashion and apply these to a range of activities		* LO1		* LO1
Use a range of established techniques to initiate and undertake the critical analysis of information	* LO1			* LO2
Critically evaluate the appropriateness of different approaches to solving problems in the area of body contour fashion in order to propose solutions	* LO2	* LO2		
Apply reflective practice and evaluation to the negotiation and management of your own learning and the identification of individual routes of inquiry	* LO3			* LO3
Select and apply appropriate practical and technical skills relevant to body contour fashion in order to develop existing skills and acquire new competences		* LO3	* LO1	
Effectively communicate information, arguments, concepts and analysis in a variety of forms to specialist and non-specialist audiences			* LO2	* LO4

Level 6 Outcomes	Project Research and Preparation	Dissertation / Report	Final Major Project	Final Show and Portfolio
On successful completion of Level 6, you will be able to:	40 credits	20 credits	40 credits	20 credits
Demonstrate a systematic understanding of key areas of your field of study and its cultural, ethical and professional contexts	* LO1		* LO1	* LO1
Select, evaluate, reference and apply research from appropriate sources to make independent judgements and to initiate and carry out projects	* LO2	* LO1		
Demonstrate conceptual understanding that enables you to devise and sustain arguments, solve problems, and use ideas and techniques appropriate to your field of study	* LO3	* LO2	* LO2	
Manage your own work and learning as an autonomous practitioner and collaborate with others in preparation for employment, continuing professional development and/or postgraduate study	* LO4	* LO3	* LO3	
Apply an appropriate range of practical and technical skills to produce solutions and outcomes relevant to your field of study and related professional practice			* LO4	
Communicate information, ideas, problems and solutions in a range of appropriate formats to specialist and non-specialist audiences, including potential employers and professional networks		* LO2		* LO2

Resources

Library

The Library provides specialist art and design resources to support the learning, research and curriculum needs of both students and staff at the School. All new students receive a Library induction and a subject-specific resource guide which is followed up by an information skills. Additional help is available within the Library for research.

The Library holds a variety of learning materials including books, academic journals, DVDs, and magazines. There is also a wide range of specialist electronic resources focusing on art, design and media, including online e-books and e-journals. The Library resources are catalogued onto the Heritage Library Management System, which can be accessed either within the Library or by the online version via the VLE and the School portal.

The Library is Wi-Fi enabled, and facilities include study spaces and a photocopier. The resources, and help from the knowledgeable, friendly staff, make the Library a popular space for work and study.

The Library consistently receives high scores in both the in-house and national student surveys, which are carried out annually.

Information technology [IT] and digital learning resources

The School provides a comprehensive range of IT resources based around Apple Macintosh computers and Windows PCs using the latest in specialist hardware and software solutions. In our studio and open access facilities every computer is pre-loaded with the latest versions of Adobe Creative Cloud and Microsoft Office 365 applications. Specialist programmes demand specialist requirements and the School caters for this with IT resources utilising industry standard software and hardware solutions.

Studio and open access facilities are complemented by our Bring Your Own Device system allowing access of personal hand-held devices to our wireless network and the internet.

IT resources are supported by a knowledgeable and friendly IT team that endeavours to put the student first and resolve any issues. IT support is accessible via our in-house helpdesk, which is open from 8.30am to 5.00pm Monday to Thursday and 8.30am to 4.30pm on Fridays, email: helpdesk@northernart.ac.uk.

The School provides access to a variety of programme and School related information including Programme Handbooks, Module Handbooks and online learning materials through the VLE.

Student Support

Academic guidance and support

Academic staff are responsible for providing you with feedback on your work and your general academic progress, and for providing academic support and guidance through the programme. This is provided through critiques and written feedback, as well as guidance on practical work and informal discussion about your progress. These sessions may be individual or, in the case of collaborative work, in small groups.

Academic tutorials are scheduled to allow you to have in-depth discussions about your work or the programme in general. You will be entitled to at least one formal recorded academic tutorial per semester with a nominated member of your Programme Team. For further information about academic tutorials, you can refer to the HE Academic Tutorial Policy, which is available on the VLE.

Support and advice are also provided on an informal basis throughout the programme, through discussions between staff and students.

The School's HE Academic Support facility provides additional taught sessions and talks for all students in areas that will support your academic studies. These sessions are scheduled to align with the curriculum and relevant module deadlines and are delivered within programme areas as requested by academic staff or students.

- Academic referencing
- Academic research/reading
- Note-taking
- Essay and dissertation preparation
- Report writing
- Understanding module requirements
- Understanding summative and formative feedback
- Writing a self-evaluation
- How to complete a Learning Agreement
- Personal Development Planning [PDP]
- Time-management
- Confidence-building

In addition, HE Academic Support provides one-to-one and group support tutorials for all students throughout the academic year.

