Course Specification

BA (HONS) FASHION



Arts University Bournemouth

About the Course Handbook

This Handbook provides you with basic information about your course. Through the approved course specification, it provides you with the aims and outcomes of the course, and outlines the content and how this will be delivered.

It also provides some important information about key policies which apply to your academic studies, and explains how students can be involved in the decision-making at both course and University level. You should ensure that have read this, and that you refer to this Handbook throughout your course.

Your course is subject to a rigorous process of quality assurance and enhancement. This may result in changes to individual units as the course develops, to ensure that the relevance and quality of the course is upheld. You will be consulted, either directly or through your elected student representatives before any changes are made.

Every effort has been made to ensure the accuracy of all the information contained within this Handbook, but it is possible that some of the details will change during the course of your studies. Any such changes will be notified to you.

Information in this Handbook should be used in conjunction with the HE Student Regulations. It is your responsibility to ensure you are aware of the regulations that apply to your course; this includes information in this Handbook and in the HE Student Regulations. If you have any questions, you should speak to your Course Leader, or member of your course team.

ARTS UNIVERSITY BOURNEMOUTH

COURSE SPECIFICATION

The Course Specification provides a summary of the main features of the **BA (Hons) Fashion** course and the learning outcomes that a 'typical' student might reasonably be expected to achieve and demonstrate if they pass the course.

Further detailed information on the learning outcomes, content and teaching and learning methods of each unit may be found in the Unit Descriptors, which forms part of the Course Handbook.

Key Course Information	
Final Award	BA (Hons)
Course Title	Fashion
Award Title	BA (Hons) Fashion (Design) BA (Hons) Fashion (Textiles) BA (Hons) Fashion (Digital Innovation) BA (Hons) Fashion (Product Development)
Teaching institution	Arts University Bournemouth
Awarding Institution	Arts University Bournemouth
Offered in the School of	Art, Design and Architecture
Professional accreditation	n/a
Length of course / mode of study	3 years full-time / 4 years with optional placement year
Level of final award (in FHEQ)	Level 6
Subject benchmark statement	Art and Design
UCAS code	W230
Language of study	English
External Examiner for course:	Details available on request
Please note that it is not appropriate for students to contact external examiners directly	
Date of Validation	December 2001
Date of most recent review	June 2024
Date course specification written/revised	August 2024

Course Description

AUB Fashion is leading the way for innovation. From concept to realisation our students will experiment, interrogate, and develop design practises appropriate to their individual design philosophy. They will creatively explore traditional and modern techniques, cutting edge digital fashion technology, craftmanship, product development and presentation. Our students will explore connections between concepts of dress, fashion, and the body as a site for artistic expression.

The social, ethical and environmental contexts of fashion are critical forces: they are central to course debate and practice. How we understand fashion's impact will inform creative solutions and help students to become effective change makers for a more sustainable and inclusive world.

AUB Fashion are award winners in innovation, with a portfolio of student successes which are internationally recognised through graduate destination, exciting industry collaboration and inspirational speakers integrated into the DNA of the course.

During their time at AUB students will construct a unique portfolio of skills to support their career launch or graduate outcomes. We celebrate their individuality and will help them realise a tailored path within the fashion industry and community at this critical time in history.

These key points define the philosophy of BA (Hons) Fashion:

Thinkers

The Fashion industry is looking to employ individuals who make conscientious choices and want to make a difference. Through a series of workshops and symposiums, students will be taught and encouraged to react and respond to current debates and the fast-moving, ever-changing landscape of this exciting industry.

Our students will be encouraged to explore their design individuality (DNA), develop confidence in technical problem solving and identify strengths, interests, and areas of specialism in order to understand their impact, agency and pioneer real change for the future of fashion.

Makers

First year (Level 4) prioritises creative exploration and skill-set immersion. It focuses on fundamental skills as an enriching foundation for the student journey.

Level 4 is comprised of three skill-based units with intensive design development, pattern cutting, construction and fashion textiles sessions. It is underpinned by contextual, social and ethical debates and an introduction to digital fashion software to support a student's sustainable practise.

As they progress through the course, students will be encouraged challenge the limits of the skills that are taught, critique the status quo, and innovate solutions to problematics within fashion industry and culture.

