

MODULE DESCRIPTOR

MODULE TITLE	FASHION COLLECTION		
MODULE CODE	FS3008 (L6)	CREDIT VALUE	60 UK CREDITS / <u>30 ECTS</u>
SCHOOL	SCHOOL OF ARTS, MEDIA AND COMMUNICATION		

MODULE AIMS

- Develop creative outcomes in line with the specific requirements dictated by detailed briefs outlining the conceptual or commercial fashion disciplines, building on selected disciplines identified in Year 3.
- Produce conceptual fashion collection or a commercial portfolio and showroom based on commercial fashion disciplines and identify business opportunities.
- Research into all areas relevant to the development of a collection and or portfolio specific to the intended discipline.

MODULE CONTENT

Indicative syllabus content:

- Developing a body of creatively focused work that is clearly defined by market level. This will allow students to present a fashion collection, an industry relevant fashion portfolio with related 3D outcomes backed by identified business opportunities.
- 2D and 3D work will vary in proportion dictated by the target audience and the details laid out in the briefs, highlighting industry and academic requirements.
- Students will need to evidence skills across research, colour and trend development, design development, CAD, pattern cutting (commercial or experimental), manufacture, enterprise, range development dependant on selected discipline.
- A professional approach to the management of time and resources will be required.

INTENDED LEARNING OUTCOMES

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

1. Understand and apply colour/trend research and design development aimed at a specific industry sector highlighted by the selected fashion discipline.
2. Evaluate the conclusions required by market levels and market sectors and deliver an innovative creative presentation of work within these boundaries.
3. Utilise the appropriate latest technologies as part of communicating fashion design in the most innovative form.
4. Understand fabric, silhouette and development of ideas in the application of garment or accessory design.
5. Manage time and output to a standard required in professional practice.

TEACHING METHODS

Teaching and learning will be carried out on a tutorial basis, group work, through workshops and seminars based on blended learning methods, on campus and through Teams. Students are required to be highly self-motivated at this stage of their studies in order to successfully carry out all necessary activities required in the final year such as sourcing, pattern cutting and garment manufacturing. Students should be proactive in sourcing relevant collaborative relationships to enhance final creative conclusions.

Students' learning will be largely self-directed. 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.

For assessment, students will produce a collection of 2D digital design work (Commercial discipline), a collection of 2D support work and final outfits (Conceptual discipline).

ASSESSMENT METHODS

This module is assessed through one Course Work.