



Programme Specifications

BA (Hons) Costume Interpretation with Design

2020-2021



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Section One

Programme Specification

The Programme Specification provides a summary of the main features of the BA (Hons) Costume Interpretation with Design 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) Costume Interpretation with Design
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	W452
Language of study	English
External Examiner for programme:	Jill Salen The Royal Welsh College of Music and Drama
Please note that it is not appropriate for students to contact External Examiners directly	
Date of validation	March 2013
Date of most recent review	March 2018
Date programme specification is written/revised	March 2018

Programme Introduction

The BA (Hons) Costume Interpretation with Design programme provides the skills and opportunities to design and make contemporary and period costumes for the diverse and dynamic industry of performing arts and associated media sectors. With a strong emphasis on the development of practical costume construction skills and design, it also provides an awareness of the critical and theoretical differences across these sectors through research, reflective debate, live assignments and a substantial range of technical workshops. The historical, social and cultural context of costume is explored in depth in order to develop your critical understanding and aesthetic awareness and to enhance your design practice.

The aim of the programme is to produce highly skilled creative practitioners who can respond to the challenges of a constantly evolving and exciting industry. It enables you to amalgamate the skills of contextual costume interpretation and design and analytical problem solving, and to develop professional and communication skills through collaboration and negotiation in a creative learning community with excellent resources.

The comprehensive range of modules throughout the programme, including costume design theory and visualisation, pattern drafting, construction techniques, embellishment, millinery and tailoring provides you with an exceptional base of skills and knowledge that will prepare you for employment in the costume industries, and for related employment in areas such as teaching or the heritage industries or postgraduate study. This can be explored, developed and consolidated through the progression from fundamental concepts, processes and techniques to independent professional practice, and the development of visual, creative, intellectual, practical and transferable skills.

You will be supported in developing your employability skills and ethics by participating in work experience, exhibitions and competitions, which will enhance your portfolio of professional experiences and industrial links. Live assignments, visiting practitioners from industry and educational visits add to the opportunities for you to establish your personal employment aspirations and enable you to flourish in your chosen field.

The programme encourages an individual approach to costume interpretation and design and covers the sequential design process from initial research to the production of complete costumes. There is an emphasis on the development of independent decision-making to enable you to understand and use the range of materials, processes and techniques required to create work that is individual in its concept, appropriate to its context and demonstrates attention to detail and quality.

The preparation of your individual portfolio and promotional material supports your development as an independent creative practitioner. You will work in a realistic working environment, subject to industry standards that will help you to realise your career aspirations as a costume designer and/or maker, or related employment. The flexibility within the programme offers you a diversity of options for career choices, including progression to postgraduate study, supported by strong links with the professional community.

In your final year, you will have the opportunity to present your work in a Degree Show exhibition, attended by a variety of industry specialists and prospective employers, to enhance your experience, status and contacts, and to build your confidence in preparation for your future professional practice or further study.

Programme Aims

- PA1 Encourage the development of specialist skills and knowledge for costume interpretation and design within a diverse range of contexts
- PA2 Provide opportunities that enable you to understand the relationship between research, theory and practice
- PA3 Develop creative investigative approaches to costume interpretation and design, and processes of research, analysis, interpretation, problem-solving, realisation and evaluation
- PA4 Provide opportunities for you to develop transferable skills that enhance your employability and enable you to locate your practice within a professional context
- PA5 Establish your competence in, and professional application of, practical and technical skills, and the safe use of appropriate materials, tools, equipment and technologies
- PA 6 Provide collaborative opportunities and develop your understanding of the broader professional environment in order to equip you with the qualities essential for individual career development
- PA 7 Develop your ability to formulate proposals and solutions and to effectively communicate ideas and information to a variety of audiences, including potential employers in the costume industries

Programme Outcomes

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

- PO1 Demonstrate a comprehensive and detailed knowledge of costume interpretation with design, including theoretical, cultural, ethical and professional contexts
- PO2 Synthesise, evaluate and apply research from a diverse range of appropriate sources to make independent judgements to initiate and carry out projects within your own specialist practice
- PO3 Demonstrate confidence and intellectual flexibility in identifying, defining and resolving complex problems relevant to your own specialist practice
- PO4 Take responsibility for independent learning and decision-making, demonstrating effective reflection, evaluation, organisation and time-management in relation to your practice
- PO5 Effectively apply an appropriate range of creative, practical and technical skills to produce solutions and outcomes relevant to the context of your specialist field of study and their related professional practice