Our students will conclude their studies with a Final Major Project which will be realised using either traditional or digital making skills or a combination of both.

Innovators

Throughout the course students are encouraged to innovate with the skills and knowledge they are building on; they are encouraged to challenge existing methodologies, critique existing practises, and innovate solutions to problems within fashion industry and culture.

The BA (Hons) Fashion Course prides itself as leading in digital fashion innovation and technology-based practice for textile and design development, pattern cutting and prototyping are embedded through all the design and manufacture units. All students are introduced to Lectra and Clo3D in the first year of study and use these methods as part of their process to inform a good understanding of the opportunities for sustainable approaches using digital fashion software can offer to a workflow. All these are directly linked to future graduate employability. As technology develops, students will have the opportunity to trial, sample and push the boundaries of the software and explore the possibilities of 3d prototyping, and digital pattern cutting, Virtual Reality, Augmented Reality and how the evolving world of technology can support the design and product development process.

Collaborators

With a strong sense of course and campus community, collaboration is strongly encouraged. Students will work with colleagues from other year groups to expand their understanding and emerging practise. This allows them to engage with a broad range of experiences to support specialist decisions in the future.

Our students will gain the confidence to work in both international and local markets. The Graduate Futures unit, internship in Level 4, industry live brief, placement options and competitions throughout Levels 5 and 6 will give them experience and exposure in industry practice as well as expanding and enhancing network possibilities.

Leaders

Third year (Level 6) consolidates skills developed through previous Levels in preparation for graduation and beyond. It is considered by graduates as the most challenging and exciting time of their university experience.

Having indicated their choice of named award in the final unit of Level 5; Level 6 students will focus on a specialist area of study related to that named award. Their Final Major Project is a self-determined body of industry-ready work aligned to their career plan. This is underpinned by a Creative Research Project interrogating a topic relevant to their practice.

Students will also prepare and present a portfolio of creative work and exhibit the exciting innovation they have mastered throughout their time at AUB. They will discover how to cohesively communicate their ambition, innovation and understanding of content and context in a professional portfolio of practice to meet the challenges of employment or further study.

Our graduates are the leaders of the future fashion industries, BA (Hons) Fashion will enable their preparation to present their ideas professionally and confidently to create their future path.

Distinctive features of the course

BA (Hons) Fashion is unique in its currency and reacts to the changing nature of our industries; it encourages students to be aware and responsive of developing demands.

One of the key distinctive features of the course is that students do not have to specialise before arrival; we encourage all students to experience a breadth of fashion outputs such as men's/women's/kids' product ranges, fashion product development, digital fashion innovation and fashion artefact, etc, in order to develop their own unique and personal design philosophy.

BA (Hons) Fashion students push the bourndaries of digital fashion. With a clear identified understanding of digital fashion software explored from Level 4, students innovate and develop new approaches to technological developments and how to align these to their developing practise in line with industry advancements throughout Levels 5 and 6.

All fashion students experience and explore the breadth of textile opportunities as part of their BA (Hons) Fashion journey; where possible, students will work alongside peers from both BA (Hons) Fashion Communication and BA (Hons) Textiles Design. From digital embroidery and digital print to wet dye process’s such as screenprint and dying to constructed textiles alongside digital rendering of fabric textures for digital avatars and prototypes. This sets us apart in terms of fabrication giving students the opportunity to explore, personalise and develop truly unique approach to colour, pattern and texture as part of their fashion output.

Course Industry Patron Scheme: All courses at AUB are connected formally with an Industry Patron, an industry practitioner or business that acts as a critical friend to the course and course team. Many courses work with several industry partners, but the more formal Industry Patron connection offers the opportunity to collaborate and maintain close relations with industry / business. This is a unique concept that ensures AUB courses are industry relevant and maintain current practices while providing further opportunities for students to engage with industry practitioners.

AUB Strategic vision

The BA (Hons) Fashion course fits with the university's strategic vision in several ways:

Innovation: Our students are progressing into a future where traditional disciplinary silos will have broken down, a future that will be evermore skilful and technologically challenging. This demands that we build on established teaching methods through an increasingly broad, inter-, and cross-disciplinary education that will expect an understanding of the role of computation across the arts, design and media: creativity needs technology just as much as technology needs creativity.