More information is available on the HE Academic Support section of the VLE.

Career education, information and guidance

Advice and guidance for careers support and further training are offered throughout your programme to help you understand the career routes available within your chosen profession. In addition to activities on your programme that will help to guide you towards your individual career path, it is important that you do your own additional research into potential careers. The academic staff on your programme,

many of whom are creative practitioners, will be able to give you further advice about careers in your subject area. Additional support and mentoring to assist in your career planning and research is available from the School's Employability and Enterprise Centre (Folio), and there is also a careers section in the Library.

Support for students with disabilities (including dyslexia)

The School is committed to the principles of equality and diversity and welcomes applications from students with a disability or learning difficulty. The School aims to support all students' individual needs wherever possible to enable all students to achieve their full potential.

If you experience a disability, mental health condition, specific learning difficulty, e.g. dyslexia, Autistic Spectrum Disorder, or long-term health condition, the Student Services team will support you to access additional funding (Disabled Students Allowances - DSA), which may fund the cost of any your support needs. A member of the Student Services team will contact you before you enrol to ask about any support you need, and put in place interim support while they are helping you to access DSA funding.

In addition, all students have the opportunity to complete a dyslexia screening test when they start their programme. This is called the LADS (Lucid Adult Dyslexia Screening) test and helps to identify if you need any extra support, even if you have never accessed support before. If you do, the team will work with you to identify what support you need and help you to access further diagnostic tests and funding. The Student Services team can also offer dyslexic thinkers one-to-one support from a specialist tutor to help develop learning skills.

Pastoral support and guidance

Support and advice on non-academic matters is provided through trained and qualified professional staff within the Student Services team.

The Student Services team is based in the main building behind reception and is open 5 days a week. There is no need for an appointment, you can access support at any time, and the team are all contactable by email or through the online chat facility on the VLE.

The team can help with a variety of issues from practical support in areas such as finance, funding, accommodation and health-related issues, to support and advice on personal issues.

The team also has an onsite counselling service, which you can access whether or not you have seen a counsellor before. This service can help to find positive solutions to issues such as bereavement, mental health issues, and support in managing stress and anxiety. This service is entirely confidential. If the counsellor feels that they are unable to support you or that you would benefit from a different type of service, they will discuss this with you, and help you to seek the support that is appropriate for you.

You can find contact details and further information about Student Services in the Student Services section on the VLE and in various printed booklets available on the noticeboard outside the Student Services office.

Monitoring the quality of your programme

The programme is subject to rigorous quality assurance procedures which involve subject specialist and peer review of the programme by the Arts University Bournemouth at periodic intervals, normally of 5 years. This process ensures that the programme remains up to date, and is preparing you for a career in the creative industries while also delivering a high-quality student experience.

In addition, all programmes undertake an Annual Programme Review, which takes account of relevant information such as:

- External Examiners' Reports
- Key statistics including data on application, retention and achievement
- Results of the National Student Survey [NSS]
- Results of the internal Student Perception Survey [SPS]
- Feedback from Student Representatives, Student Assemblies and Programme Boards of Study
- Feedback from relevant employer groups

All programmes develop an Action Plan from the Annual Programme Review process, which is monitored by the School. Your Student Representatives can keep you informed about progress against the programme Action Plan.

Staff development priorities for the Programme Team as a whole are identified through the Annual Programme Review process, and for individuals through the staff Performance Management process.

Indicators of quality and standards

All students on taught higher education programmes at the School are enrolled on a programme validated by the Arts University Bournemouth, which was granted taught degree awarding powers by the Privy Council in 2008; and University status was conferred in 2013.

In February 2016, the School underwent a Higher Education Review [HER] with the Quality Assurance Agency for Higher Education [QAA], which formed the following judgements about the higher education provision at The Northern School of Art [formally, Cleveland College of Art & Design]:

- The maintenance of the academic standards of awards offered on behalf of degree-awarding bodies meets UK expectations
- The quality of student learning opportunities meets UK expectations
- The quality of the information about learning opportunities meets UK expectations
- The enhancement of student learning opportunities is commended

This was an excellent outcome, and confirms that our quality assurance mechanisms are robust, meaning that we can have full confidence in the standard of programme outcomes, and the quality of the educational experience we deliver.

More detailed information to support your study on the programme is available in the following documents, which are available on the VLE:

- Online programme information
- Module Handbooks
- Regulatory Framework and Undergraduate Assessment Regulations
- HE Student Regulations
- Student Charter
- School policies and procedures