

**Programme Specification**

**BA (Hons) Costume Interpretation with Design**

**2023-2028**

## 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 they pass the programme.

Further detailed information on the learning outcomes, content and teaching and learning methods of each module may be found within the Programme Handbook and the online Module Information, which is available on the VLE.

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| Key Course Information | | |
| Final Award | BA (Hons) | |
| Programme Title | BA (Hons) Costume Interpretation with Design | |
| Award Title | BA (Hons) Costume Interpretation with Design | |
| Teaching institution | The Northern School of Art | |
| Awarding Institution | Arts University Bournemouth | |
| Professional accreditation | None | |
| Length of programme / mode of study | 3 years full-time | |
| Level of final award (in FHEQ) | Level 6 | |
| Subject benchmark statement | Art and Design | |
| UCAS code | W452 | |
| Language of study | English | |
| External Examiner for course: | Lou Cox | |
| *Please note that it is not appropriate for*  *students to contact external examiners*  *directly* | | University Centre South Essex |
| Date of Validation | May 2023- May 2028 | |
| Date of most recent review | May 2018 | |
| Date programme specification written/revised | May 2023 | |

### Programme Introduction

The BA (Hons) Costume Interpretation with Design programme prepares students for a career in the costume industry and related media sectors by providing the skills and opportunities to design and create contemporary and period costumes in a creative learning community with excellent resources.

With a strong emphasis on the progression of your ability to problem solve, develop design creativity and practical costume construction skills, it also provides an awareness of the critical and theoretical differences across these creative sectors through research, reflective debate, live assignments, collaboration 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 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 required to create work that is individual in its concept, appropriate to its context and demonstrates attention to detail and quality.

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.

You will be supported in developing your employability, social, ethical and environmental considerations by participating in work experience and/or collaboration across our Stage & Screen faculty, as well as external professionals, 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 aims to produce graduates with the transferable skills, individual portfolio and promotional material to support your progression into employment or self-employment into the costume industry, or related sectors or post graduate study. The flexibility within the programme offers you a diversity of options for career choices supported by strong links with the professional community and a realistic working environment, subject to industry standards, that will help you to realise your career aspirations.

### 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 December 2019: Art & Design and Dance, Drama and Performance
* Framework for Higher Education Qualifications (FHEQ) 2014

AUB Regulatory Framework and Undergraduate Assessment Regulations

The Northern School of Art Strategic Plan 2019-2024

The Northern School of Art Academic Strategy 2021-2024

### Learning, Teaching and Assessment Strategies

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

For every unit of your course, we will inform you of what you are expected to learn; what you have to submit; how your work will be assessed; and the deadline for presenting your work for assessment. This is made available through Unit Information, which is on your course blog.

You will receive a final mark for each unit in the form of a percentage, which will be recorded on your formal record of achievement (transcript). Each component of assessment is graded using a notched marking scale, whereby only certain marks are used within each grade. 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 grade band.

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

On successful completion of your Honours degree course, you will be awarded a degree classification based on your unit marks. The final classification is determined using all unit marks at Levels 5 and 6 using a single algorithm, which is detailed in the Regulatory Framework and Undergraduate Assessment Regulations.

If you have joined Level 6 through either the Recognition of Prior Learning (RPL) route or having completed a Foundation Degree (FdA), the final classification is determined using only your unit marks at Level 6.

For further information on assessment, progression, awards and classifications, please review the Regulatory Framework and Undergraduate Assessment Regulations.

### 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 University 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 University 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 or for progression to post graduate 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. 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 5 you can study a double module (40 credits) and at Level 6 there are two 40 credit modules that will promote a deeper exploration of your individual interests within the discipline

### Level 4

The structure of Level 4 modules provides the core 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 develop the fundamentals of constructing costumes. In the first module, core sewing skills are demonstrated and explored, with a more advanced level introduced in the later module, which also includes specific processes in construction skills. 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. Collaboration or live assignments may 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, along with your own research, 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 **Industry Awareness** module (20 credits) explores the costume industry in order to raise awareness of the industry 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. You will evidence this deeper understanding of the costume industry and the creative sector through research and an essay.

### The Creative Thinking module (20 credits) investigates how your practice is informed by historical and cultural creativity through a series of lectures that are placed within costume and wider contexts, and therefore 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 specialisms, and students may be taught in larger mixed groups to encourage collaboration and debate across disciplines.

### Level 5

Level 5 modules have been designed to provide you with the opportunity for extended research and academic investigations in specific subject areas as well as extending your understanding of future career routes. Throughout Level 5, all modules are 20 credits in value apart from one where the introduction of the Learning Agreement supports the progression towards independent learning. The Learning Agreement is used to help you to identify your individual focus and choices, prepares you for the progression to the next level and monitors the development of personal routes of enquiry in negotiation with tutors.

During Level 5, you will be encouraged to seek and negotiate work experience and/ collaborative opportunities, which should be appropriate to your individual development and areas of interest within costume. However, whilst the School can give you help and support in finding work experience, it cannot guarantee that suitable opportunities will be available. It is your responsibility to organise your work experience, which will be negotiated and approved with the framework of the *Undergraduate Work Experience Release Procedure.* This enables you to apply for extensions to assessment submission deadlines for modules being studied during your period of absence from the School; and also requires that rigorous risk assessment procedures are followed to ensure your health and safety.