- PO6 Demonstrate readiness for employment, continuing professional development and/or postgraduate study acknowledging legal, ethical and sustainable constraints and professional expectations of the costume and related industries
- PO7 Communicate effectively, confidently and professionally in a diverse range of formats to specialist and non-specialist audiences including potential employers and the professional community

Reference Points

UK Quality Code for Higher Education, including:

- Subject Benchmark Statement February 2017: Art and Design
- Framework for Higher Education Qualifications (FHEQ)

AUB Regulatory Framework and Undergraduate Assessment Regulations

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 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 practitioner in costume interpretation and design, and to develop the skills required for employment and professional practice.

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. The practical and design-based modules enable you to develop the skills and abilities you will need to produce creative solutions, underpinned and enhanced by the written modules through integrated activities and the development of knowledge and transferable skills. The module structure, in which all modules support each other, 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, at Level 6 you can study a double module (40 credits).

Level 4

The structure of Level 4 modules provides the foundation of skills and knowledge required for you to extend and develop as you progress through the programme. All modules are 20 credits in value, to help you to develop the skills and knowledge you need at Level 4 and to support you in managing your workload.

In the **Introductory Cut & Construction** module (20 credits) and the **Cut & Construction** modules (20 credits), which are delivered sequentially, practical studio work is combined with theoretical research and contextual investigation. Practical demonstrations and lectures introduce you to a wide range of period and contemporary pattern cutting techniques. This enables you to develop your skills and abilities in cutting flat patterns, period patterns and draping on the stand. Practical costume making skills are also introduced to enable you to learn the fundamentals of constructing costumes, and to develop your pattern cutting skills further. In the first module, basic sewing skills are demonstrated and explored, with a more advanced level introduced in the later module, which also includes specific processes in construction work. You will produce a technical file of samples from workshops throughout both modules that facilitate the production of increasingly more complex costume in the second module. You will also be given the opportunity to learn about the historical, social and cultural context of costume, the equipment and materials required for the costume industry, and to identify the resources required for research to underpin the decision-making process within costume interpretation. Visiting speakers and visits to production wardrobe studios can be used to enhance the delivery of these modules.

The **Costume Design & Illustration** module (20 credits) introduces you to the culture of design for costume and establishes a wide range of fundamental costume visualisation techniques. You will investigate the conceptualisation and development of ideas, the formal elements of character drawing, visual composition and the expressive range of materials and processes. The module emphasises the importance of visual and contextual research as a stimulus for the design process and the development of the critical and analytical skills necessary for the synthesis of your own design solutions. Through practical workshop activities, you are encouraged to explore a range of approaches for concept development, visual investigation and drawing, design and visualisation to support the realisation of costume design solutions in the context of specific texts, scripts and characters.

The **Embellishment** module (20 credits) introduces a wide range of techniques to produce surface pattern and applied decoration, and to select, create and develop their own interpretation of texture on appropriate fabrics and materials. You will study forms of embellishment from different cultural and historical backgrounds to develop your ability to create textiles for costume in a variety of contexts. Practical demonstrations and lectures, supported by historical examples are used to introduce a wide range of embellishment techniques, including ageing and breaking down of costumes. You will produce a technical file of samples from workshops in the first

half of the module that will help you to produce a finished piece of work that demonstrates the development of your embellishment skills.

The **Introductory Costume Interpretation with Design** module (20 credits) provides essential induction and orientation for the programme. You will explore the costume industry at a general level in order to raise awareness of the industry and its designers and the range of career options available. You will also be given the opportunity to learn about presentation, the equipment and materials required for the costume industry, and will be able to identify the resources required for research to underpin the decision-making process within costume interpretation.

The **Introduction to Creative Cultures** module (20 credits) explores the chronology and history of creativity in a series of lectures. Through linked seminars, the lecture subject is placed within the costume context, and encourages you to appreciate the broader contextual influences on creativity as a whole, and the costume specialism. The module supports the development of research, study and analytical skills in the production of an essay based on an aspect of the lecture and seminar programme. The module content is relevant to students on all design-based programmes, and students are taught in larger mixed groups to encourage collaboration across disciplines.

