

BA (Hons)

Fashion



ARTS UNIVERSITY BOURNEMOUTH

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.

ARTS UNIVERSITY BOURNEMOUTH

PROGRAMME SPECIFICATION

The Programme 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 within this Handbook and the online Unit Information, which is available on your course blog.

<u>Key Course Information</u>	
Final Award	BA (Hons)
Course Title	Fashion
Award Title	BA (Hons) Fashion (Design) BA (Hons) Fashion (Design Menswear) BA (Hons) Fashion (Design Technology) BA (Hons) Fashion (Product)
Teaching institution	Arts University Bournemouth
Awarding Institution	Arts University Bournemouth
Offered in the School of:	Art, Design and Architecture
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	W230
Language of study	English
External Examiner for course:	To be confirmed <i>Please note that it is not appropriate for students to contact external examiners directly.</i>
Date of Validation	2013
Date of most recent review	2017
Date programme specification written/revised	September 2017

Course Description

The BA (Hons) Fashion course recognises the uniqueness of the individual and celebrates the sublime art of making and creative risk taking. Through the journey of the course you will experience challenges and new possibilities whilst seeking unpredictable solutions to concept origination and product development. A guiding principle of the course is for you to initially develop key skillsets which will underpin and inform your personal design philosophy and your chosen area of specialism. Specialisms directly support a focussed and concentrated area of study within the wider fashion industry, within the BA (Hons) Fashion course are:

- BA (Hons) Fashion (Design)
- BA (Hons) Fashion (Design Menswear)
- BA (Hons) Fashion (Design Technology)
- BA (Hons) Fashion (Product)

Following this, you will be encouraged to make conscientious choices that question existing practices whilst embracing the importance of being confident and creatively diverse.

The course will deliver a challenging curriculum that embeds theory with practice and is rooted in professional contexts. It challenges you and should exceed your educational expectations whilst clarifying your industry relevance when progressing to alumni. The BA (Hons) Fashion course with four optional award titles will encourage creative diversity through the energetic delivery of content that has global and sustainable currency. You will have the ability to assess, question, dream, conceptualise, translate and deliver enabling you to meet a breadth of challenges and opportunities offered by the global creative industries.

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

- **Future Fashion**
BA (Hons) Fashion promotes conceptual and directional fashion looking at the development of a broad range of fashion products and key markets. You will be encouraged to challenge and 'risk take' and devise new concepts through both independent and collaborative practice.
- **Individual Design Identity**
Level 5 nurtures you to establish a unique 'design philosophy'. You will be encouraged to question existing practices and look for new solutions, exploring niche market opportunities such as size, age, gender and cultural diversity, and consider the emotional complexities around the design process for such markets.
- **The Sublime Art of Making**
Throughout the course, you will be taught a diverse series of making and manufacturing skills for a range of final outcomes. Emphasis will be on aesthetic, choices of materials, the design of palettes for colour and fabric, plus the design and engineering of garments and products through high quality cut, fit and construction.
- **Philanthropy and Sustainability**
A broad area of the global fashion industry is now looking to employ individuals who make conscientious choices and want to make a difference. Through a series of workshops and symposiums, you will be taught and encouraged to apply and practice integrity in design decisions and link with appropriate companies.

- **Collaborations with International and National Companies and Strategic Partners**

You will prepare to work in global markets through 'live' projects and collaborations, placements and internships. The internship in Level 4 and industry placement options in Level 5 will give you a solid grounding in industry practice as well as expanding and enhancing network possibilities.

- **Digital Fashion**

Technology based practice for textile and design development, pattern cutting is embedded through all of the design and manufacture units. The longstanding educational partnership with Lectra supports ongoing access to state of the art industry based technology, directly linked to graduate employability.

Course Aims

The course aims to address these philosophical statements by producing reflective practitioners who have the confidence and abilities to productively contribute to the future development of fashion as responsible, creative individuals. You will have an awareness of global issues pertinent to the fashion industry and will be prepared to actively engage in a professional context. You will be critically reflective and able to learn independently in preparation for professional environments or postgraduate study. These aims can be defined specifically as:

- To develop a comprehensive understanding and knowledge of directional fashion products or services for the global market.
- To develop an understanding of the historical, contextual and theoretical fashion frameworks, which provide strategies to become a reflective practitioner.
- To encourage the engagement with socio-cultural, eco-political and technological issues, which will inform you as a responsible and creative practitioner.
- To develop a range of multi-disciplinary skills encouraging experimental collaborations in the design environment through lateral thinking and risk taking.
- To develop knowledge of global markets within their respective macro and microenvironments. Encourage enterprise and innovation that is relevant to the creative industries.

