

Module Outline

Part 1- as validated

1.	Title	DU1BAFTF5B / DU1BAFTP5B Studio Module 4B: Development of Fashion and Textiles Practice
2.	Level *	5
3.	Credits	40
4.	Indicative Student Study Hours	80 hours lectures, practical demonstrations and workshops; 320 hours independent study
5.	Core (must take and pass), Compulsory (must take) or Optional	Core

** 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

A characteristic of art and design courses is the extent to which studio and workshop-based engagement with peers, tutors, technical support staff and visiting professionals informs the development of students' work. This approach not only supports the creative and speculative development of their ideas, but also the development of written, verbal and visual communication skills, as well as their awareness and understanding of the various contextual dimensions relevant to their discipline and practice (cultural, historical, theoretical, political and so on).

Practicing the art (so to speak) of successfully developing and transforming an idea into a resolved outcome requires students to tie together these various threads into a synthesised whole. They need time to do this effectively, which is why another characteristic of art and design courses is that they tend to include modules that are long enough to allow students to apply themselves to project-based work over a more sustained period.

Purpose

The purpose of this module is to provide students with the opportunity to apply their various skills, knowledge and understanding to the production of a resolved body of art or design work, informed by theoretical and practical research and exploration, cognisant of relevant contemporary and historical contexts and the relationship between their work and audiences, clients or consumers.

Principal aims and objectives

For students to:

- Produce creative and imaginative responses to a brief or idea with greater independence.
- Imaginatively apply appropriate media, techniques, tools and technologies with skill and confidence.
- Produce work in relation to relevant cultural contexts, including audiences, clients or markets.
- Produce resolved art and design work that effectively synthesises their ideas and concepts.

6. Learning Outcomes - On successful completion of this module a student will be able to:

1.	Generate and develop creative responses to a specific brief, theme or idea that demonstrate breadth of enquiry with appropriate selection and application of media, techniques, tools and technologies.
2.	Develop their work within the context of contemporary practice and concerns in their discipline, analysing ideas and concepts employing appropriate terminology.
3.	Produce resolved art or design work informed by theoretical and practical research and exploration and an awareness of the relationship between their work and relevant audiences, clients or markets.
4.	Evaluate their resolved art or design work through informed reflection, and assess the impact of the developmental processes employed using appropriate terminology.

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	80%	No	N/A	1; 2 and 3	This will be a portfolio submission based on project work produced throughout the module, plus all relevant research and development material.
2.	Written Evaluation	20%	No	1,000	4	Assessment will be based upon a self-appraisal that summarises student responses to outcome 4.

Further Details of Assessment Proposals

Give brief explanation of each assessment activity listed

Submissions for assessment will be in the form of a 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, either practical or theoretical, that students have conducted throughout the module. In some instances, this may be in the form of a photographic or time-based record of a process or performance.

Reflective Evaluation will require students to write a 1,000-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 Requisite Requirements

n/a

9. For use on following programmes

ZU1BAFTF02 BA (Hons) Fashion and Printed Textiles FT - Year 2

ZU1BAFTP04 BA (Hons) Fashion and Printed Textiles PT - Stage 4

Module Specification**Part 2- to be reviewed annually**

1. Module Leader	Val Jacobs
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2. Indicative Content

A studio-based, practical and practice led module supported by lectures, seminars, study visits, peer review, group and individual crits. Based upon their learning experience and reflection on the outcomes from Studio Module 5A, students apply that experience to new projects or the further development of ongoing work. The project could take the form of a live Industry brief or national student competition. Digital print designs, the development of tech packs, use of Photoshop and illustrator and the production of a professional portfolios may all feature in the module content.

In what is by now a familiar holistic fashion, they are required to extend the breadth and depth of theoretical and practical enquiry, apply analytical and evaluative skills and strengthen their academic competence and learning in order to sustain an independent and coherent artistic practice.

Exhibitions, presentations or displays of work may also be a feature of module content and outcomes will be a refined body of practical work that demonstrates the development of a personal direction in their discipline that is fully supported by primary and secondary research material.

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	Studio / Workshop	5 Hrs	AM- Module intro/Review of reading list. Presentation relating to theme/live brief/student competition PM-Visit to/presentation from industry.	2
2	Studio / Workshop	5 Hrs	Visual research:Exploration of theme,mood, colour,cloth,shape etc Moodboards/researchmap and colourpalette	1,2

3	Studio / Workshop	5 Hrs	AM- Workshop- profiling the customer/identifying a target market, identifying the context for individual projects/concept statement/market research identifying brand competitors/historical references/ trends. PM- Fashion range plan/specification of materials and trim/techniques and processes	2
4	Studio / Workshop	5 Hrs	AM-Drawing for digital textile design/scanning/identifying motifs PM-Planning print range. Repeat structures/scale/colourways	1,2
5	Studio / Workshop	5 Hrs	Design development, individual reviews	1,2
6	Studio / Workshop	5 Hrs	AM- Technical drawing for Fashion PM- Tech packs	1,2
7	Studio / Workshop	5 Hrs	Design development, patterns/toiles/print samples Tutorial Reviews	1,2
8	Tutorials	5 Hrs	Design development, patterns/toiles/print samples Tutorial reviews.	1,2
9	Studio / Workshop	5 Hrs	Design development, patterns/toiles/print samples Tutorial Reviews	1,2
10	Studio / Workshop	5 Hrs	Design development, patterns/toiles/print samples Tutorial Reviews	1,2
11	Studio / Workshop	5 Hrs	Design development, patterns/toiles/print samples Tutorial Reviews	1,2
12	Studio / Workshop	5 Hrs	AM Writing concept statements PM Production of portfolios/photographing outcomes	1,2,3
13	Studio / Workshop	5 Hrs	AM Portfolio planning PM Production of portfolio	1,2,3
14	Studio / Workshop	5 Hrs	AM Fashion illustration PM Production of portfolio	1,2,3
15	Studio / Workshop	5 Hrs	Presentation to industry/tutors and peers Peer feedback	4
16	Studio / Workshop	5 Hrs	Portfolio prep and guidance for assessment submission	4
Total Hours		80		
If delivery method is <i>not</i> classroom based state lecturer hours to support delivery				80

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, 2018).

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

Fischer, A. *Construction* (London: AVA Publishing, 2009).

Renfrew, E and Renfrew, C. *Developing a collectio*, (London: AVA Publishing, 2009).

Nakamichi T. *Pattern Magic* (London: Laurence King Publishing, 2009).

Chunman Lo D, *Pattern Cutting*, 5th edition (Laurence King Publishing, 2010).

Seivewright, S. *Research and Design* (London: AVA Publishing, 2009).

TEXTILES

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

Fogg, M. *Print in Fashion* (London: Batsford, 2006).

Issett, R. *Print Pattern & Colour* (London: Batsford, 2007).

Meller,S and Elffers, J. *Textile Design book, 200 years of pattern* (London: Thames and Hudson, 2007).

Websites

www.fashionscout.co.uk

www.bergfashionlibrary.com

www.artstthread.com

www.whaleys-bradford.ltd.uk

www.silkbureau.co.uk

www.condrado.com

www.vam.ac.com

www.warnertextilearchive.co.uk