Level 5

Level 5 modules have been designed to enable you to explore and study specific subject areas in greater depth and to extend your understanding of future career routes. 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. All six modules are 20 credits in value.

The **Millinery** module (20 credits) explores a specialist area of costume-based accessories. It enables you to experiment with the creative application of blocking and trimming techniques within the discipline of millinery, combined with theoretical and contextual research. You will undertake research into the history of millinery to identify source material, and there are be elements of 3D design opportunities. Lectures and demonstrations are used to introduce you to a range of millinery techniques and products. You will be expected to undertake development work and produce a log book of research and techniques, before producing a range of hats that demonstrate a diverse range of millinery techniques including blocking, felt, flat pattern, wire and straw hats.

The **Costume Design Communication & Exploration** module (20 credits) extends and develops your design, visualisation and presentation skills and critical abilities, which underpin your creative costume practice. Studio workshop practice and the use of appropriate media, materials, equipment and technology will continue to be developed and refined. Through the study of contemporary or historical scripts and texts, you will develop your skills of contextualising and communicating characterisation through costume design and will develop a full set of sampled costume designs. This module enables you to review and evaluate your experience

and learning, and to identify areas for further development relevant to your final choice of specialism, e.g. classical or modern dance, mask making or heritage. You will be encouraged to develop your acquired knowledge and to extend your practical and creative abilities to support future professional practice. The design solutions produced within this module can be used as the basis for costume interpretation, construction and realisation within the subsequent Specialist Focus for Costume module in Level 5.

The aim of the **Tailoring for Costume** module (20 credits) is to consolidate the construction skills developed in the first year of the programme towards a more specific area of costume making. You will source specialist suppliers, produce professional sampling and use specific tailoring techniques to produce a tailored costume. The module aims to develop your confidence and skills in pattern cutting to achieve an accurate and appropriate cut and fit of a garment. Appropriate materials and fabrics can be selected and sourced for specific tasks to reinforce the importance of making informed choices. Technical workshops consist of demonstrations, practical and problem-solving work using a variety of techniques. You will be encouraged to independently select source material to underpin the subject of your study within a negotiated range of options. The critical and contextual study of archive material and costumes will enhance your understanding of the practical construction techniques developed during the module.

The **Specialist Focus for Costume** module (20 credits) provides the opportunity for you to explore, extend, develop and apply specific skills and techniques suited to your aspirations as a designer/maker within your future specialist area of costume interpretation and design. Through negotiation within the Learning Agreement, you will identify and define your routes of enquiry in order to interpret the individual costume design concept either produced during the previous Costume Design Communication & Exploration module or interpret designs for a live or collaborative project into a three-dimensional costume. This will require the research and sourcing of materials appropriate to your work and the critical analysis and advanced application of relevant techniques and resources. Your practical investigation will provide the opportunity for you to realise and contextualise the potential and relevance of design work in preparation for Level 6 of the programme, and maximise the opportunity for creative practical activity.

The **Professional Studies** module (20 credits) extends and develops the knowledge of your chosen creative industry and the roles available within it. This is enhanced by primary and secondary research into specific career pathways, with particular emphasis on employability and enterprise. The module aims to develop a practical focus on the further development of employability skills, professional practice and networking, including the application of IT for professional promotion, such as curriculum vitae and digital portfolios.

The **Theories of Creative Cultures** module (20 credits) extends your knowledge and awareness of issues that shape, define and influence contemporary creative culture, based on a series of thematic lectures and research seminars. The module is designed to equip you with the skills necessary for understanding how meanings within creativity evolve, the issues that affect creativity and your specialist practice, and your place as an individual, within the wider world. Throughout the module, you

will be encouraged to apply the relevance of social, cultural, and creative culture theories, to your own specialist studies. The module is delivered to larger groups from a number of design-based programmes to encourage students to work collaboratively.