The **Millinery** module (20 credits) explores a specialist area of hat making and headwear for costume. 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 tools. 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 process book of research and techniques, before producing a range of hats that demonstrate a diverse range of millinery techniques including blocking, felt, flat pattern and brimmed hats.

The **Specialist Focus for Costume** module (40 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 develop your skills of contextualising and communicating characterisation through costume design, an understanding of semiotic theory and will develop a full set costume designs that will identify and define your routes of enquiry in order to interpret the individual costume design into a completed 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 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 complete 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 complete 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 **Professional Practice** 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 **Creative Discussion** module (20 credits) aims to provide an opportunity for you to demonstrate your understanding of the theoretical and analytical perspectives developed within cultural, contemporary and historical principles. Through a series of lectures and research seminars you will extend your knowledge and awareness of issues that shape, define and influence contemporary creative culture. You will research a topic of your choice, related to your specialist practice, that has relevance to the discipline of cultural and historical studies within the wider context.

The module content is relevant to students’ specialisms, and students may be taught in larger mixed groups to encourage collaboration and debate across disciplines.

### 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

HCDF467 Industry Awareness 20

HCDF468 Creative Thinking 20

**Level 5**

HCDF561 Millinery 20

HCDF564 Tailoring for Costume 20

HCDF566 Specialist Focus for Costume 40

HCDF567 Professional Practice 20

HCDF568 Creative Discussions 20

**Level 6**

HCDF661 Project Research and Preparation 40

HCDF662 Final Major Project 40

HCDF663 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.

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| Level 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Week Numbers | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **WELCOME WEEK AND INDUCTION** | 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 |  |
|  | | | | | | |  | | | | | | | I**NTERIM WEEK** |  | | | | | | | |  | | | | | | |  |
| Weeks 1-7  Costume Design & Illustration (20 credits) | | | | | | | Weeks 8 – 21  Embellishment  (20 credits) | | | | | | |  | | | | | | | | Weeks 22-28  Industry Awareness  (20 credits) | | | | | | | **WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS** |
| Weeks 1-14  Introductory  Cut & Construction  (20 Credits) | | | | | | | | | | | | | | Weeks 15 – 28 Cut & Construction  (20 credits) | | | | | | | | | | | | | | |
| Weeks 1- 16 Creative Thinking (20 credits) | | | | | | | | | | | | | |  | |  | | | | | | | | | | | | |

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| Level 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Week Numbers | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **WELCOME WEEK AND INDUCTION** | 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 | **WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS** |
|  | | | | | | | | | | | | | |  |  | | | | | | | | | | | | |  | | | |
| Weeks 1 – 14  Millinery  (20 credits) | | | | | | | | | | | | | | **INTERIM WEEK** | Weeks 15 – 28  Tailoring for Costume  (20 credits) | | | | | | | | | | | | |  | | | |
| Weeks 1 – 21  Specialist Focus for Costume  (40 credits) | | | | | | | | | | | | | |  | | | | | | | | | Weeks 22 – 28  Professional Practice  (20 credits) | | | | | | | |
| Weeks 1 – 16  Creative Discussion (20 credits) | | | | | | | | | | | | | |  | | |  | | | | | |  | | | | | | | |

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| 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 |  | | | | | | | | | | | | | | | | INTERIM |  | | | | | | | | | | | | | | | **WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS** |
| **Weeks 1 – 9**  **Project Research and Preparation**  (40 credits) | | | | | | | | | |  | | | | | | **Weeks 15 – 23**  **Final Major**  **Project**  (40 credits) | | | | | | | | | | **Weeks 24 – 28**  **Final Show and Portfolio**  (20 credits) | | | | |
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|  | | | **Weeks 4 – 14**  **Dissertation/ Report**  (20 credits) | | | | | | | | | | | | |  | | | | | | | | | |
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**Mapping of Module Learning Outcomes to Level Outcomes**

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| **Level 4**  **Level Outcome** | **Introductory Cut & Construction**  **20 credits** | | **Costume Design & Illustration**  **20 credits** | | **Cut & Construction**  **20 credits** | | **Embellishment**  **20 credits** | | **Industry Awareness**  **20 credits** | | **Creative Thinking**  **20 credits** |
| Describe, explain and use key elements of knowledge and key concepts of, and influences on Costume |  | | **LO1** | |  | | **LO1** | |  | | **LO1** |
| Gather, describe and apply research from a defined range of primary and secondary sources | **LO1** | | **LO2** | |  | |  | | **LO1** | | **LO2** |
| Apply defined methods to problem-solving and recognise the changing nature of knowledge and concepts relevant to Costume | **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 |  | |  | | **LO3** | |  | | **LO2** | |  |
| Apply a range of practical and technical skills relevant to Costume in defined contexts |  | |  | | **LO2** | | **LO2** | |  | |  |
| Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of some personal responsibility |  | |  | |  | | **LO3** | | **LO3** | |  |
| **Level 5**  **Level Outcome** | | **Millinery**  **20 credits** | | **Tailoring for Costume**  **20 credits** | | **Specialist Focus for Costume**  **40 credits** | | **Professional Practice**  **20 credits** | | **Creative Discussions**  **20 credits** | |
| Demonstrate knowledge and critical understanding of the well-established principles of and influences on Costume and apply these to a range of activities | |  | | **LO1** | |  | |  | | **LO1** | |
| Analyse, interpret and apply research from a variety of primary and secondary sources appropriate to your individual routes of enquiry | | **LO2** | |  | | **LO1** | | **LO1** | |  | |
| Apply an enquiring approach to the changing nature of knowledge and concepts and demonstrate critical analysis in your problem-solving and synthesis | | **LO1** | |  | | **LO3** | |  | |  | |
| Take personal responsibility for the development of existing skills and new competencies within the management of your work | |  | | **LO2** | | **LO2** | |  | |  | |
| Apply appropriate practical and technical skills to enable you to experiment and develop ideas and outcomes based on your own decisions | | **LO3** | | **LO3** | |  | |  | |  | |
| Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of personal responsibility and decision-making | |  | |  | | **LO4** | | **LO2** | | **LO2** | |