We aim to ensure that our students will not only be able to access the most effective combination of analogue and digital technologies but also understand that innovation draws inspiration from a social, inclusive, and politically aware context that will drive not only their education but also the industries into which they progress.

Collaboration: All courses across the School of Design & Architecture share a common structure at Levels 4 and 5 enabling collaboration and, where appropriate, a sharing of curriculum and resources. Whilst carefully maintaining and refining their individuality, distinctiveness and specialist focus, we work together with our students to ensure that their experience of the University, the School and their Course will be more holistic and reflective of the interdisciplinary nature of graduate employment into which our students will progress.

The BA (Hons) Fashion course enables interdisciplinary collaborations with different courses or Schools across the university, more immediately with Fashion Communication and Textiles Design but also potentially including Creative Technologies, Design for Sustainable Futures, Modelmaking and Interior Architecture and Design.

Collaboration is inherent to contemporary working practices and acts as a microcosm of the creative industries. The safe and accessible application of collaborative working environments are conducive to student learning and help them to develop their respect for difference and forge honesty.

Collaboration across the School of Design & Architecture, and the wider AUB community, acts as a force to positively reshape a more diverse and inclusive working environment for the future.

Connectedness:

- The course facilitates connections with industry professionals through guest lectures, workshops, optional industry placements and industry patron schemes. By engaging with practitioners in the field, students gain valuable insights into industry trends, practices, and expectations. These industry connections provide students with opportunities for mentorship, networking, and professional development, enhancing their sense of connectedness to the broader design industry and preparing them for successful careers post-graduation.

- **Internationalisation**: The course incorporates diverse cultural perspectives and influences into the curriculum, exposing students to a wide range of design traditions, styles, and practices from around the world. By studying and analysing design

examples from different cultures, students develop a global understanding of fashion, fostering cultural sensitivity and awareness. This international perspective prepares students to work in multicultural contexts and engage with diverse clients and communities in their future careers.

- The course aims to organise overseas study trips annually that serve as invaluable learning experiences that prepare students for internationalisation by exposing them to diverse cultures, design practices, and perspectives. They foster cultural awareness, expand global horizons, and cultivate the skills and mindset needed to thrive in an interconnected and multicultural world.

Optional Placement Year

The optional Placement Year offers students the opportunity to:

- Discover an **industry, organisation, and role** to assist them with making better-informed decisions about their future career prospects.
- Undertake a placement, which ensures students can take **personal responsibility** for tasks, duties, and projects within a real-world work setting.
- **Develop and recognise their own work ethic and powers of critical reflection**.
- Build **high-level transferable skills** and enhance professional competencies in the workplace.

The Placement Year will be recognised on the degree transcript. As students will remain a registered student for the duration of the Placement Year, they will retain access to all university support services. Students will be allocated a Placement Tutor who will maintain regular remote contact with them. Placements often lead to a permanent role on graduation, providing a greater chance of success for graduates of this course.

Course Aims

The course aims to encourage critical thinkers to have the confidence and ability to productively contribute to the future development of fashion as responsible, creative individuals. Students will have an awareness and understanding of the fashion industry and will be prepared to actively engage in a professional context. They will be analytical and able to learn independently in preparation for professional environments or postgraduate study.

These aims can be defined specifically as:

A1: To support students to achieve comprehensive understanding and knowledge of contemporary fashion approaches for the international community.

A2: To develop in students an appreciation and understanding of the historical, contextual and theoretical fashion frameworks, which provide strategies to become critical and reflective thinkers.

A3: To encourage students in the engagement with social, ethical, environmental and digital considerations, which will inform their journey as a responsible creative.

A4: To refine in students a range of multidisciplinary skills encouraging experimental collaborations in a design environment through problem -solving and layered approaches to research, development and realisation.

A5: To encourage students to articulate an understanding of the positioning of the student's individual design practise within the broader context of the fashion industry

through encouraging enterprise and innovation that is relevant to the creative industries.

Course Outcomes

By the end of the course graduates will be able to:

LO1: Communicate to a diverse audience a comprehensive understanding of critical thinking, contemporary practices and behaviours and emerging trends, innovations and technologies in the global fashion industry.

LO2: Research, reflect-on and contextualise the historical, theoretical, social, environmental and digital frameworks in which fashion has and does operate as a means to inform the creation of fashion product.

