Module Outline		**Part 1- as validated**

1.	**Title**	**DU1BAFTF4E / DU1BAFTP4E** **Workshop module 1:** **Digital Applications for Fashion and Textiles**
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 Cad skills are required throughout the fashion and textiles program and inform all parts of the course. These skills are essential for working within the fashion and textiles industry. Having a broad skill set within this discipline enables a professional presentation of design in fashion construction and printed textiles. The programs introduced are the Adobe creative suite, this includes; Illustrator and Photo shop. **Purpose** The purpose of this module is to provide students with the opportunity to develop their digital skills and understanding of specialist software programmes for fashion and textiles. This knowledge will be demonstrated and developed in the production of portfolio presentations in subsequent studio based modules. **Principal aims and objectives** • Develop an ability to use specialist software programmes for Fashion and Textiles. • Develop a technical understanding of the production aspects of Fashion and Textiles design. •Develop an awareness of graphic presentation skills and professional practice.

6. Learning Outcomes - On successful completion of this module a student will be able to:	
1.	Explore software programmes to generate and develop a range of creative responses.
2.	Develop work from concept to finished product through the use and application of digital techniques and processes.
3.	Evidence a personal investigation of other digital work and reflect on its relevance to their own practice.
4.	Evidence knowledge and understanding of specialist software for fashion and textiles.

7. Assessment

Pass on aggregate or Pass all components	Aggregate
(modules can only be pass all components if this is a PSRB requirement)	

Summary of Assessment Plan

	Type	% Weighting	Annonymous Yes / No	Word Count/ Exam Length	Learning Outcomes Coverage	Comments
1.	Material Outcomes	80%	No		1, 2 and 4	This will be a portfolio submission based on project work produced throughout the module (see below).
2.	Contextual Research	20%	No		3	

Further Details of Assessment Proposals

Give brief explanation of each assessment activity listed

Submissions for assessment will be in the form of a physical or digital portfolio of work produced throughout the duration of the module.

Material Outcomes will be all exploratory and resolved work produced for this module, together with formative and summative evaluations of progress. At this stage of the course, it is anticipated studio-based work will be tutor led, but there is also scope for students to develop their work further, or explore independently identified interests in private study time.
This work submitted should be sufficient in content and volume to demonstrate that the learning outcomes have been met to the minimum standard in relation to the various practices or processes explored.

Contextual Research includes all contextual research and written commentary produced in relation to outcomes 3. This may be incorporated in sketchbooks or as a separate document, but will most likely include both. There should be evidence of a range of practitioners, approaches and historical precedents being consulted, sufficient to demonstrate that a breadth of material has been consulted.

8. Summary of Pre and / or Co Requisite Requirements

n/a

9. For use on following programmes

ZU1BAFTF01 BA (Hons) Fashion and Printed Textiles FT - Year 1

ZU1BAFTP01 BA (Hons) Fashion and Printed Textiles PT - Stage 1

1.	**Module Leader**	**TBC**

2.	**Indicative Content**

A workshop-based module, designed to introduce students to digital applications commonly used in fashion and textiles design.

Through a series of weekly workshop sessions, Adobe Photoshop and Illustrator will be explored in relation to the production of repeat pattern structures, cut through repeats, print design and development; drawing for print: producing colour range variations ('colourways'); specification sheets for garment construction and technical flats, fashion illustration; portfolio introduction and development.

Work carried out in this module will relate directly to the work produced for other modules, developing and extending the students experience and understanding of the way digital applications can support and inform creative practice.

Outcomes will be evidenced through the submission of a portfolio of digitally informed work, sketchbooks, related contextual research and written reflection.

3. Delivery Method   (*please tick appropriate box)*

Classroom Based	Supported Open Learning	Distance Learning	E-Learning	Work Based Learning	Other (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	Mac Suite	4	Photoshop dot repeat pattern/ Drawing for photoshop/ Cutting out Research digital print designers	1/2/3
2	Mac Suite	4	Motifs and repeat structures	1/2/4
3	Mac Suite	4	Tools and techniques/ Building a pattern	1/2/4
4	Mac Suite	4	Developing colourways Changing colours Cut through repeats	1/2/4
5	Mac Suite	4	Introduction to illustrator Research pen tool	1/2/3/4

6	Mac Suite	4	Part 2 Basic Vest	1/2/4
7	Mac Suite	4	Basic T-shirt and ribbing	1/2/4
8	Mac Suite	4	Gathered skirt, Formal shirt part 1 Research specification sheets	1/2/3/4
9	Mac Suite	4	Formal shirt part 2/Jeans Resrach Portfolios	1/2/3/4
10	Mac Suite	4	Portfolio prepartion	1/2/4
11	Mac Suite	2	Portfolio layout Assessment guidance for submission	1/2/4
	Total Hours			

If delivery method is *not* classroom based state lecturer hours to support delivery	

4. Learning Resources

To include contextualised Reading List.

Physical Resources:
Mac suite

Reading List:

Hume, R. *Fashion and Textile Design with Photoshop and Illustrator* (London: Bloomsbury Academic, 2019).

Bowles M and Issac C. *Digital Textile Design* (London: Laurence King Publishing, 2009).

Nimkulrat, N, Kane F. and Walton, K. *Crafting textiles in the digital age* (London: Bloomsbury Academic, 2016).

Szkutnicka B. *Technical Drawing for fashion*, 2nd edition (London: Laurence King Publishing, 2017).

McCauley Bowstead, J. *A Guide to preparing your portfolio* (London: Bloomsbury Academic, 2011).

Websites:

Lynda.com

Artsthread.com

The-Dott.com

designsponge.com