

BA (Hons)

**COSTUME INTERPRETATION
WITH DESIGN**

PROGRAMME SPECIFICATION

Contents page

PROGRAMME SPECIFICATION	2
Key Programme Information	2
Programme Philosophy.....	3
Programme Aims	4
Programme Outcomes.....	4
Reference Points	5
Transferable Skills and Employability	5
Learning, Teaching and Assessment.....	7
Programme Structure.....	11
Programme Content	12
Programme Modules	17
Programme Diagram	18
Mapping of Module Learning Outcomes to Level Outcomes	21
Resources.....	24
Student Support.....	25
Methods for Evaluating and Improving the Quality and Standards of Learning and Teaching	27
Indicators of Quality and Standards.....	27

CLEVELAND COLLEGE OF ART & DESIGN

PROGRAMME SPECIFICATION

The Programme Specification provides a summary of the main features of the **BA (Hons) Costume Interpretation with Design** programme, and the learning outcomes that a 'typical' student might reasonably be expected to achieve and demonstrate if he/she passes the programme.

Further detailed information on the learning outcomes, content and learning and teaching methods of each module can be found in your *Module Handbooks*.

Key Programme Information	
Final award	BA Honours
Programme title	BA (Hons) Costume Interpretation with Design
Teaching institution	Cleveland College of Art & Design [CCAD]
Awarding Institution	Arts University Bournemouth [AUB]
Professional accreditation	None
Length of programme / mode of study	3 years full-time
Level of final award (in FHEQ)	Level 6
Subject benchmark statement(s)	Art and Design
UCAS code	W452
Language of study	English
External Examiner for programme:	David Wilcox Edinburgh College of Art <i>Please note that it is not appropriate for students to contact External Examiners directly</i>
Date of validation	March 2013
Date of most recent review	Not applicable
Date programme specification written/revised	September 2013

Programme Philosophy

The BA (Hons) Costume Interpretation with Design programme provides the skills and opportunities to design and make contemporary and period costumes for the diverse and dynamic industry of performing arts and associated media sectors. With a strong emphasis on the development of practical costume construction skills and design, it also provides an awareness of the critical and theoretical differences across these sectors through research, reflective debate, live assignments and a substantial range of technical workshops. The historical, social and cultural context of costume is explored in depth in order to develop your critical understanding and aesthetic awareness and to enhance your design practice.

The aim of the programme is to produce highly skilled creative practitioners who can respond to the challenges of a constantly evolving and exciting industry. It enables you to amalgamate the skills of contextual costume interpretation and design and analytical problem-solving, and to develop professional and communication skills through collaboration and negotiation in a creative learning community with excellent resources.

The comprehensive range of modules throughout the programme, including costume design theory and visualisation, pattern drafting, construction techniques, embellishment, millinery and tailoring provides you with an exceptional base of skills and knowledge that will prepare you for employment in the costume industries, and for related employment in areas such as teaching or the heritage industries. This can be explored, developed and consolidated through the progression from fundamental concepts, processes and techniques to independent professional practice, and the development of visual, creative, intellectual, practical and transferable skills.

You will be supported in developing your employability skills and ethics by participating in work experience, exhibitions and competitions, which will enhance your portfolio of professional experiences and industrial links. Live assignments, visiting practitioners from industry and educational visits add to the opportunities for you to establish your personal employment aspirations and enable you to flourish in your chosen field.

The programme encourages an individual approach to costume interpretation and design and covers the sequential design process from initial research to the production of complete costumes. There is an emphasis on the development of independent decision-making to enable you to understand and use the range of materials, processes and techniques required to create work that is individual in its concept, appropriate to its context and demonstrates attention to detail and quality.

The preparation of your individual portfolio and promotional material supports your development as an independent creative practitioner. You will work in a realistic working environment, subject to industrial standards that will help you to realise your career aspirations as a costume designer and/or maker, or related employment. The flexibility within the programme offers you a diversity of options for career choices, including progression to postgraduate study, supported by strong links with the professional community.

In your final year, you will have the opportunity to present your work in a Degree Show exhibition, attended by a variety of industry specialists and prospective

employers, to enhance your experience, status and contacts, and to build your confidence in preparation for your future professional practice.