Level 6

Level 6 modules enable you to consolidate and demonstrate the knowledge, understanding and skills acquired during previous Levels of the programme and to develop increasing levels of expertise and independence in preparation for future professional practice or postgraduate study. Extended and increasingly complex projects encourage in-depth study and sustained research toward the realisation and presentation of substantial bodies of work to a professional standard.

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.

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

The **Project Research and Preparation** module (40 credits) and **Final Major Project** module (40 credits) enables you to consolidate skills and expertise appropriate to your individual career aspirations and develop a professional portfolio of work in preparation for your future independent practice after completion of the programme. Within these modules, you will produce your own costume project briefs through the Learning Agreement in negotiation with specialist tutors, to include research, design development and the completion of accomplished costumes that demonstrate appropriate levels of skill and design acumen. The modules are designed to develop your ability to sustain and manage complex projects in unpredictable situations, with effective evaluation, organisation and planning to facilitate the progression to related employment and/or postgraduate study. You can include live projects, competitions and collaborations with related disciplines such as sets, props and film within the school or with other external partners in these modules, but must demonstrate a wide breadth of skills and abilities, as well as appropriate levels of critical analysis and enquiry, aesthetic awareness, professionalism and independent learning.

The **Dissertation / Report** module (20 credits) within the concurrent Proposal Research and Preparation module, you will be able to negotiate, with subject specialist academic staff, the theme of your dissertation or report alongside the research and preparation for your Final Major Project proposal. This theme can be either theoretical, vocational, industry or technical based. Subsequently, the Dissertation / Report module provides you with the opportunity for extended research and academic investigation into your negotiated topic.

The module equips you with a wide range of skills that can be applied to any area of information retrieval and analysis and academic writing. The nature and content of

your dissertation or report will support and enhance your individual creative practice, and you will link the content of your dissertation or report to the practical work that you are planning within your Final Major Project.

The **Final Show and Portfolio** module (20 credits) is a launch point for your progression to employment or postgraduate study. Through the research and production of a professional promotional portfolio. This will be appropriate to your individual career aspirations as a creative practitioner and requires you to analyse your own employment potential in relation to relevant industries.

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		
HCDF461	Introductory Cut & Construction	20
HCDF462	Costume Design & Illustration	20
HCDF464	Cut & Construction	20
HCDF465	Embellishment	20
HCDF466	Introductory Costume Interpretation with Design	20
HCDF463	Introduction to Creative Cultures	20
Level 5		
HCDF561	Millinery	20
HCDF562	Costume Design Communication & Exploration	20
HCDF564	Tailoring for Costume	20
HCDF565	Specialist Focus for Costume	20
HCDF566	Professional Studies	20
HCDF563	Theories of Creative Cultures	20
Level 6		
HCDF661	Project Research and Preparation	40
HCDF663	Final Major Project	40
HCDF662	Dissertation / Report	20
HCDF664	Final Show and Portfolio	20

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																														
	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 HCDF466 Introductory Costume Interpretation with Design (20 credits)							Weeks 8-14 HCDF461 Introductory Cut & Construction (20 Credits)							INTERIM	Weeks 15 – 21 HCDF465 Embellishment (20 credits)							Weeks 22-28 HCDF462 Costume Design & Illustration (20 credits)							WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS
	Weeks 1- 21 HCDF463 Introduction to Creative Cultures (20 credits)															Weeks 1- 21 HCDF463 Introduction to Creative Cultures (Continued) (20 Credits)							Weeks 22 – 28 HCDF464 Cut & Construction (20 credits)							

Level 5																														
Week Numbers																														
	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 HCDF562 Costume Design Communication & Exploration							Weeks 8 – 14 HCDF561 Millinery (20 credits)							INTERIM	Weeks 15 – 21 HCDF564 Tailoring for Costume (20 credits)							Weeks 22 – 28 HCDF566 Professional Studies (20 credits)							WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS
	Weeks 1 – 21 HCDF563 Theories of Creative Cultures (20 credits)															Weeks 1 – 21 HCDF563 Theories of Creative Cultures (continued) 20 Credits							Weeks 22 – 28 HCDF565 Specialist Focus for Costume (20 credits)							