LO3: Select and responsibly apply appropriate creative, technical, professional and personal skills in the initiation, development, management and realisation of projects.

LO4: Articulate and have confidence in the positioning of the student's individual practise in the context of the global fashion industry.

LO5: Choose how to extend their learning as an independent, self-reflective creative, fully prepared for professional environments or postgraduate study.

Reference Points

UK Quality Code for higher education, including:
QAA Subject Benchmark Statement, Art & Design
Framework for Higher Education Qualifications (FHEQ)
AUB Learning and Teaching Framework
AUB Strategic Plan
AUB Employability strategies
AUB EDI strategies

Learning, Teaching, and Assessment Strategies

The course aims to instil flexibility, adaptability, and willingness for students to push at boundaries and to make a difference, in a rapidly changing and dynamic professional discipline. This, we feel, will set graduates of this course apart.

Student progression is the focus of the course, and all three levels are carefully designed to empower them to make their transition from level to level and then to employment or further study as seamlessly as possible.

The course team believe that education should be a holistic experience. This means that different aspects of student learning are integrated into course units (projects). Teaching methods will vary depending on what is being delivered, but all aspects of the syllabus are brought together in design projects. An example of this might be that a student attends history, theory, and construction lectures but they would be expected to demonstrate their knowledge and learning of these within integrated, rather than isolated, design projects.

The course team identify with several important principles to help drive our philosophy and focus delivery of the course.

The teaching and learning methods for AUB course units have been selected as the most appropriate for the successful delivery of the syllabus, and appropriate achievement of the

aims of the unit. All units involve student contact time and independent study, which come together to indicate the total study hours requirement for the unit.

The student contact hours information provided in unit descriptors might, on occasion, be subject to some minor variation; for example, in response to student feedback, or to take advantage of unanticipated learning opportunities that would enhance the student learning experience. No changes will be made that would be to the detriment of the unit experience, or which would disadvantage student learning.

Some teaching may be delivered online when appropriate and will count as student contact hours.

Student Engagement

We would like to encourage our students to think of their practice as “participatory design” or “co-creation” and we would like them to consider their degree course as a potential model of co-creation/participatory design. Throughout their time with us we value the opportunity to work with our students in developing and delivering the BA (Hons) Fashion course and in the process build their engagement, resilience, confidence, resourcefulness, and lateral thinking that will not only help them through the course but in their progression to employment and/or further study.

Student engagement in the Fashion course is fostered through opportunities for cooperation, collaboration, and sharing of learning experiences, providing students with the chance to learn from one another and collectively enhance their understanding and skills. In fostering an environment of cooperation, collaboration, and sharing learning experiences the Fashion course empowers students to develop a sense of community, build supportive networks, and collectively elevate their understanding and mastery of the discipline.

By incorporating powerful student engagement strategies into the course such as Live Projects, Industry Guest Lectures and Workshops, alongside a mechanism for strong portfolio development (Graduate Futures I,II and III) it is possible to effectively support students' employability by providing them with practical experiences, industry insights, and professional skills necessary for success in their future careers.

Students are encouraged to take a participatory approach to their learning and the curriculum is designed with the intention that the student will engage in both campus-based and self-directed activities. Throughout their time at AUB, students will work with specialist core staff and visiting practitioners to build their engagement, resilience, confidence, resourcefulness, and lateral thinking that will not only help them through the course but in their progression to employment and/or further study.

Creativity and Risk, Learning and Communication

How do the students on the course learn? How do they apply what we are trying to teach them and in what ways can we encourage the more expressive, “risky,” progressive forms of design response?

Studio culture is central to the ethos of the course. From before they join the course (at open days and interviews) our students will have appreciated that, whilst not trying to replicate practice, the studio is central to their practice. Making full use of the opportunities provided by studios and other resources benefits the learning experience of all our students regardless of their backgrounds and previous experience.

The course objectives are met by deploying a wide variety of teaching and learning methods such as lectures, seminars, tutorials and workshops. In consultation with the Course Leader,

staff are responsible for co-ordinating individual units of study, and for selecting appropriate methods of delivery according to subject matter and student experience.

There may also be occasions where digital delivery is appropriate. Where this is the case, this might include on-line lectures, seminars, presentations, and one-to-one tutorials.