Programme Aims

- Encourage the development of specialist skills and knowledge for costume interpretation and design within historical, social and cultural contexts
- Develop cultural and professional structures that enable you to understand the relationship between research, theory and practice
- Develop creative investigative approaches to costume interpretation and design, and processes of research, analysis, interpretation, problem-solving, realisation and evaluation
- Provide opportunities for you to develop transferable skills that enhance your employability and enable you to locate your practice within a professional context
- Establish your competence in, and professional application of, practical and technical skills, and the safe use of appropriate materials, tools, equipment and technologies
- Cultivate an environment that stimulates and challenges you, in order to equip you with the qualities essential for career development and collaboration
- Develop your ability to formulate proposals and solutions and to effectively communicate ideas and information to a variety of audiences, including potential employers in the costume industries

Programme Outcomes

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

- Demonstrate a comprehensive and detailed knowledge of costume interpretation and design, including theoretical, practical and professional contexts
- Synthesise, evaluate and apply research from a diverse range of appropriate sources to make independent judgements
- Demonstrate confidence and intellectual flexibility in identifying, defining and resolving complex problems relevant to costume interpretation and design
- Take responsibility for independent learning and decision-making, demonstrating effective reflection, evaluation, problem-solving, organisation and time-management
- Effectively apply an appropriate range of creative, practical and technical skills to resolve problems and produce outcomes for costume interpretation and design and related professional practice

- Demonstrate readiness for employment, continuing professional development and/or postgraduate study, acknowledging the legal, ethical and sustainable constraints and professional expectations of the costume and other related industries
- Communicate effectively, confidently and professionally in a diverse range of formats to specialist and non-specialist audiences, including potential employers in the costume and other related industries

Reference Points

UK Quality Code for Higher Education, including:

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

AUB Undergraduate Regulatory Framework

CCAD Higher Education Learning, Teaching and Assessment Strategy

Transferable Skills and Employability

The BA (Hons) Costume Interpretation with Design programme supports the development of your employability by delivering a body of transferable skills that are embedded within the curriculum and demonstrated through the aims and outcomes of the modules.

At Level 4, these include academic conventions and good academic practice (such as the avoidance of plagiarism), information retrieval and general skills that facilitate academic study in higher education. As you progress through the programme, you will be expected to demonstrate increasingly advanced skills in:

- Communication and presentation (verbal, visual and written)
- Applying your knowledge to new situations
- Critical reflection and self-evaluation
- Information literacy
- Working with others and collaboration
- Problem-solving
- Organisation, planning, time-management and meeting deadlines
- Professional practice
- Positioning your own work in the wider context of the discipline

To ensure that you graduate with the personal attributes and attitudes required to practice effectively at a professional level, your programme provides a wide range of experiences and opportunities that develop your knowledge and understanding of the workplace, such as:

- Live assignments
- Educational visits including exhibitions, historical archives, industrial establishments, theatres, trade shows
- Exhibiting work at trade shows, museums and galleries
- Work experience opportunities

- Competitions and awards, eg. The Costume Society
- Visiting lecturers and speakers from the professional community including costume designers and historians, and alumni

Assignments on the programme relate to 'real life' situations and are managed within the framework of the studio-based modules. The BA (Hons) Costume Interpretation with Design has developed extensive links with industry that generate a wide range of live assignments. These activities enable you to interact with and respond to the needs of external partners and potential employers in the costume industries, working to professional parameters and deadlines to develop your employability and professional practice. They can also help you to identify your individual key areas for further exploration during the programme as you develop your individual career aspirations. Examples include producing costumes for television, theatre and film productions, and for heritage exhibitions.

The programme also has an Industrial Liaison Group [ILG], whose support is invaluable in ensuring that the programme's content and resources enable you to develop employability skills that are appropriate to the needs of industry. The ILG provides feedback for both academic staff and students regarding the currency, relevance and quality of work produced at each Level, as well as contributions to curriculum content.

You will be taught by professionally qualified staff who are subject specialists and understand the requirements of the relevant industries, so their knowledge and experience will provide valuable support to help you develop your potential and plan your career.