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| **Level 6 Outcomes**  **On successful completion of Level 6, you will be able to:** | **Project Research and Preparation**  **40 credits** | **Dissertation / Report**  **20 credits** | **Final Major Project**  **40 credits** | **Final Show and Portfolio**  **20 credits** |
| Demonstrate a systematic understanding of key areas of your field of study and its cultural, ethical and professional contexts | **LO1** |  | **LO1** | **LO1** |
| Synthesise, 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 further 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** |

## Level 4 Modules

**Title: Introductory Cut & Construction**

Module Code:

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module introduces a range of period and contemporary cutting techniques in order for you to develop your abilities in cutting flat patterns and draping on the stand for costume construction. You will be introduced to the equipment and materials used by professional costume pattern cutters, and the research required to underpin the appropriateness of different approaches to costume interpretation. Fundamental sewing and costume construction skills, will be demonstrated and along with developing your research skills to enable you to interpret and construct a complete costume from an established costume design.

**Indicative outline syllabus**

An indicative guide to the content covered by this module.

* Introduction to the use of research in costume interpretation and construction
* Technical pattern drafting
* Historical and/or contemporary pattern cutting
* Toile construction
* Introduction to industrial machinery and foundation construction techniques
* Introduction to Health & Safety guidelines
* Problem solving evidenced through toile fittings

**Method of delivery**

Studio based teaching, workshops, demonstrations, lectures, critiques, tutorials and independent learning through set assignment briefs and tasks. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To introduce you to a range of costume research and construction techniques underpinned with relevant workshop practice

A2 To develop your skills in technical pattern cutting skills and practical problem-solving

**Learning outcomes**

On completion of this module, you will be able to:

LO1 Demonstrate knowledge of underpinning research, a range of practical costume construction techniques and an understanding of safe and competent methods of working with relevant materials, tools and equipment.

LO2 Evidence and evaluate different approaches to practical problem-solving and technical pattern cutting skills in accordance with individual measurements, in realisation of a completed costume.

**Assessment components**

An annotated body of work demonstrating fundamental skills in costume cut and construction, including research and a completed costume

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

**Reference material**

Reference material for this module, including key and recommended texts and online resources, are included in the Module Handbooks.

**Title: Costume Design & Illustration**

Module Code:

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module introduces the culture of design for costume and enables you to develop a range of core costume visualisation skills. You will investigate the conceptualisation and development of design ideas, the formal elements of character drawing, visual composition and the expressive use of a range of materials and processes. The module emphasises the importance of visual and contextual research as a stimulus for the design process and the integration of theory and research with the context of your practical investigation. This will develop your critical and creative skills in the production, communication and presentation of costume designs in the context of specific texts, scripts and characters.

**Indicative outline syllabus**

An indicative guide to the content covered by this module.

* Research, analysis and interpretation from primary and secondary visual sources
* Introduction to a range of media, materials, equipment, processes and visualisation techniques
* Investigation of traditional and digital media
* Theoretical analysis of texts, scripts and characterisation
* Figurative studies
* Design and visualisation process for costume
* Contextual investigation of the roles and responsibilities of a costume designer

**Method of delivery**

Studio based teaching, workshops, demonstrations, lectures, critiques, tutorials and independent learning through set assignment briefs and tasks. Visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To develop your knowledge and understanding of the process of costume design and visualisation

A2 To enable you to integrate research with the visualisation and presentation your costume design solutions

**Learning outcomes**

On completion of this module, you will be able to:

LO1 Demonstrate a knowledge and understanding of a range of design and visualisation processes and techniques for costume

LO2 Apply contextual research to the development and visualisation of costume designs in an appropriate context

**Assessment components**

An annotated body of work communicating the costume design process with the presentation of finished costume designs

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

**Reference material**

Reference material for this module, including key and recommended texts and online resources, are included in the Module Handbooks.

**Title: Cut & Construction**

Module Code:

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module enables you to extend and develop your skills in costume making by interpreting and constructing a full costume based on an existing costume design, negotiated with your tutor, for dance, heritage, theatre or film, this could also include working on a live assignment or collaboration. During the module, you will be able to source and select appropriate materials in order to develop and realise your finished costume. Your practical investigation will be set in the historical, social and cultural context of relevant research in order to develop your ability to integrate theory with practice.

**Indicative outline syllabus**

An indicative guide to the content covered by this module.