The methods employed induct students to the disciplines required of a creative practitioner and promote the development of transferable skills.

The study time allocated to each unit in the course incorporates a balance of formal teaching, tutorial support and independent learning. The course is structured progressively to provide increased opportunities for independent learning as students reach the later stages of the course.

The tutor leading the taught units will employ a variety of methods of delivery to encourage students' participation in the learning process. These will be dependent on the nature of the unit and the progress of the unit. Throughout the units within a year (and year on year) in the course, students are encouraged to gradually become more autonomous, progressively being asked to consider themselves as professional designers.

The understanding of the role and appropriateness of communication is essential: clarity and professionalism in the verbal, visual and written communication of the self, of ideas and solutions to problems is prioritised on the course from the moment students join us.

The progressive promotion of independent learning reflects the student's anticipated maturity and allows them to direct their learning towards individual goals. The teaching across the course is focused on providing the student with the ability to make judgements necessary to take increasing responsibility for the management of their own learning.

Teaching is directed at supporting individual engagement in learning although there will be opportunities for students to work in teams to enable them to learn the value of peer co-operation.

Presentation of work to colleagues; group critique, group evaluation of work, guest critique; self-initiated writing of design project briefs and the progressive self-management of time. All these lead to the stage that, at the start of Level 6, the student is in a position where they can instigate, develop, write, and design individual responses to research and design interests that will direct their studies for the year.

The integration of theory and practice is promoted and reinforced through a team-teaching approach. Lectures, seminars, and tutorials may be delivered by team members, as appropriate, in the creative environment of the studio.

Specialist Workshops

If time and resources allow, members of the staff team and/or external specialists might deliver specialist workshops. These workshops offer opportunities to engage with a diverse range of activities that may or may not be immediately connected with the units being taken but are always, we feel, interesting and valuable things to do.

The Use of Learning Outcomes

The learning outcomes for each unit are carefully designed for students to understand what they should be capable of doing, and will be assessed against, upon completion of each unit. Learning Outcomes 1, 2, 3 and 4 are aligned to the teaching and assessment of units across the course at each level.

Broadly speaking, the learning outcomes for all units on this course are written with the following framework in mind:

LO1 Acquisition of knowledge and skills that are being considered in a specific unit.

LO2 Application of knowledge and skills to the development of design projects.

LO3 Detailed resolution and communication of finalised design projects.

LO4 Encouraging the student to engage with wider social, ethical, political, and ecological aspects of their learning, which will include Graduate Futures, that go beyond the specificities of units whilst still acknowledging that engagement should be recognised within the curriculum structure (hence being aligned to a Learning Outcome).

Assessment

Each unit is assessed separately, and the assessment forms part of the unit. Assessment both provides a measure of student achievement, and also provides students with regular feedback on how their learning is developing.

For every unit of a course, we will inform students of what they are expected to learn; what they need to submit; how their work will be assessed; and the deadline for presenting work for assessment.

The first unit at Level 4 will be assessed on a pass/fail basis, with written feedback but no numerical grade. All other units will be given a percentage mark.

Students will receive a final mark for each unit in the form of a percentage, which will be recorded on a formal record of achievement (transcript). Each component of assessment is graded using a notched marking scale, whereby only certain marks are used within each grade. The only marks available within any ten-point band are *2, *5 and *8 (e.g. 62, 65, 68). These marks correspond to a low, mid, and high level of achievement within each grade band.

All learning outcomes must be passed to successfully complete the unit.

On successful completion of an Honours degree course, students will be awarded a degree classification based on their unit marks. The final classification is determined using all unit marks at Levels 5 and 6.

If a student has joined Level 6 through either the Recognition of Prior Learning (RPL) route or having completed a Foundation Degree (FdA), the final classification is determined using only unit marks at Level 6.

For further information on assessment, progression, awards, and classifications, please visit https://aub.ac.uk/regulations

Course Structure

All students are registered for the award of BA (Hons); however, exit awards are available if a student leaves the course early, having successfully completed one or two levels. If students successfully complete a level of the course, they will automatically be entitled to progress to the next level.

For the award of a Certificate of Higher Education (CertHE), students must have achieved a minimum of 120 credits at Level 4. This qualification may be awarded if a student leaves the University following successful completion of the first year of the course.

