



This Programme Specification is designed for prospective students, current students, graduates, academic staff and potential employers. It provides a summary of the main features of the programme and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided.

Whilst every endeavour has been made to provide the course described in the Programme Specification, the University reserves the right to make such changes as may be appropriate for reasons of operational efficiency or due to circumstances beyond its control. Any changes are made in accordance with the University's academic standards and quality procedures.

This document is available in alternative formats on request.

**PROGRAMME SPECIFICATION**

The Programme Specification provides a summary of the main features of the **BA (Hons) Costume and Performance Design** 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 within this Handbook and the online Unit Information, which is available on your course blog.

<b><u>Key Course Information</u></b>	
Final award	BA (Hons)
Course title	Costume and Performance Design
Award Titles	BA (Hons) Costume and Performance Design BA (Hons) Costume and Performance Design (Costume Design for Screen) BA (Hons) Costume and Performance Design (Scenography) BA (Hons) Costume and Performance Design (Costume Supervision) BA (Hons) Costume and Performance Design (Costume Interpretation)
Teaching institution	Arts University Bournemouth
Awarding Institution	Arts University Bournemouth
Offered in the School of: <i>Contact details:</i> Telephone number Email	Media and Performance  01202 363270 <a href="mailto:somp@aub.ac.uk">somp@aub.ac.uk</a>
Professional accreditation	Creative Skillset
Length of course/ mode of study	3 Years full-time
Level of final award (in FHEQ)	Level 6
Subject benchmark statement	Art and Design
UCAS code	W451
Language of study	English
External Examiner for course:	Lucy Algar Wimbledon College of the Arts (UAL)
	<i>Please note that it is not appropriate for students to contact external examiners directly.</i>
Date of validation	1995
Date of most recent review	2014
Date programme specification written/revised	September 2014

## **Course Description**

The course utilises an experiential model of learning and encourages all students to test the boundaries of their ability in order to develop creative and pro-active responses to problem solving and team working. The course seeks to present you with demanding but exciting and valuable projects that will demonstrate the breadth of the costume and performance design subject areas (*Costume Design for Screen, Scenography, Costume Supervision and Costume Interpretation*) and the focus that you will need to achieve in order to succeed in a competitive employment market.

Through the delivery of teaching by a diversely experienced tutorial team and working with a wide range of external collaborators, the curriculum focus ensures the currency and relevance of the skills and academic knowledge of our graduates. This learning is developed by a series of study units that build in depth and complexity through a range of opportunities, both speculative and in a 'live context'.

The close proximity of students from other related courses (Acting, Film Production and Make-up for Media and Performance) allows for a significant amount of collaboration, thereby producing exciting learning opportunities and an environment that acts as a microcosm of the creative industries. We believe in engaging you with industry by creating work with external professional companies regionally, nationally and internationally, in order to extend conceptual and creative ability, contextual knowledge, technical understanding, practical expertise and employability.

The sequence of study units undertaken demonstrate how both traditional techniques and current developments in technology affect the production, manufacture, design processes and the communication of ideas within the costume and performance design related industries. Study units connect contextual and critical thinking with the aim of encouraging and deepening your knowledge and understanding of the global, ethical, cultural and economic context in which the work of the visual artist, costume interpreter and performance designer can be placed. You will learn to critically evaluate both contemporary and historical fields and are encouraged to extend your creative and technical abilities alongside personal research interests. You will objectively question and make judgements on assumptions, abstract concepts and sourced evidence in a quest for independent judgement, critical self-awareness including the ability to create new theories of working.

In the first year, the course curriculum explores both performance design and costume interpretation equally. During the second year you may if you choose, select and focus on one of four industry-specific specialisms: *Costume Design for Screen, Scenography, Costume Supervision and Costume Interpretation*.

Graduates from the course go on to work in every area of the performance industries as: interpreters working both freelance and with leading costume makers, costume designers and art directors in TV and film, costume supervisors in theatre, TV, film and large scale events as well as performance designers in theatre, circus and festivals. Beyond the media and performance industries, graduates have been able to use their transferable skills to work in a wide range of fields including all levels of education, visual merchandising, marketing, arts administration and event production.

## **Course Aims**

- A1 to develop a comprehensive understanding and knowledge of costume and/or performance design through the acquisition of specific discipline skills and abilities
- A2 to develop knowledge and understanding of costume and performance design and their place within the broader cultural context through the ability to research and utilise critical thinking
- A3 to develop creative, aesthetic and technological skills in order to communicate performance design and costume interpretation solutions through a variety of methods
- A4 to develop an understanding of the broader vocational context of individual practice and how it sits within the professional environment
- A5 to provide opportunities for participation in collaborative working situations, which will develop interpersonal and practical skills
- A6 to provide strategies for identifying and evaluating personal strengths and needs through self-reflection and self-management that will relate to future career aspirations and potential postgraduate study