Throughout your study on the programme, you will be encouraged to collaborate and interact with students from other disciplines to reflect the realities of working in the contemporary creative industries. This can be achieved, for example, by working with set and props design students on collaborative projects, or by providing costumes for photography and film students. These opportunities forge working relationships between students that may lead to future professional partnerships.

Personal Development Planning

Personal Development Planning [PDP] is a process that will give you the opportunity to plan and reflect on your learning and development throughout your programme in preparation for future professional practice. PDP will help you to measure and monitor your academic and professional progress based on your own self-evaluations, and on feedback from tutors, peers and interaction with potential clients (eg. within live assignments). It will also help you to develop a range of skills and information that will contribute towards the development of independent learning and employability. PDP will be evidenced in a range of assessment components, eg. Learning Agreements and self-evaluations, and supported by tutorial records and written feedback.

PDP will benefit you by:

- Providing a clear overview of your studies
- Helping you to reflect critically on your progress and performance
- Enabling you to become more independent

- Encouraging you to take an active role in your learning and career development
- Providing you with opportunities for self-evaluation, forward planning and working towards the achievement of personal goals
- Enhancing your opportunities for learning and development

Work Experience

Work experience refers to any period of industrial, professional or commercial experience arranged with an employer or external agency while you are studying on the programme. It can be an invaluable aspect of your development towards employability, providing you with the opportunity to put your knowledge and skills into a professional context and to give you a realistic view of employment. It can also provide professional contacts and potential future employment opportunities. You can arrange your work experience, either independently or through the wide range of industrial links on the programme, which will give you access to many areas of related performance or other costume disciplines. This extends from live arts, dance, television, film, theatre, heritage and through to education. Your tutors can help you to find appropriate work experience, and more information is available in the *Work Experience Handbook*, which you can access on the VLE.

Although work experience is not assessed, creative work produced therein may, with the agreement and verification of academic staff, be included in assessment portfolios if appropriate to the learning outcomes and assessment criteria of specific modules.

A placement is generally defined as extended work experience of more than two weeks. You may wish to seek and undertake an appropriate placement during summer vacations. This is not recommended within the academic year, as it may impinge upon your academic progress.

Learning, Teaching and Assessment

Learning and Teaching Strategies

Your programme has been designed to give you a clear and logical learning experience, which encourages you to take an active part in the learning process. Each Level of the programme has explicit learning outcomes that indicate the range of your knowledge and understanding, including intellectual, practical, professional and transferable skills.

The programme helps you to develop the ability to plan, manage and evaluate your learning, which is vital to the process of becoming an independent and professional practitioner. It also encourages you to take a more questioning approach, so that you can resolve problems with increasing confidence in your own judgements.

Formative feedback throughout modules helps you to evaluate your progress and to identify your individual strengths and areas for development, based on feedback from tutors, other students, and your own self-evaluations.

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

and tutorials. In consultation with the Programme Leader, academic staff are responsible for co-ordinating individual modules of study, and for selecting appropriate methods of delivery according to the subject matter and the student experience.

The learning and teaching methods used enable you to develop the skills, knowledge and critical awareness required to become a creative practitioner and promote the development of transferable skills, which are essential for employability.

Teaching is directed at supporting your individual engagement in learning although there will be opportunities for students to work in groups to enable them to learn the value of peer co-operation. Also, due to the vocational and professional orientation of the programme, and to enable you to benefit from the range of resources and disciplines within the College, it is anticipated that there will be opportunities for you to collaborate with peers in, for example, set and props design, textiles, photography or film-making. It is also envisaged that live project work may benefit from student collaboration, particularly with students from BA (Hons) Production Design for Stage & Screen.

The study time allocated to each module in the programme incorporates a balance of formal teaching, tutorial support and independent learning. The programme is structured progressively to provide increased opportunities for independent learning as you reach the later stages of the programme. The promotion of independent learning reflects your anticipated maturity as a student and allows you to direct your learning towards individual goals.

The integration of theory and practice is crucial in your development as a well-rounded and informed creative practitioner. This is promoted and reinforced through a team teaching approach in both practical and written modules. Lectures, seminars and tutorials may be delivered by academic staff, as appropriate, in the creative environment of the studio, lecture theatre and seminar room.