Level 6																														
Week Numbers																														
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 HCDF661 Project Research and Preparation (40 credits)									Weeks 1 – 14 HCDF662 Dissertation / Report (20 credits)					INTERIM	Weeks 15 – 23 HCDF663 Final Major Project (40 credits)									Weeks 24 – 28 HCDF664 Final Show and Portfolio (20 credits)					WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS

Mapping of Module Learning Outcomes to Level Outcomes

Level 4	Introductory Cut & Construction	Costume Design & Illustration	Cut & Construction	Embellishment	Introductory Costume Interpretation with Design	Introduction to Creative Culture
Level Outcome	20 credits	20 credits	20 credits	20 credits	20 credits	20 credits
Evidence and apply elements of specialist knowledge and key concepts of costume interpretation with design in defined contexts	* LO1	* LO1		* LO1		* LO1
Select, describe and apply appropriate research from a range of primary and secondary sources in order to develop ideas and inform sound judgement		* LO2	* LO1	* LO2	* LO1	* LO2
Demonstrate the development of problem-solving and respond to the changing nature of knowledge and concepts relevant to costume interpretation with design	* LO2		* LO1			
Apply a range of approaches to learning and identify your strengths and areas for development in order to manage work and meet deadlines	* LO2		* LO2			
Apply a range of creative, practical and technical skills relevant to the context of costume interpretation with design	* LO3		* LO3	* LO3		
Demonstrate the qualities and transferable skills necessary for employment whilst exercise of some personal responsibility and some initiative			** LO4		* LO3	
Communicate in a clear and logical manner with structured and coherent arguments		* LO3			* LO2	* LO2

Level 5	Millinery	Costume Design Communication & Exploration	Tailoring for Costume	Specialist Focus for Costume	Professional Studies	Theories of Creative Cultures
Level Outcome	20 credits	20 credits	20 credits	20 credits	20 credits	20 credits
Demonstrate knowledge and critical understanding of the well-established principles of costume interpretation with design and apply these to a range of activities	* LO1		* LO1		* LO1	* LO1
Critically analyse, interpret and apply research from a variety of primary and secondary sources appropriate to your individual routes of enquiry	* LO2	* LO1			* LO2	* LO2
Apply an enquiring approach to costume interpretation with design in order to link theory and practice in problem-solving	* LO2	* LO1	* LO2			
Demonstrate the development of existing skills and new competencies in order to manage your work on an increasingly independent basis		* LO2		* LO1		
Apply appropriate creative, practical and technical skills relevant to the context of your specialist work with increasing confidence and competence	* LO3		* LO3	* LO2		
Demonstrate a professional approach to your work and transferable skills necessary for employment in the costume and related industries				* LO3	* LO3	
Effectively communicate information, arguments, concepts and analysis in a variety of forms and situations		* LO3			* LO3	* LO2

Level 6	Project Research & Preparation	Dissertation / Report	Final Major Project	Final Show & Portfolio
Level Outcome	40 credits	20 credits	40 credits	20 credits
Demonstrate a comprehensive and detailed knowledge of costume interpretation with design, including theoretical, cultural, ethical and professional contexts			* LO1	* LO1
Synthesise, evaluate and apply research from a diverse range of appropriate sources to make independent judgements to initiate and carry out projects within your own specialist practice	* LO1	* LO1		
Demonstrate confidence and intellectual flexibility in identifying, defining and resolving complex problems and sustaining arguments relevant to your own specialist practice			* LO2	
Take responsibility for independent learning and decision-making, demonstrating effective reflection, evaluation, organisation and time-management in relation to your practice	* LO2	* LO2	* LO3	
Effectively apply an appropriate range of creative, practical and technical skills to produce solutions and outcomes relevant to the context of your specialist field of study and their related professional practice			* LO4	* LO1
Demonstrate readiness for employment, continuing professional development and/or postgraduate study acknowledging legal, ethical and sustainable constraints and professional expectations of the costume and related industries	* LO3			* LO3
Communicate effectively, confidently and professionally in a diverse range of formats to specialist and non-specialist audiences including potential employers and the professional community	* LO4	* LO3	* LO5	* 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 session. Additional help is available within the Library for research, and there is a proofreading service for essays and dissertations to check for spelling and grammatical errors.

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 e-books and online 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@thenorthern.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, as well as offering all students facilities such as a proofreading service via the Library.

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

