

Module Outline Part 1- as validated

1.	Title	DU1BAFTF4A / DU1BAFTP4A Studio Module 4A: Introduction to Fashion and Textiles Process
2.	Level *	4
3.	Credits	20
4.	Indicative Student Study Hours	42 hours lectures, practical demonstrations and workshops; 158 hours independent study
5.	Core (must take and pass), Compulsory (must take) or Optional	Compulsory

^{*} Foundation Level=3 Degree Year 1 = 4 Degree Year 2 = 5 Degree Year 3 = 6 PG (Masters) = 7

5. Brief Description of Module (purpose, principal aims and objectives)

Background

All areas of art and design practice involve the application of a range of practical and intellectual skills. Some may be specific to a particular discipline, while others may be relevant to several, if not all. Whatever the discipline, students need practical introductions and engagement in this respect if they are to successfully apply themselves to the process of developing project-based art and design ideas and outcomes.

Purpose

This module is intended to support students in developing their independent ability to apply a range of skills, knowledge and understanding with the use materials, processes and practices relevant to their discipline and personal interests.

Principal aims and objectives

For students to develop skills with a range of materials, techniques and processes that are potentially available to use in developing their art and design project work; to be able to assess the practical suitability of different materials and processes in relation to their intended use and (where appropriate) to think inventively about how they might combine them; for students to develop an appreciation of the way in which the manifestation of their ideas is mediated by the means of production and to consider their work within a wider cultural context.

6. Learning Outcomes - On successful completion of this module a student will be able to: (Add more lines if required) Employ media, techniques and processes relevant to their discipline to produce practical exploratory outcomes. Consider their own work within the context of contemporary practices in their discipline. Reflect on the suitability and effectiveness of materials and processes using appropriate terminology. Engage in objective and reflective evaluation of their working methods and practical outcomes.

7. Assessment

Pass on aggregate or Pass all components

(modules can only be pass all components if this is a PSRB requirement)

Aggregate

Summary of Assessment Plan

	Type	% Weighting	Anonymous Yes / No	Word Count/ Exam Length	Learning Outcomes Coverage	Comments
1.	Material Outcomes and Contextualisation	80%	No	N/A	1, 2 and 3	This will be a portfolio submission based on project work produced throughout the module, plus written and visual research material relevant to outcome 2.
2.	Written Evaluation	20%	No	500	4	Assessment will be based upon a written self-appraisal that summarises student responses to outcomes 3 and 4.

Further Details of Assessment Proposals

Give brief explanation of each assessment activity listed

Submissions for assessment will be in the form of a physical portfolio of work produced throughout the duration of the module, together with supporting written work.

Material Outcomes and Contextualisation includes all exploratory and contextual research, practical and theoretical, that students have conducted throughout the module. In some instances, this may be in the form of a photographic record of a process or performance.

Reflective Evaluation will require students to write a 600-word report that demonstrates their ability to produce a thoughtful and measured assessment of their own work and the extent to which they have been able to effectively apply or employ a range of media and processes.

8.	Summary	of Pre and /	or Co Rec	guisite Rec	uirements
----	---------	--------------	-----------	-------------	-----------

n/a

9. For use on following programmes

ZU1BAFTF01 BA (Hons) Fashion and Printed Textiles FT - Year 1
ZU1BAFTP02 BA (Hons) Fashion and Printed Textiles PT - Stage 2

1.	Module Leader	Val Jacobs

2. Indicative Content

This is a practical, studio-based module. Through a range of tutor-led workshops and studio-based activity, as well as tutorials, peer review and study visits, students engage with the essential skills, techniques, processes and visual language that create the foundations and basis for further research and exploration in relation to individually determined interests and ideas within the context of the discipline.

Typical of the holistic approach common to art and design courses, the work undertaken for this module exists in a symbiotic relationship with other workshop-based and contextual studies modules. Collectively, they inform and support student aims, ambitions and the development of their creative identity and working methodologies.

Outcomes will be evidenced through the submission of a body of practical and contextual research, artefacts and written reflection.

3. Delivery Method (please tick appropriate box)								
Classroom	Supported	Distance	E-Learning	Work Based	Other			
Based	Open Learning	Learning	E-Learning	Learning	(specify)			
Yes								

If the Delivery Method is **Classroom Based** please complete the following table:

	Activity (lecture, seminar, tutorial, workshop)	Activity Duration - Hrs	Comments	Learning Outcomes
1	Presentation / Workshop	4 Hrs	AM- Module intro/Review of reading list. Presentation of contemporary practice across fashion & print. PM-Visual research	1,2
2	Studio / Workshop	4 Hrs	AM- Presenting visual research, peer feedback. Selecting research /Moodboards PM-Drawing illustration & flats	1,2
3	Studio	4 Hrs	Idea development 2D/3D	1,3
4	Workshop	4 Hrs	Textiles workshop 1- heat press techniques. Surface effects	1,3,4
5	Workshop	4 Hrs	Textiles workshop 2- Screenprinting	1,3,4
6	Workshop	4 Hrs	Textiles workshop 3- embroidery techniques	1,3,4
7	Workshop	4 Hrs	Fashion workshop 1- flat pattern cutting using blocks	1,3,4
8	Workshop	4 Hrs	Fashion workshop 2- cutting out and sewing sequence	1,3,4
9	Workshop	4 Hrs	Fashion workshop 3- garment construction	1

10	Workshop	4 Hrs	Presenting 2D /3D work	4
11	Tutorials / Workshop	2 Hrs	Portfolio prep and guidance for assessment submission	4
	Total Hours	42		

If c	delivery method is not class	sroom based	state lecturer hours to support delivery	42

4. Learning Resources

To include contextualised Reading List.

Physical Resources:

Textile workshop, Fashion workshop, Design studio with internet interactive TV

Reading List:

FASHION

Hopkins J. Fashion Design (London AVA publishing, 2012)

Steed J and Stevenson F. Sourcing ideas (London: AVA Publishing, 2012)

Aldrich W. Metric pattern Cutting for Womenswear, 6th edition (Chichester: Wiley-Blackwell, 2010)

Hopkins. J. Fashion Drawing. (London: Thames & Hudson, 2010)

Seivewright. S. Research and Design (London: AVA Publishing, 2007)

Bryant, M,W.Fashion Drawing: Illustration Techniques for Fashion Designers (London: Laurence King, 2011)

TEXTILES

Briggs-Goode A. Printed textile design (Laurence King Publishing, 2013)

Kinnersly-Taylor J. Dyeing and screen-printing on Textiles (London: A&C Black, 2003)

Meller, S.and Elffers, J. Textile Designs: 200 Years of Patterns for Printed Fabrics Arranged by Motif, Colour, Period and Design (London: Thames & Hudson, 2002)

Barnden B. The embroidery Stitch Bible (Kent: Search Press, 2008)

Mendes, V. and de la Haye, A. 20th Century Fashion and Textiles (London: Thames and Hudson, 1999)

Websites

www.whayleys-bradford.ltd.uk

www.happyfabric.co.uk

www.vam.ac.uk

www.ftmlondon.org

www.artsthread

www.newdesigners

www.graduatefashionweek

www.embroidersguild.com