Level 4 - Foundation and Orientation

Level 4 provides you with an introduction to the concepts, skills and knowledge associated with your subject area. You can access guidance and support from tutors during teaching sessions, but you are also expected to use independent study time to develop your skills further. Verbal and written formative feedback in tutorials and teaching sessions provides you with a clear indication of your progress, and you can use formative self and peer evaluation to help you to develop your critical and evaluative abilities.

Level 5 - Development and Exploration

The learning and teaching strategies used in Level 5 encourage you to take a more active involvement in your personal development. You are provided with opportunities to extend your subject knowledge and associated skills, and to study specific areas in greater depth. As you progress through Level 5, you are able to focus increasingly on your individual areas of interest and specialism. This is determined through the introduction of Learning Agreements, in which you can negotiate your own routes of enquiry, including research, development and realisation. Throughout Level 5, work-related learning and potential work experience

opportunities enable you to develop your professional practice and experience of working in a commercial context. Increased levels of formative self and peer evaluation, in conjunction with the Learning Agreements, help you to take more responsibility for your learning.

Level 6 – Consolidation and Expertise

In Level 6, you undertake a range of intellectually challenging work involving in-depth study, which helps you to consolidate your prior experience, knowledge and skills to a higher level of expertise. Emphasis is placed on self-initiated projects and your ability to plan and manage your own learning within all modules. You are expected to work with a considerable degree of independence and to exercise effective critical analysis, evaluation and professional practice. However, your specialist tutors will give you guidance throughout Level 6 in order to provide a structured and supportive learning environment, promoting a manageable level of student autonomy while continuing to address any potential issues. Individual student-initiated projects, negotiated through the Learning Agreements for the Minor Project and Final Major Project modules, are undertaken within the module framework to assist you in the realisation of your creative aspirations as an independent practitioner. The Professional Practice and Dissertation modules are characterised by a high level of independent learning, critical thinking, communication and organisation.

Methods of Learning Glossary

A variety of methods are used to help you to engage with your learning, both by you as a student and by your tutors – some of these methods are described below.

Timetabled Teaching Sessions

Your student timetables indicate the teaching sessions that have been arranged for you across the modules that you are studying, and are available to you on the VLE. Within your teaching sessions, you will take part in a variety of activities that will help you to learn and develop as appropriate to each module and assignment. Specific learning and teaching strategies used in teaching sessions can include:

- Projects and assignments - covering a range of learning areas
- Tutorials - for appraisal and development as an individual or in groups
- Critiques - to provide formative feedback and to develop your presentation skills
- Lectures - formal and informal
- Seminars - discussions that develop your critical responses
- Demonstrations - practical and workshop-based activities
- Enhancement activities - visiting speakers, educational visits, workshops

Independent Study

In addition to teaching sessions, the development of your skills and knowledge requires extra individual input defined as independent study. This will appear on your timetables and is an important part of the learning hours required for each module. During these periods, tutors are not timetabled to teach you, but technician/demonstrators and Library staff are available to help you to undertake research and the development of ideas and practical work. It is your responsibility to make good use of independent study time and the facilities available. It is essential that you access the specialist workshops during this time to develop your skills with materials, equipment and processes. The College's opening times and access to

resources are intended to provide extra opportunities for you to benefit from your studies and to achieve your goals.

Assignments

A strategy based on practical and/or written work, ranging from staff-initiated activities at Level 4, and leading progressively to increasingly student-led activities at Levels 5 and 6.

Live Assignments

An assignment negotiated between a tutor and a relevant external agency, providing an opportunity for you to work within the constraints of a commercial brief. Live assignments can also include competitions and awards.

Projects

An activity initiated by you as a student in which the emphasis is on student-centred learning. The tutor acts as a supervisor, negotiating the choice of topic with you through the Learning Agreement and supporting you through the project, which can be undertaken on an individual basis and/or in groups.

Lectures

A structured presentation of ideas, concepts and content knowledge by academic staff and visiting lecturers to groups of students, followed by feedback, questions and answers.

Academic Tutorials

A meeting with an academic tutor or tutors either to discuss the progress of your work on a formative basis, or to give summative feedback about your achievement in individual modules or the programme in general. Academic tutorials can take place on an individual basis, or with a group of students.

Seminars

A group activity involving the open discussion and analysis of topics. Seminars may be tutor-led or student led and can include short presentations.