Course Outcomes

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

- Relate specialist knowledge and critical skills developed within contemporary fashion practice to emerging trends at the forefront of the global fashion design industry.

- Adapt to and engage with a breadth of challenges that exist in a fast changing professional environment, and engage in new developments and ideas around the development of fashion products.
- Demonstrate an ability to contribute to and collaborate with peers, companies and brands at diverse levels of the industry, through practice and engagement with established contemporary brands and fashion businesses.
- Demonstrate an awareness of creative business practices in relation to employability and professional development.
- Build on networks of professional contacts to open up new opportunities for engagement in professional projects.
- Apply transferable skills, exercising initiative and personal responsibility.
- Extend academic learning as an independent, self-reflective and creative practitioner, fully prepared for professional environments or 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

Learning and Teaching Strategies

The course combines both independent learning and taught sessions throughout all levels. Taught sessions are designed to support, underpin and inform independent learning and are delivered in a variety of styles including a diverse range of ongoing practical workshops, demonstrations, lectures, group and individual tutorials, seminars, critiques, unit briefings and optional study visits. These are delivered by the course team and supplemented by visiting practitioners from the fashion industry.

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 and self-reflection encourages anticipated maturity and allows you to direct learning towards individual goals. Emphasis is placed upon reflective practice where you will be expected to progressively take personal responsibility for your learning.

Teaching is directed at supporting individual engagement in learning although there are opportunities to work in teams to enable you to learn the value of peer co-operation. As members of the cohort, you are active participants in learning and teaching and through this the sharing of good practice is established. Peer learning is facilitated through group critiques and feedback sessions, collaborative projects and more informally within the studio environment.

The course team has developed a variety of learning and teaching methods which support different learning styles, inclusivity and access to learning. The main focus for the learning and teaching methods is through the assignment(s) undertaken for each unit, which reflect the level of study.

The course team has developed team teaching opportunities, both within the core team and in collaboration with Visiting Tutors and industry professionals, to enhance learning opportunities and to further your knowledge and awareness of industry practices and expectations. The team also regularly attend new and update training, seminars and conferences in order to keep delivery current and in line with industry requirements.

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 offers a unique opportunity to study fashion. A major strength of this course is its position within a specialist arts, design, media and performance institution with the potential for you to study alongside other creative and cultural disciplines. The course is located in a dynamic and creative studio environment. Individual development is supported and nurtured through experimentation, exploration, innovation, and risk-taking.

During the course you will build an appropriate portfolio of skills, which supports the development of individual practice, and informs your decision regarding the selection of a specialist named award. The curriculum acknowledges that the creative process is informed and nourished by your development as an independent, critically self-reflective learner. Each level is broadly defined as follows.

Level 4 (Year 1) Exploration

At Level 4 the first two units are 40 credit skill-based units delivered during the autumn and spring terms. These units draw on a range of expertise as part of an instructional yet intellectually challenging student journey. Historical design studies and academic theory are embedded across the two terms and are identified within the learning outcomes and assessment components offering you the opportunity to critically reflect on the study of fashion from the start of your learning. These two units do not directly relate to your later specialisms but define through investigation

and experience the range of possible practices and areas of study you may want to engage with as specialism during your time on the course.

Level 4 concludes in the third term with an individual design project, where you will begin to define strengths and specialist choices through the production of a coherent range of products embedding the core skills learnt in the first two terms.

At the end of Level 4 you will undertake a two-week internship working directly with a Level 6 student in an assistant capacity, utilising core skills learned during the first year and embedding them with the support role you take on. The Level 4 journey will not only shape your experience through learning new skills, but will identify your strengths, interests and areas of specialisms as well as introducing you to live industry practices, it will also ensure that you engage with a broad range of experiences, which will support specialist decisions in the future.

Level 5 (Year 2) Innovation

Level 5 will begin with a 40-credit unit which supports an advanced level of design and technical manufacture, and Design DNA, directly supporting the critical understanding of consumer awareness and market diversity, whilst directly informing focused design development and market analysis. Here, you will engage with distinct and challenging research methodologies while at the same time preparing for a professional role in industry.