* Costume interpretation and realisation
* Contextual research
* Technical pattern drafting
* Historical and/or contemporary pattern cutting
* Toile construction
* Working to a design brief

**Method of delivery**

Studio based teaching, workshops, demonstrations, lectures, critiques, tutorials and independent learning through set assignment briefs and tasks. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To enable you to explore different approaches to solving problems related to costume research, interpretation and construction

A2 To develop your awareness and application of appropriate practical and technical skills, materials and equipment in costume interpretation and construction

A3 To extend your ability to manage an assignment and take responsibility for your own learning

**Learning outcomes**

On completion of this module, you will be able to:

LO1 Apply a variety of approaches to the research and construction of a finished costume, making informed decisions to resolve an accurate interpretation

LO2 Select and apply costume construction and finishing skills, and appropriate materials and equipment, relevant to the accurate interpretation of a costume.

LO3 Demonstrate your ability to work independently and collaboratively in order to manage your time effectively and complete a defined assignment

**Assessment components**

An annotated body of work including a completed costume, a technical portfolio detailing research and samples of construction techniques

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

**Reference material**

Reference material for this module, including key and recommended texts and online resources, are included in the Module Handbooks.

**Title: Embellishment**

Module Code:

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module introduces you to a wide range of techniques to both reproduce surface pattern and applied decoration, and to select, create and develop your own interpretation of texture on appropriate fabrics and materials. You will be given the opportunity to research forms of embellishment from different cultural and historical backgrounds to inform and contextualise your practical work within ethical and sustainable constraints.

**Indicative outline syllabus**

An indicative guide to the content covered by this module.

* Research and interpretation skills of historical, cultural and dramatic contexts
* Applied decoration techniques
* Surface pattern techniques
* Ageing & distressing techniques appropriate for costume
* Acknowledging ethical and sustainably constraints
* Industry standards of Health and Safety

**Method of delivery**

Studio based teaching, workshops, demonstrations, lectures, critiques, tutorials and independent learning through set assignment briefs and tasks. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To develop your knowledge of a range of costume embellishment techniques and understanding of related workshop practice

A2 To enable you to develop skills in research for the reproduction of applied decoration for costume in appropriate historical, cultural and dramatic contexts

A3 To develop your awareness of materials used for surface embellishment and the appropriate ethical and sustainable restrictions for their context.

**Learning outcomes**

On completion of this module, you will be able to:

LO1 Evidence knowledge of specialist costume embellishment techniques and an understanding of relevant materials, equipment and processes

LO2 Evaluate and interpret research to develop surface embellishment appropriate to its context for costume interpretation

LO3 Demonstrate an appropriate use of materials acknowledging the ethical and sustainable constraints of the costume industry

**Assessment components**

An annotated body of work including a workbook of samples and research and a finished piece of embellishment work

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

**Reference material**

Reference material for this module, including key and recommended texts and online resources, are included in the Module Handbooks.

**Title: Industry Awareness**

Module Code:

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module introduces you to underpinning knowledge that will develop your skills and understanding of the appropriate creative industry and the professional roles within it. This will enable you to gain a further understanding and awareness of methods employed by practitioners within Costume and related sectors to enhance the presentation of their work.

A portfolio of research will be created which will evidence your research and professional networking within the industry. You will also develop fundamental skills in professional practice, including IT, communication, research and presentation.

**Indicative outline syllabus**

An indicative guide to the content covered by this module.

* Industry structure
* Professional practice and expectations for industry
* IT skills
* Research skills
* Communication and presentation skills

**Method of delivery**

Studio based teaching, workshops, demonstrations, lectures, critiques, tutorials and independent learning through set assignment briefs and tasks. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To enable you to develop an awareness and understanding of the appropriate creative industry and the roles within it through research and report-writing

A2 To develop your awareness and different approaches to organisation & presentation skills

A3 To develop your skills in transferable skills and professional expectations

**Learning outcomes**

On completion of this module, you will be able to:

LO1 Research and use information from a defined range of primary and secondary sources for a variety of applications

LO2 Apply a range of approaches to organisation and presentation

LO3 Demonstrate a knowledge of underpinning skills that will support your future development

**Assessment components**

Portfolio of research as defined in the assignment brief including a 2000-word\* report - 100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

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

**Reference material**

Reference material for this module, including key and recommended texts and online resources, are included in the Module Handbooks.

**Title: Creative Thinking**

Module Code:

Level: 4

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

Creative thinking is an integral part of your study as the module develops your understanding of the relationship between creativity, cultural practice and costume design within global and historical contexts, which will help inform your own work. This module will encourage you to develop skills in critical thinking and analysis, and to apply your knowledge and understanding to both this module and your own creative practice.

This module encourages you to realise the relevance of social, political and cultural contexts relevant to your own specialist studies, and shows how costume is informed by developments in other contexts. Throughout the module, you will be encouraged to develop skills in initiating research and presenting your findings in accordance to the recognised academic protocols. Your written response should evidence the relevance of these social, political, and cultural contexts discussed and how this relates to your own specialist studies.

**Indicative outline syllabus**

An indicative guide to the content covered by this module.

* A range of design topics and the history of creative cultures will be covered in the lectures
* Seminars that link the critical thinking to the creative practice of costume
* Discussions on the connections that define society, culture and the history of creativity and specialist practice

**Method of delivery**

Lectures, group seminars, research, tutorials, independent study. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To develop an awareness of creative cultures and their relevance to historical or contemporary costume practice

A2 To develop your skills in the selection and organisation of research, the development of critical thinking, and the enhancement of academic protocols in essay writing and presentation

**Learning outcomes**

On completion of this module, you will be able to:

LO1 Demonstrate an awareness of creative cultures, historical references, and the work of others by identifying appropriate research and relevant material

LO2 Communicate your results through the through the production of an academic essay, which has adhered to the conventions of referencing, citing, and presentation

**Assessment components**

A 2000-word\* essay on a given question or theme - 100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

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

**Reference material**

Reference material for this module, including key and recommended texts and online resources, are included in the Module Handbooks.