## **Course Outcomes**

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

- LO1 demonstrate and evaluate a comprehensive understanding and knowledge of costume and/or performance design through the acquisition of specific discipline skills and abilities
- LO2 synthesise and evaluate understanding of costume and performance design and their place within the broader cultural context through the acquisition of specific discipline skills in research and critical thinking
- LO3 illustrate your ability to use creative, aesthetic and technological skills to communicate performance design and costume interpretation solutions through a variety of methods
- LO4 demonstrate a broad understanding of your vocational aspirations and individual practice and how your practice sits within the professional environment
- LO5 participate in collaborative working situations that will develop your practical skills and the ability to work with others
- LO6 synthesise and evaluate your personal strengths and needs through self-reflection and self-management that will relate to future career aspirations and potential postgraduate study

## **Reference Points**

UK Quality Code for higher education, including:

- Subject Benchmark Statement: *Art and Design*
- Framework for Higher Education Qualifications (FHEQ)

AUB Regulatory Framework and Undergraduate Assessment Regulations

AUB Creative Learning Plan

AUB Strategic Plan

AUB Employability Framework

## **Learning and Teaching Strategies**

The course objectives are met by deploying a wide variety of teaching and learning methods including projects, lectures, seminars, group critiques and tutorials. 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.

The methods employed induct you 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 you reach the later stages of the course.

The progressive promotion of independent learning reflects your anticipated maturity as a student and allows you to direct your learning towards individual goals. The teaching in Level 4 is directed at providing you with the knowledge, concepts and skills to take increasing responsibility for the management of your own learning.

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

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.

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. It is important that you engage with on-line course delivery in the same way that you would if you were on campus.

## **Assessment**

Each unit is assessed separately, and the assessment forms part of the unit. Assessment both provides a measure of your achievement, and also gives you regular feedback on how your learning is developing.

For every unit of your course, we will inform you of what you are expected to learn; what you have to submit; how your work will be assessed; and the deadline for presenting your work for assessment. This is made available through Unit Information, which is on your course blog.

A minimum of one unit at Level 4 will be assessed on a pass/fail basis, with written feedback but no numerical grade. Details of this will be clearly expressed on the Unit Information Sheet. All other units will be given a percentage mark.

The final mark for each unit will be recorded on your formal record of achievement (transcript). With the exception of the pass/fail unit, 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 your Honours degree course, you will be awarded a degree classification based on your unit marks. The final classification is determined using all unit marks at Levels 5 and 6 using two different algorithms, which are detailed in the HE Student Regulations. If the two algorithms produce different results, you will be awarded the higher class of degree.

If you have 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 your 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 you leave the course early, having successfully completed one or two levels. If you successfully complete a level of the course, you will automatically be entitled to progress to the next level.

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

For the award of a Diploma of Higher Education (DipHE), you 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 you leave the University following successful completion of the second year of your course.

For the award of a BA (Hons) you 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 your course.

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

## **Course Content**

The course is structured in a way that builds systematically in a logical sequence. The course consists of three levels, each one lasting one academic year with each level building in complexity and demands.

In the introductory stages of the course the students undertake a series of basic skill gathering that informs the learning throughout the course. These consist of basic pattern manipulation, costume interpretation, textile workshops, figure drawing and design skills together with an introduction to research and writing skills through text evaluation and analysis. As the course progresses, artistic and intellectual enquiry deepen to adapt to individual needs and career aspirations within costume design for screen, scenography, costume supervision and costume interpretation.

## **Named Awards**

Students arrive on the course with interests in pursuing particular disciplines within costume and performance design. In order to offer a greater number of award choices to support your exit profile, we offer named awards. During the last two terms of Level 5 you will be required, through a process of academic counselling, to discuss your preference for a named award and to ensure that this is achievable.

At the conclusion of Level 4 you will be offered the choice of either *Creative Realisation: Design* or *Creative Realisation: Interpretation* for the first unit of Level 5. Both units are entirely separate and focus on performance design and costume interpretation respectively.

*Creative Realisation* is followed by *Advanced Skills*. In this unit students are introduced to the specialist areas in a workshop-learning environment. It is at the close of *Advanced Skills* that we ask students to make a specialism choice: *Costume Design for Screen*, *Scenography*, *Costume Supervision* or *Costume Interpretation*.

To gain a named award you will choose your intended specialism in either the Level 5 *Specialist Practice* (40 credits) or *Advanced Skills* (40 credits) units and a minimum of 60 credits at Level 6 which must include the *Research Project* (20 credits) unit and should be in a topic that is related to your specialism. Students may embark on speculative (theoretical) projects as well as live projects to gain a named award.

Students may opt for a 'generic award' if they prefer. We expect that the majority of students will choose this option:

BA (Hons) Costume and Performance Design

The named awards available are:

- BA (Hons) Costume and Performance Design (Costume Design for Screen)
- BA (Hons) Costume and Performance Design (Scenography)
- BA (Hons) Costume and Performance Design (Costume Supervision)
- BA (Hons) Costume and Performance Design (Costume Interpretation)

Each specialism and the generic award is described in detail below:

*Generic Award:* the award of BA (Hons) Costume and Performance Design may consist of a combination of subject specialist study units and projects. The award is of equal status to a named award and may be particularly suitable for students with equally strong skills in all areas of performance design and costume interpretation and who wish to keep all avenues open for future careers. The exact trajectory for each student who opts for this award will vary and will be embarked on following tutorials with the specialism leader and course leader.