For the award of a Diploma of Higher Education (DipHE), students must have achieved a minimum of 240 credits of which a minimum of 120 must be at Level 5. This qualification may be awarded if a student leaves the University following successful completion of the second year of the course.

For the award of a BA (Hons) a student must have achieved a minimum of 360 credits of which a minimum of 240 must be at Level 5 or above, of which a minimum of 120 credits must be at Level 6. This qualification will be awarded upon successful completion of the course.

A BA without Honours may be awarded if a student achieves 300 credits, at least 180 of which are at Level 5 or above, and at least 60 of which are at Level 6.

Core Values and Skills

In developing courses, the University aims to create a curriculum that reflects its values and ethos. It should prepare students for the future not only in enabling them to have a successful career, but also empower students with the knowledge, skills and passion to have a positive impact on the world and be an agent for change. AUB has drawn from the United Nations Sustainable Development Goals (SDGs) (https://sdgs.un.org/goals) which have informed our values of Equality, Diversity and Inclusion as well as our Graduate Attributes.

Equity, Diversity, and Inclusion (EDI)

“We are better for our diversity. We are enriched by the depth of respect we have for each other and the strength of our relationships with our people, our places and the planet. Through our commitment to working with those who are different to us, or challenge us, we grow stronger together, creating new synergies, global connections and sustainable futures.” (AUB Strategy 2030)

As an organisation we have moral, social and legal obligations to fulfil in terms of EDI, and in doing so our commitment is to put EDI at the heart of every area of activity. It is not covered as a separate, stand-alone section, rather it forms an integral part of the curriculum, throughout our students' study here.

Graduate Attributes (GA) and Graduate Futures

Over recent years, there has been an increasing pace of change, technological, social, environmental. This has been further impacted by the world-wide pandemic effecting significant change in the global economy and the employment market.

In this context, the University has recognised the importance of developing AUB graduates who have the attributes to be able to build their career, adapting to different circumstances and embracing changes. A suite of attributes has been defined that we feel are particularly appropriate to the creative courses that we deliver and to AUB’s core values; during their course, both curricular and extra-curricular activities will give them the opportunity to prepare for their working career.

This course will introduce students to topics which are integrated with the curriculum at every stage of learning. This will allow the student to structure their career development journey through levels 4-6 of the degree course and consider the following stages: Self Awareness, Opportunity Awareness, Decision Making and Transitioning into Work. These align to the AUB Career Readiness stages: Explore, Focus, Engage and Achieve.
In practice, this means that each unit of the course, at each Level, will include elements of career development and these will be shown explicitly in unit descriptors and outline syllabuses (Graduate Futures). Whilst students engage with these as they go through each

unit, they will all come together in the final unit at each Level. Such an approach is designed to support students in the next steps they take after graduation, in whatever direction those may be, and is fundamental to degree studies.

Students will also have the option, between Level 5 (Year 2) and Level 6 (Year 3) of undertaking an extended period of work experience. The course team will be able to discuss this at the appropriate time.

Maintaining Health and Wellbeing

Throughout the course students are encouraged to reflect on their own health and wellbeing, and to develop themselves as a healthy creative practitioner. Students will consider how to develop study and work strategies and habits which maintain and promote their own wellbeing, and to manage their professional activities in a way which safeguards their mental and physical health.

Course staff have designed the course in order that, as far as is reasonably possible, health and wellbeing are promoted. Therefore, it is vital students maintain constructive communication with their colleagues and their staff throughout their time on this course.

Course Content

Each level operates within three terms over a period of thirty weeks. Each unit has its own aims, learning outcomes, assessment components and assessment criteria. The positive nature of progressive assessment is made clear throughout the experience. Units are self-contained but build upon previously acquired knowledge and skills. The assessment process summarises what has been achieved previously within the unit and identifies developmental strategies, enabling students to build a portfolio of knowledge, an ability to articulate their practice verbally and specific skills appropriate to the subject and their practice.

Level 4

First year introduces creative exploration and skill set submersion. It focuses on fundamental skills as an enriching foundation for the student journey.

It’s comprised of three skill-based units with intensive design development, pattern cutting, construction and fashion textiles sessions. It’s underpinned by contextual, social and ethical debates and an introduction to digital fashion software to support students' sustainable practise.