Following on from this is a 40 credit unit which is instrumental in the investigation of your unique character and portraying individual design philosophy. You will be encouraged to question existing practices and look for new solutions in advanced creative cutting, manufacture and finish. At the same time, you will produce a written document, in the form of an article or editorial piece, which includes supporting collaborative images which embed your design philosophy and narrative.

You will then undertake the 40-credit unit, which offers you either A. the opportunity of a UK or international work experience placement, or B. participation in an AUB in-house 'Live Project' with a current brand or design company. The unit offers options to give you flexibility of choice and experience. Both options prepare you for the 'real world' by engaging you in first-hand experience with a commercial business or business owner, and the expectations around professional industry practice.

Level 6 (Year 3) Application

Level 6 is the most challenging year, where you will apply all previous knowledge to focus specifically on a specialist area of study.

The units Final Major Project Part 1 (Exploration) worth 20 credits and Part 2 (Resolution) worth 40 credits, will be delivered across much of the academic year and they will directly prepare you for employment or post graduate further study. You will develop a specialist body of both 2D and 3D work directly aligned to the named fashion award. The body of work will directly inform your chosen career pathway as a designer and support your ultimate launch into industry or application for post graduate studies.

In the first term you will also produce a dissertation in which you will demonstrate an advanced range of research and writing skills. Students will demonstrate the ability to rigorously adhere to the required professional academic protocols when researching, writing and referencing.

The 40 credit Personal Branding unit prepares you further for your career in fashion branding and communication or application for post graduate studies, by developing a professional portfolio of your best work, along with supported learning around CV, role application, personal presentation, interview techniques and further engagement with industry.

Ultimately the final year requires you to define the final direction of your theory and practice. It encourages you to be focused and innovative; and requires you to understand the content and context that will allow you to create a cohesive and professional portfolio containing theory and practice, in preparation for the challenges of employment or further study.

By completing the Final Major Project units, you will have enough credits to confirm your chosen pathway award, should you choose to do so.

You will graduate with the knowledge, professional skills and creative agility necessary to further develop your specialist practices, in professional environments. You will also be equipped with the necessary skills, knowledge and differentiated modes of learning that will enable you to pursue postgraduate study or related forms of employment within the creative industries. The course recognises that in order to remain alert to the ever-changing demands of a dynamic subject area, you are required to be flexible, inclusive, proactive, reflexive and progressive practitioners, graduating from the course fully equipped to be confident professionals within your chosen field.

You are actively encouraged to form collectives, start-up businesses, organise events, complete internships, enter competitions and work collaboratively. The course values and recognises the importance of creative networks established while studying on the course.

Named Awards

The BA (Hons) Fashion course offers a unique student experience within the diverse and exciting possibilities of fashion practice. The course develops and builds strong skill bases, which allow you to make informed decisions regarding your chosen specialist practice and the opportunity to graduate with either a BA (Hons) Fashion award or one of four specialist named awards. To qualify for a named award, you must undertake a minimum of 60 credits of specialist output at Level 6, which will include the Final Major Project 1 and 2 units.

Specialisms are introduced in Level 4 units, further exploration is encouraged and supported within Level 5 units, leading to an ultimate titled award focus for L6 studies.

These awards are as follows:

- BA (Hons) Fashion (Design)
- BA (Hons) Fashion (Design Menswear)

- BA (Hons) Fashion (Design Technology)
- BA (Hons) Fashion (Product)

Course Units

Unit Code	Unit Title	Credit Weighting
Level 4		
FSC464	Design Process and Application 1 (Shirt+)	40
FSC462	Design Process and Application 2 (Trouser+)	40
FSC463	Design Process and Application 3 (Denim+)	40
Level 5		
FSC561	Fashion Engineering	40
FSC563	3D Innovation and Image	40
FSC562	Industry Practice	40
Level 6		
FSC661	Final Major Project: Part 1 (Exploration)	20
FSC662	Research Project	20
FSC664	Personal Branding	40
FSC665	Final Major Project: Part 2 (Resolution)	40

Course Diagram

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

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									
FSC563 3D Innovation and Image (weeks 1-10) (40 credits)											FSC561 Fashion Engineering (weeks 11-20) (40 credits)										FSC562 Industry Practice (weeks 21-30) (40 credits)									

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									
FSC661 Final Major Project Part 1 (weeks 1-10) (20 credits)										A	FSC665 Final Major Project Part 2 (weeks 11-21) (40 credits)										FSC664 Personal Branding (weeks 21-30) (40 credits)									
FSC662 Research Project (weeks 1-10) (20 credits)										A																				

A = assessment