## Level 5 Modules

**Title: Millinery**

Module Code:

Level: 5

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module explores the specialist area of millinery for the construction of costume-based headwear. The main focus of activity will be the development and creative application of blocking and trimming techniques. You will undertake contextual research to identify appropriate source material as relevant to your routes of enquiry identified with your tutor. This will be applied to your to investigations and experimentations within the discipline of millinery in a creative context. During this module, you are expected to engage with the analysis of techniques and procedures in order to enhance your skills to a more advanced level, and produce solutions that are appropriate to your negotiated context.

**Indicative outline syllabus**

Add an indicative guide to the content covered by this module

* Contextual research and interpretation
* Practical millinery workshops including blocking techniques
* Applied decoration and fabric manipulation techniques
* Identification of source materials, suppliers and equipment

**Method of delivery**

Negotiated assignments, studio and workshop practice, practical workshops, demonstrations, independent study, research, tutorials and critiques. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To introduce and develop specialist knowledge and understanding of millinery in the context of costume interpretation and design

A2 To enable you to identify, negotiate and explore specific routes of research and enquiry appropriate to your individual focus of development

A3 To develop your practical and technical skills, and the application of appropriate materials and equipment, in the creative practice of millinery for costume

**Learning outcomes**

On completion of this module, you will be able to:

LO1 Demonstrate specialist knowledge and critical understanding of millinery techniques in the context of costume interpretation and design

LO2 Demonstrate the ability to analyse and interpret specific research appropriate to negotiated routes of enquiry to inform the development of your work

LO3 Apply appropriate materials, techniques and processes to specialist millinery practice with competence and confidence

**Assessment components**

Body of work as defined in the assignment brief that will include evidence of advanced research, technical experimentation and the production of complete headwear from different disciplines

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

**Reference material**

Reference material for this module, including key and recommended texts and online resources, are included in the Module Handbooks.

**Title: Tailoring for Costume**

Module Code:

Level: 5

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

The aim of this module is to consolidate your construction skills and develop your critical understanding of a more specific area of costume making. You will have the opportunity to produce specialist sampling and use specific techniques during the interpretation and construction of a tailored costume. You will also select and source appropriate materials and techniques for the specific tasks, identified within the context of relevant research and theoretical enquiry. The module will enable you to develop expertise in your specialist cutting skills, and to use a range of methods to achieve the accurate and appropriate cut and fit of complete tailored garment. It also reinforces the importance of making informed and analytical decisions in order to develop your skills to a more advanced and professional level.

**Indicative outline syllabus**

Add an indicative guide to the content covered by this module

* Contextual research and theoretical investigation
* Identification of source materials and suppliers
* Pattern cutting for tailored garments
* Hand stitch and machine stitch construction techniques
* Finishing techniques

**Method of delivery**

Studio and workshop practice, practical workshops, demonstrations, independent study, research, tutorials and critiques. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To develop your knowledge and critical understanding of specialist tailoring techniques for costume

A2 To extend and develop your costume cutting and construction skills to an advanced level in order to enhance your professional practice and technical expertise

A3 To increase your abilities in practical enquiry and critical analysis for the development of your outcomes

**Learning outcomes**

On completion of this module, you will be able to:

LO1 Demonstrate knowledge and critical understanding of specialist techniques for costume tailoring

LO2 Demonstrate your understanding of specialist techniques for costume tailoring showcasing your ability in complex technical pattern cutting through construction of a completed jacket.

LO3 Resolve solutions with appropriate practical and technical skills for tailored costume interpretation.

**Assessment components**

An annotated body of work that will include evidence of advanced research, technical investigations, problem-solving and a completed tailored garment

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

**Reference material**

Reference material for this module, including key and recommended texts and online resources, are included in the Module Handbooks.

**Title: Specialist Focus for Costume**

Module Code:

Level: 5

Credit Points: 40

Weighting: 2.0

Study Time: 400 hours

**Description**

This module is designed to consolidate prior learning experiences on the programme and provide an environment in which you can explore, extend, develop and apply specific skills and techniques suited to your aspirations as a designer and 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 create your costume designs based on the study of contemporary and historical scripts and texts that will form the focus of your practical investigation, interpretation and construction of a complete three-dimensional costume within the second semester.

This will require you to refine your critical and theoretical understanding of the design process in order to develop the potential for interpretation and the sourcing of materials and relevant techniques in the realisation of your completed costume.

Your practical investigations will provide opportunity for a live or collaborative project

appropriate to the design work, the critical analysis and advanced application of relevant techniques and resources in preparation for Level 6 of the programme, and maximise the opportunity for creative practical activity.