As the cohort immerses themselves in university life, students are encouraged to explore their design individuality (DNA), develop confidence in technical problem-solving and identify strengths, interests, and areas of specialism.

With a strong sense of course and campus community, collaboration is encouraged. Students work with peers from other year groups to expand their understanding and emerging practise. This allows students to engage with a broad range of experiences to support specialist decisions in the future.

Additionally, in line with Graduate Futures I, students will be introduced to both course and Careers & Employability service activities appropriate to this Level.

Level 5

Level 5 prioritises innovation, market awareness and industry practise. Building on their knowledge of fundamental rules from Level 4, students are now encouraged to challenge

them, critique the status quo, and innovate solutions to problematics within fashion industry and culture.

Fashion Engineering; is a technical unit where students discover the intricacies of tailoring, technical drawing, working with archives, and preparation for communicating with industry professionals. Students are encouraged to question existing practices and look for new solutions, exploring diversity and emotionally considerate design as practice.

This is followed by 3D Innovation, offering a first opportunity to explore creative pattern cutting, develop knowledge of digital fashion software and presentation. Students continue to explore their design 'identity' which is foundational to their unique design philosophy.

Level 5 concludes with the Industry Collaboration unit, offering the unique opportunity of participation in a 'Live Project' collaborating and designing for a high-end brand or design company. Recent collaborations have included Size?, Thrudark, Vivienne Westwood, Cos and luxury British heritage brands.

Additionally, in line with Graduate Futures II, students will continue to practise both course and Careers & Employability service activities appropriate to this Level.

Upon Finishing Level 5, students may have the opportunity to undertake an industry placement year. The Placement Year will be recognised on the degree transcript and as students will remain a registered student for the duration of the Placement Year, they will retain access to all university support services. Recent placements have included Paco Rabanne, Cos, Vivienne Westwood, Christopher Raeburn, Victoria Beckham, F&F, H&M, Coast and Clarkes. Placements often lead to a permanent role on graduation, providing a greater chance of success for graduates of this course.

The course also offers international student exchange opportunities, where Level 5 students can apply to complete a term at one of AUB's international partner universities.

Level 6

Level 6 consolidates skills developed through previous levels in preparation for graduation and career launch. It is considered by graduates as the most challenging and exciting time of their university experience.

Students will focus on a specialist area of study related to a named award. The Final Major Project 1&2 is a self-determined body of industry-ready work aligned to a career plan or graduate destination. This is underpinned by a Creative Research and Exploration unit, interrogating a topic relevant to individual practice.

The final unit is an opportunity to create and present a portfolio of creative work that demonstrates the specialist practise and unique skills they have developed during their time at AUB.

This unit helps students effectively communicate their ambition, innovation and grasp of content and context through a professional portfolio, preparing them for the demands of future employment or further study.

Additionally, in line with Graduate Futures III, students will engage with both course and Careers & Employability service activities appropriate to this Level and apply them to their chosen individual aspirations for after graduation.

Named Awards:

BA (Hons) Fashion offers students the opportunity to gain a “named award” in one of a number of specialist areas which have been developed to not only reflect areas of expertise on the course but also, more importantly, reflect the nature of the global fashion industry into which our graduates will progress:

- BA (Hons) Fashion (Design)
- BA (Hons) Fashion (Textiles)
- BA (Hons) Fashion (Digital Innovation)
- BA (Hons) Fashion (Product Development)

If a student chooses to opt for one of these specialist directions, they will be required, in discussion with their Course Leader, to explore and illustrate their intentions in *the final unit of Level 5*. Following confirmation of their choice *at the start of the Spring term* that follows, they will then use their *final 60 credit unit* as a clear demonstration of their chosen specialist skills and knowledge.

