

## MODULE DESCRIPTOR

<b>MODULE TITLE</b>	FASHION DESIGN III		
<b>MODULE CODE</b>	FS2004 (L5)	<b>CREDIT VALUE</b>	60 UK CREDITS / <u>30 ECTS</u>
<b>SCHOOL</b>	SCHOOL OF ARTS, MEDIA AND COMMUNICATION		

### MODULE AIMS

This module aims:

- To allow the students to make informed choices when considering progression onto fashion disciplines via specifically written briefs.
- To produce a portfolio of work which will allow the students to evidence certain skill sets which will be essential for employability within the fashion industry.
- Build confidence in knowledge and skills along with a professional approach to the management of time and resources.

### MODULE CONTENT

Indicative syllabus content:

- Briefs have been developed to represent the industry's three main disciplines; Commercial (Industry linked), Conceptual (Runway) or Enterprise (Start-up).
- Students will have the opportunity to make informed decisions on their own individual creative direction via working on a range of contemporary fashion led briefs with the above disciplines in mind.
- Projects will cover research, design and manufacture, flat and experimental pattern cutting, CAD development, portfolio building, competitions and a continuation of the preparation for placement, including a professional approach to the management of time and resources.
- Students will progress through the design stages covering concept, colour/fabric/design development and manufacture, styling and presentation, leading to the conclusion of a experimental garment, professional portfolio and mini collection line-up with manufactured outfit.

### INTENDED LEARNING OUTCOMES

On successful completion of this module, a student will be able to:

1. Evidence a thorough range of research strategies and methodologies when identifying customer profile and market levels.
2. Evaluate in-depth knowledge of current fashion trends and input own work into that context within developing pathways.
3. Utilise knowledge of fabric, silhouette, and range building.
4. Understand and define the processes of Fashion within the context of a business.
5. Fully integrate the use of technology which demonstrates a professional level of expertise, as suitable for application within industry, across a wide range of creative applications.
6. Thoroughly research responses to fashion design tasks and creative silhouette investigations.

### TEACHING METHODS

Each project will contain separate aims and required outcomes. Tutors will provide tutorials, seminars, and workshop guidance, reviews, and group critiques. Peer learning through participation in group discussions, especially in the early diagnostic stage of the module will help clarify common issues and difficulties. Students receive formative feedback part way through their studies, which they have the opportunity to respond to before the summative assessment at the end of the module. Feedback is verbal (through tutorials, reviews, and critique) and written.

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During the module students will work on a range of projects which they will present for assessment in the form of Coursework/Portfolio. Staff will grade submissions, provide feedback and advise to help students to identify good practice and areas for development to enable students to make improvements in their work for future study.

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## **ASSESSMENT METHODS**

This module is assessed through two Coursework and one Portfolio.