**Indicative outline syllabus**

Add an indicative guide to the content covered by this module

* Contextual research and visual studies
* Exploration and application of appropriate media, materials, technology and equipment
* Costume design and illustration
* Further development of evaluative, critical and analytical skills
* Communication and presentation techniques
* Workshop practice, including Health & Safety
* Learning Agreement

**Method of delivery**

Negotiated assignments, studio and workshop practice, practical workshops, demonstrations, independent study, research, tutorials and critiques. Visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1To extend and develop your ability to source and analyse appropriate research, and integrate theory and practice in the production of design solutions for costume

A2 To extend your practical and technical skills to support future professional and specialist practice

A3 To develop knowledge and critical abilities in the development of your own work through practical investigations

A4 To develop your transferable skills and potential for employment through the management of a project

**Learning outcomes**

On completion of this module, you will be able to:

LO1 Integrate theory and practice in the production and visualisation of design solutions for costume through intellectual and creative investigation

LO2 Demonstrate specialist technical skills appropriate to the context of a negotiated route of enquiry

LO3 Apply the development of practical investigations and problem-solving in the critical understanding of costume interpretation and construction of the completed costume through workshop practice

LO4 Demonstrate your ability to negotiate, collaborate and communicate effectively with others in order to achieve your individual goals and targets

**Assessment components**

Body of work to be identified through and in the Learning Agreement that will include evidence of advanced technical and artistic experimentation and risk taking including completed costume and a 500-word\* critical evaluation of your project outcomes - 100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

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

**Reference material**

Reference material for this module, including key and recommended texts and online resources, are included in the Module Handbooks.

**Title: Professional Practice**

Module Code:

Level: 5

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module extends and develops your understanding of the appropriate creative industry and the roles available within it. This is enhanced through primary and secondary research into specific career pathways. Throughout the module you will have opportunities to explore ways to communicate and present your creative practice for future professional practice.

Particular emphasis is placed on employability, enterprise, networking and professional practice.

**Indicative outline syllabus**

Add an indicative guide to the content covered by this module

* Careers research, networking and planning
* Marketing and promotion
* Starting a business and freelance work
* Professional CVs and portfolio development
* Legal considerations, costing and selling work
* Job applications and interviews

**Method of delivery**

Lectures, seminars, tutorials, research, critiques independent study. Visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To provide opportunities for primary and secondary research into potential career opportunities relevant to your own practice and career aspirations

A2 To develop skills in professional presentation to enhance your employability and your critical evaluation of their appropriateness to the relevant sectors

**Learning outcomes**

On completion of this module, you will be able to:

LO1 Analyse, interpret and apply research and data from a variety of sources appropriate to the identification of your own career aspirations

LO2 Select and apply appropriate presentation methods for reports and professional documents evaluating their appropriateness to the relevant sectors

**Assessment components**

A digital portfolio of your own work including a CV and a 2500-word\* report - 100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

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

**Reference material**

Reference material for this module, including key and recommended texts and online resources, are included in the Module Handbooks.

**Title: Creative Discussions**

Module Code:

Level: 5

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module extends your understanding and awareness of theories and influences that have defined creative cultures and relevant creative practices through a series of lectures. You will explore and form discussions on a wide range of sources and contexts, all of which are relevant to your own creative studies in the creation of written and creative responses to the theories involved in your lectures, and the conclusions you make from the study of these. Throughout the module, you will be encouraged discuss and apply the relevance of social, cultural, and creative culture theories, to your own specialist studies and how they have evolved within the wider world.

**Indicative outline syllabus**

Add an indicative guide to the content covered by this module

* Lectures that focus on broad theories of creative cultures, and the creative language of costume
* Seminars that encourage broad discussions on the subject of creative cultures
* Connections between the theories of visual and material culture and specialist creative studies in costume
* Referencing and academic protocols

**Method of delivery**

Lectures, group seminars, research, tutorials, independent study. Educational visits and visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

A1 To develop your critical awareness of creative cultures and their influence on an individual’s creative practice

A2 To develop your ability to communicate a critical debate and form conclusions through independent research, enhanced critical thinking, and essay writing

**Learning outcomes**

On completion of this module, you will be able to:

LO1 Demonstrate knowledge and a critical understanding of the theories appropriate to the development of an essay

LO2 Apply theory and practice skills in the creation of a creative response to the theoretical discussion within your essay

**Assessment components**

A 3000-word\* critical essay and a creative response to the theories involved - 100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

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

**Reference material**

Reference material for this module, including key and recommended texts and online resources, are included in the Module Handbooks.

**Level 6 Modules**

**Module Title: Project Research and Preparation**

Module Code:

Level: 6

Credit Points: 40

Weighting: 2.0

Study Time: 400 hours

**Description**

This module provides you with the opportunity to initiate, negotiate and research an in-depth and challenging project that you can extend, develop and consolidate throughout Level 6. The aim of the Project Research and Preparation module is to enable you to prepare and produce extensive concept development, research, planning and creative investigation that forms the basis for further development and consolidation throughout the subsequent Level 6 modules.

Your proposal will be subject-related and referenced for an identified output or market. This focus of study will highlight your individual areas of interest and require you to work with increasing independence and autonomy, supported by effective reflection and evaluation and your ability to generate ideas and proposals. You will identify, negotiate and agree the range of research required, resource implications for the agreed course of action and the personal skills required to plan a project, which will include the topic of your dissertation or report.

You are expected to demonstrate your awareness of the current and future requirements of your relevant market or chosen sector and direct your development appropriately to your own requirements. You should also indicate how the proposed topic for the Dissertation / Report module will inform and enhance your practical work.