The student’s final degree certificate will clearly show their named award in parentheses: “BA (Hons) Fashion (*Named Award*) “

Specialist resources:

List of equipment:

Studio 1 –

- Juki Three step Zig-Zag Machine
- 3x Cover stitch Machine
- Jersey Binding machine
- Industrial Flat beds
- Industrial Overlockers
- 3 x Industrial Irons
- Heat Press

Studio 2 –

- Juki & Brother Industrial Overlockers
- Juki & Brother industrial Flat beds
- Brother Blind hemmer
- 4x Industrial Irons
- Heat Press
- Irish Embroidery Machine
- Juki Zig-zag machine
- Juki Freehand embroidery machine
- Solent Twin needle
- Juki Button shirt button hole machine
- Juki keyhole button hole machine
- Cornelli embroidery machine (Global cornelli freehand embroidery Machine)

Studio 3 –

- Computer suite which includes access to software’s such as:
    - Adobe software. Photoshop, illustrator, indesign, substance.
    - Microsoft package. Word, excel, powerpoint
    - Lectra Modaris. Modaris, justprint, diamino

    - Kaledo style
    - Clo3D
    - Wilcom embroidery software
    - Twinmotion
- Lectra plotter printer
- Digitising board

Studio 5 –

- Industrial Overlockers
- Industrial Flatbeds
- 2 x industrial irons
- Seiko sewing machine
- 2 x juki walking foot machine
- Juki heavy duty walking foot machine
- Alder pillar sewing machine (Durkopp Adler)
- Pfaff post wheel sewing machine (PFAFF 591)
- Leather Skiver (Global-SK 111)
- Cornelli embroidery machine (Global cornelli freehand embroidery Machine)
- Leather burnishing machine

MA Space –

- 3 x computers
- Vizoo digital fabric scanner
- Totum digital touch screen

Knit Room –

- 2x Dubei big knit machine
- 4x Brother knit machines
- 4 x Silver reed knit machine

Embroidery Room –

- 2x Small digital embroidery machines (Happy Voyager 12 needle embroidery machine)
- Large digital embroidery machine (Happy 15 needle embroidery machine)

Not within our studios but available to students.

- Bodyscanner
- Digital loom
- Sublimation printer (Epson dye sublimation printer, in digital hub)
- Rotary heat press (Digital Hub)
- Dye room
- Use of VR headsets.

Course Units

Unit Code	Unit Title	Credit Weighting
Level 4		
FSC406	Beyond Surface (Process)	40
FSC407	Design Structure (Design)	40
FSC408	Applied Focus Denim and Graduate Futures 1	40
Level 5		
FSC501	Fashion Engineering	40
FSC502	3d Innovation	40
FSC503	Industry Collaboration and Graduate Futures 2	40
Level 6		
FSC601	Final Major Project: Part 1 (Exploration)	20
FSC602	Creative Research and Exploration	20
FSC603	Final Major Project: Part 2 (Resolution)	60
FSC604	Specialist Practice and Graduate Futures 3	20

Course Diagram

This diagram shows the proposed start/end dates for each unit and shows teaching weeks only; holiday periods are not included.

<table>
<tr><td></td><td colspan="30">Level 4</td></tr>
<tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td></tr>
<tr><td></td><td colspan="10">Autumn Term</td><td colspan="10">Spring Term</td><td colspan="10">Summer Term</td></tr>
<tr><td rowspan="2">Induction week</td><td colspan="9">FSC406 Beyond Surface (Process)
40 credits
Weeks 1-10

Pass/fail unit</td><td>Assessment</td><td colspan="9">FSC407 Design Structure (Design)
40 credits
Weeks 11-20</td><td>Assessment</td><td colspan="9" rowspan="2"></td><td rowspan="2">Assessment</td></tr>
<tr><td colspan="20">FSC408 Applied Focus Denim and Graduate Futures I
40 credits
Weeks 1-30</td></tr>
</table>

Level 5

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	Autumn Term										**Spring Term**										**Summer Term**									

FSC501 Fashion Engineering
40 credits
Weeks 1-10

Assessment

FSC502 3D Innovation
40 credits
Weeks 11-20

Assessment

Assessment

FSC503 Industry Collaboration and Graduate Futures II
40 credits
Weeks 1-30

Level 6

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	Autumn Term										**Spring Term**																**Summer Term**			

FSC601 Final Major Project 1 (Exploration)
20 credits
Weeks 1-10

Assessment

FSC603 Final Major Project: Part 2, Resolution
60 credits
Weeks 11-21

Assessment

FSC602 Creative Research and Exploration
20 credits
Weeks 1-16

Assessment

FSC604 Specialist Practice and Graduate Futures III
20 credits
Weeks 21-26

Assessment

Image: Graduate Fashion Week