*Costume Design for Screen* focuses on the design, sourcing and production of costumes for a wide range of different screen genres, including historical period drama, sci-fi, fantasy and contemporary dress narrative. Students are taught to develop strong team working and problem solving skills in order to manage the complexity and breadth of skills required by the film industry.

*Scenography* focuses on theatre and live performance and explores the interplay of the performance and design elements: predominately, but not necessarily, visual. Thinking about the scenographic process involves engaging with the space, text, performances, audience, lighting and sound and ultimately the narrative rationale of a production as well as the more obviously 'designed' areas of costume, setting and props.

*Costume Supervision* involves the organisational elements relating to costuming Film, TV, theatre and other performance genres. Costume supervisors and managers coordinate the interpreting, budgeting, construction and scheduling of the costumes and need to develop a good knowledge of industry practice as well as deep understanding of both the design and the interpretation disciplines.

*Costume Interpretation* explores the art of turning a designer's 2D rendering of a costume into the garment that will be worn by the performer. This requires in-depth exploration of historical and contemporary sewing and costume construction techniques, development of a broad knowledge of the properties of different fabrics and materials resulting in a deep understanding of the aesthetics of costume.

### **Glossary of terms and acronyms:**

<i>Evaluation</i>	This term describes a piece of writing that allows you to critically reflect on your work in a particular unit. This provides you with a forum to question and debate the nature of your work and trajectory into the following unit.
<i>CAD</i>	This stands for 'Computer-aided design' and refers to work produced using a variety of software programs including Photoshop, Illustrator, SketchUp and AutoCAD.
<i>Career Practice Development (CPD)</i>	This term refers to additional enrichment activities that run alongside a unit and provide opportunities to work on other aspects of the department operation. These may consist of working in the Costume Store or

	Archive or working with other year groups on the AUB productions.
<i>Final Unit Resolution (FUR)</i>	Where possible units reach their conclusion with a focused resolution that usually allows the students to work collaboratively as well as highlighting their individual work on the unit. This may take the form of a performance, film or exhibition, either as an online presence or in a physical space.
<i>Pathway</i>	Pathway signifies the choice made at the end of Level 4 (first year) to enter either the interpretation or design route in Level 5 (second year).
<i>Personal Study Plan (PSP)</i>	This document relates to units in Level 5 and 6 in which the content and trajectory of the work to be undertaken is recorded by the student and approved by the tutors in the taught sessions. The work is then assessed against the agreed PSP.
<i>Personal Development Log (PDL)</i>	This document runs throughout the course and tracks your progress in each unit and records your pathway and specialism choices. This document will be used during progress tutorials to assist in the decision making during the student journey.
<i>Specialism</i>	Specialism choices are made during Level 5 at the end of term 5, once you have experienced all four specialisms. This may provide a focus for your studies, but does not preclude working across the specialisms during the remainder of your studies.
<i>Unit Assessment record (UAR)</i>	The Unit Assessment Record is a document that provides you with tutorial feedback and your final unit grade following hand in. These are usually returned within four working weeks after hand in.

## **Course Units**

<b>Unit code</b>	<b>Unit Title</b>	<b>Credit Weighting</b>
<b>Level 4</b>		
CSS456	Core Skills	20
CSS457	Exploring Design	40
CSS458	Practice in Context	20
CSS459	Exploring Interpretation	40
<b>Level 5</b>		
CSS556	Creative Realisation: Design OR	40
CSS557	Creative Realisation: Interpretation	
CSS558	Advanced Skills	40
CSS559	Specialist Practice	40
<b>Level 6</b>		
CSS656	Production Practice	40
CSS657	Research Project	20
CSS658	Major Project	60

## Course Diagram

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

Level 4																																
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							
Induction week	<b>CSS456 Core Skills</b> (weeks 1-10) (20 Credits)										Assessment		<b>CSS457 Exploring Design</b> (weeks 11-20) (40 credits)										Final Unit Resolution (Exhibition/Filming) and assessment		<b>CSS459 Exploring Interpretation</b> (weeks 21-30) (40 Credits)						Final Unit Resolution (Exhibition/Filming) and assessment and pathway choice design or interpretation	
	<b>CSS458 Practice in Context</b> (weeks 1-30) (20 Credits)																				Assessment											

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												
<b>CSS556 Creative Realisation: Design (weeks 1-10) (40 Credits)</b>  <b>OR</b> <b>CSS557 Creative Realisation: Interpretation (weeks 1-10) (40 credits)</b>											Assessment	<b>CSS558 Advanced Skills (weeks 11-20) (40 Credits)</b>										Assessment and specialism choice	<b>CSS559 Specialist Practice (weeks 21-30) (40 Credits)</b>										Assessment

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												
<b>CSS656 Production Practice (weeks 1-11) (40 Credits)</b>											Assessment	<b>CSS657 Research Project (weeks 1-15) (20 Credits)</b>										Assessment	<b>CSS658 Major Project (weeks 16-30) (60 Credits)</b>										Assessment