This module, negotiated within a detailed Learning Agreement, should also challenge and extend your knowledge and critical understanding of specialist practice, including its cultural, ethical and professional contexts, through intellectual, contextual and creative inquiry. Your time-management plan should highlight areas of collaboration and define how you will project manage individual elements of your Final Major Project, Dissertation / Report and Final Show and Portfolio modules.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Learning Agreement
* Visual, contextual and market research
* Research ethics, methodologies, sources and bibliographies
* Research evaluation and analysis
* Concept development
* Experimental investigation and development work
* Selection and application of appropriate media, materials, processes and techniques
* Project scope within an agreed timescale
* Resource implications for the agreed course of action
* Problem-solving techniques, e.g. setting criteria to evaluate a solution
* Project planning and organisation, e.g. action plans and setting goals
* Reflective and analytical approaches to initiating, researching and devising a project
* Business skills and methods as applicable to specific sector needs
* Funding applications and business plans (if appropriate)
* Presentation of work

**Method of delivery**

This module will draw on several teaching and learning strategies including lectures, one to one tutorials with academic staff, directed learning, independent research, independent learning and practical workshop skills.

**Aims**

LA1 To extend your knowledge and understanding of the cultural, ethical and professional contexts of your field of study

LA2 To enable you to identify, analyse and apply research that informs your creative and personal development

LA3 To enable you to develop ideas and devise concepts for an individual specialist application that will provide you with opportunities for sustained investigation

LA4 To extend and develop your ability to take responsibility for your learning and working in preparation for professional practice or postgraduate study

**Learning outcomes**

On completion of this module you will be able to:

LO1 Demonstrate a systematic understanding of key areas of your field of study and its cultural, ethical and professional contexts

LO2 Synthesise, evaluate, reference and apply research from appropriate sources to make independent judgements and to initiate and carry out projects

LO3 Demonstrate conceptual understanding that enables you to devise and sustain arguments, solve problems, and use ideas and techniques appropriate to your field of study

LO4 Manage your own work and learning as an autonomous practitioner and collaborate with others in preparation for employment, continuing professional development and/or further study

**Assessment components**

Project planning and development portfolio that consists of a Learning Agreement with a personal study plan for the Final Major Project and Dissertation / Report modules, creative development work and referenced research 100%

The component will enable you to critically review and evaluate the direction of your work whilst also demonstrating the breadth and depth of research and analytical skills supporting the planning of your Learning Agreement and project proposal.

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

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.

**Module Title: Dissertation / Report**

Module Code:

Level: 6

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module provides you with the opportunity for extended research and academic investigation into a self-initiated and negotiated topic, and 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 the dissertation or report is intended to inform and enhance your individual creative practice in your specialist subject.

Within the Project Research and Preparation module, you will negotiate the topic of your dissertation or report with subject-specialist academic staff alongside the research and preparation for your Final Major Project proposal. The initial teaching sessions for the Dissertation / Report module focus on extending your ability to reference and research practical and theoretical issues associated with your specialist subject.

You can select from one of the two following options, both of which must demonstrate rigorous adherence to the required academic protocols, including referencing, bibliography, presentation and the ethical implications of how to research your chosen topic.

**Option 1 - Dissertation**

A dissertation is a theory-based discussion presented as the answer to a key question. Based on a self-initiated topic relevant to your specialist subject, you will produce a structured and focused argument of 5000 words that demonstrates appropriate levels of critical understanding, analysis and theoretical application. Research activity should identify appropriate primary and secondary reference material to support your theoretical argument.

**Option 2 – Report**

A report is an evaluation of facts or results of data-based research, presented as evidence on a key theme. You will produce a factual report of 5000 words on a negotiated topic with an industrial, entrepreneurial or technical focus which aligns to your individual creative practice and career aspirations. The report should inform and evaluate ideas that will underpin business and professional practice, based on extensive and well-researched supporting evidence.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Structure of written work and development of academic writing skills
* Development of critical argument through the application of research (dissertation)
* Development of analysis and evaluative outcomes of research (report)
* Use of theoretical frameworks
* Application of academic protocols, including compiling a bibliography, research ethics, referencing and presentation
* Realisation of dissertation or report

**Method of delivery**

Supervisory tutorials, seminars, independent study, research.

**Aims**

LA1 To develop your ability to compile a coherent evidence base for critical evaluation by using appropriate research methods and sources

LA2 To extend your ability to analyse evidence and to synthesise ideas within a specific area of study, either in critical writing or a report

LA3 To develop your autonomy as a learner and your communication skills by producing and presenting a sustained piece of academic writing using appropriate academic protocols

**Learning outcomes**

On completion of this module you will be able to:

LO1 Synthesise, evaluate, reference and apply research from appropriate sources to make independent judgements and to initiate and carry out projects

LO2 Demonstrate conceptual understanding that enables you to devise and sustain arguments, solve problems, and use ideas and techniques appropriate to your field of study communicated in an appropriate format to specialist and non-specialist audiences.

LO3 Manage your own work and learning as an autonomous practitioner and collaborate with others in preparation for employment, continuing professional development and/or further study

**Assessment components**

A 5000-word\* written dissertation or report based on a negotiated topic and which adheres to appropriate academic protocols 100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

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

**Reference material**

Specialist reference material will be determined by the individual nature of your dissertation or report; guidance on primary and secondary sources and other appropriate material will be provided by your tutor or supervisor. A list of recommended texts about dissertation and report writing is included in the Module Handbook.

**Module Title: Final Major Project**

Module Code:

Level: 6

Credit Points: 40

Weighting: 2.0

Study Time: 400 hours

**Description**

The Final Major Project module provides you with the opportunity to apply and consolidate the knowledge, technical skills and intellectual abilities acquired and developed during the programme within the practical, theoretical, technical, ethical and professional contexts of your specialist subject. It is designed to challenge you and enable you to demonstrate your understanding of a complex body of knowledge and practice, some of which may be at the current boundaries of the discipline.

Based on the planning and specialist creative concept defined in the Learning Agreement\* produced in the Project Research and Preparation module, you will develop your work to its final conclusions through extensive investigation, evaluation and critical analysis to produce a significant body of work appropriate to the level of Honours degree study. This will require you to collaborate effectively with others and to apply your specialist and creative abilities in order to achieve your goals and to produce resolved creative outcomes.

The module is also designed to enable you to critically reflect on the work you have produced during the Final Major Project against your Learning Agreement\* and the finished body of work.

\*Your proposed work may have moved on from your original Learning Agreement negotiated in the Project Research and Preparation module due to further development or a change of plan. If this is the case, you will be required to rationalise the reasons for the changes to your original Learning Agreement as an introduction to the Final Major Project module before starting your final body of work.

**Outline syllabus**

An indicative guide to the content covered by this module:

* Individual investigation and practice as defined in the Learning Agreement
* Project management
* Critical reflection and evaluation
* Use and application of appropriate media and materials
* Specialist techniques, processes and technical skills
* Professional practice and collaboration
* Evaluation and presentation of final work

**Method of delivery**

Studio and workshop practice on a group and individual basis, independent study and research, tutorials and critiques.

**Aims**

LA1 To provide you with the opportunity to apply and enhance your knowledge and abilities in the development and realisation of a body of creative work appropriate to Level 6 study

LA2 To encourage you to learn from the increased complexity and rigour of creative production required for this module

LA3 To provide you with the opportunity to work independently, but with access to support as required, in order to develop your work in a way that reflects contemporary professional practice

LA4 To encourage you to experiment with and apply practical and specialist technical skills that will enable you to produce a body of technically competent work

**Learning outcomes**

On completion of this module you will be able to:

LO1 Demonstrate a systematic understanding of key areas of your field of study and its cultural, ethical and professional contexts

LO2 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 Manage your own work and learning as an autonomous practitioner and collaborate with others in preparation for employment, continuing professional development and/or further study

LO4 Apply an appropriate range of practical and technical skills to produce solutions and outcomes relevant to your field of study and related professional practice

**Assessment components**

Project work as defined in the Learning Agreement, including a 1000-word\* critical self-evaluation 100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

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

**Reference material**

You are expected to refer to books and journals appropriate to the individual nature of your investigation for this module. These could be available from the School Library, and it is your responsibility to work with your tutors and Library staff to identify material that is useful and appropriate for your research.

Online resources and websites should be based on individual research and specific to the specialist route of your Final Major Project.

**Module Title: Final Show and Portfolio**

Module Code:

Level: 6

Credit Points: 20

Weighting: 1.0

Study Time: 200 hours

**Description**

This module aims to consolidate your practice and knowledge of key aspects of self-promotion in developing, supporting and maintaining your future professional or postgraduate practice.

It is designed to provide you with the practical knowledge and theoretical understanding of the professional context of your specialist subject through the realisation of a final show and discipline-specific portfolio of work. These should be appropriate to your individual practice and aspirations, and will be supported by your own promotional or exhibition materials.

You will work individually and/or collaboratively to manage a final show from concept to preview night, and aim to deliver a professional exhibition or viewing that communicates your intentions and responds to audience expectations.

**Indicative outline syllabus**

An indicative guide to the content covered by this module.

* Reflection and evaluation of development
* Planning for progression to postgraduate study and/or engagement with the creative industries
* Production of individual promotional and business materials
* Portfolio building and networking
* Developing online presence, internet and social media
* Communication skills
* Professional and technical skills, specialist techniques and processes
* Planning and preparing individual or group exhibitions/viewings to professional standards as appropriate to your creative discipline

**Method of delivery**

Seminars, discussions, tutorials, research, independent study. Visiting speakers may be used, where appropriate, to support the module delivery.

**Aims**

LA1 To enhance your knowledge and understanding of professional practice within your field of study

LA2 To develop your skills in communication and presentation to a professional standard in the context of a public exhibition/viewing of your work

**Learning outcomes**

On completion of this module, you will be able to:

LO1 Demonstrate a systematic understanding of key areas of your field of study and its cultural, ethical and professional contexts

LO2 Communicate information, ideas, problems and solutions in a range of appropriate formats to specialist and non-specialist audiences, including potential employers and professional networks

**Assessment components**

A final portfolio of work specific to the professional context of your creative discipline with related promotional materials and the presentation of a final exhibition/viewing, including a 500-word\* personal statement 100%

***\*You can exceed the stated word count by up to 10% but you must not submit less than the stated word count.***

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

**Reference material**

A list of reference material for this module, including key and recommended texts and online resources, is included in the Module Handbook. In addition, you should work with your tutors and Library staff to identify material that is appropriate to the individual nature of your research.