Group Critiques

These involve all students in presenting and discussing work with tutors and the peer group within modules, giving you the opportunity to evaluate and respond to feedback.

Workshops

Specific activities within specialist modules that provide the skills required for assignments and can be delivered by tutors and/or technician/demonstrators. Technical and practical skills are developed in a range of techniques, processes and materials relevant to your area of study and specialism.

Educational Visits

Educational visits to a range of external venues provide opportunities for you to broaden your field of research and knowledge related to your area of study. You will be given information about your programme's planned educational visits throughout the academic year.

Learning Agreements

As you progress through the programme, there are increasing opportunities for you to negotiate your own learning. Learning Agreements are introduced at Level 5 as a mechanism to support you in defining your individual learning in the context of the programme. Within the Learning Agreement, you will outline how you intend to fulfil the module aims and outcomes and how you plan to achieve this. This enables you to vary the work you produce according to your own personal and professional goals and aspirations whilst meeting the specified aims and learning outcomes of the module. At Level 6, you are expected to use the Learning Agreements for your Minor Project and Final Major Project. The Learning Agreements contribute towards evidence of your Personal Development Planning.

Assessment

Each module is assessed separately, and the assessment forms part of the module. Assessment both provides a measure of your achievement, and also gives you regular feedback on how your learning is developing. For collaborative projects, both within and across disciplines, each student's work is assessed individually against the learning outcomes and assessment criteria of the specific module in which the work is produced.

At every Level of your programme you will be provided with a *Module Handbook* for each module, which will contain information about the individual modules you will be studying. This includes what you are expected to learn within each module; the work that you have to submit; how it will be assessed and the deadline for submitting your work for assessment.

You will receive a final mark for each module in the form of a percentage, which will be recorded on your formal record of achievement (transcript). Each component of assessment is marked using a notched marking scale, whereby only certain marks are used within each banding of marks. The only marks available within any ten-point band are *2, *5 and *8 (eg. 42, 45, 48). These marks correspond to a low, mid, and high level of achievement within each banding of marks.

On successful completion of your Honours degree programme, you will be awarded a degree classification based on your module marks. The final classification is determined using all module marks at Levels 5 and 6 using two different algorithms, which are detailed in the *Assessment & Regulations Handbook* (available on the VLE and as a printed booklet). If the two algorithms produce different results, you will be awarded the higher class of degree. For further information on progression, awards and classifications, please visit the VLE.

Programme Structure

All students are registered for the award of BA (Hons); however exit awards are available if you leave the programme early, having successfully completed one or two Levels. If you successfully complete a Level of the programme, 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 CCAD following successful completion of the first year of your programme.

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 CCAD following successful completion of the second year of your programme.

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 programme.

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.

Programme Content

The programme is structured to provide you with the skills, knowledge and abilities that will help you to become increasingly independent as a creative practitioner in costume interpretation and design, and to develop the skills required for employment and professional practice.

The programme's modules have been designed and organised to provide opportunities for you to develop, integrate and consolidate a wide range of knowledge and expertise. The practical and design-based modules enable you to develop the skills and abilities you will need to produce creative solutions, underpinned and enhanced by the written modules through integrated activities and the development of knowledge and transferable skills. The module structure, in which all modules support each other, provides you with a holistic and coherent learning experience and a comprehensive framework for assessment and progression that will enable you to gain recognition for your progress and achievement.

The programme consists of three Levels (4, 5 and 6), each lasting one academic year of full-time study. Each Level is divided into modules, which may vary in size. A standard module represents 200 hours of study and is worth 20 credits. Depending on the complexity of the area being studied, some modules may be larger, for example, at Level 6 you can study a treble module (60 credits).

Level 4

The structure of Level 4 modules provides the foundation of skills and knowledge required for you to extend and develop as you progress through the programme. All modules are 20 credits in value, to help you to develop the skills and knowledge you need at Level 4 and to support you in managing your workload.

In the **Introductory Cut & Construction** module (20 credits) and the **Cut & Construction** modules (20 credits), which are delivered sequentially, practical studio work is combined with theoretical research and contextual investigation. Practical demonstrations and lectures introduce you to a wide range of period and

contemporary pattern cutting techniques. This enables you to develop your skills and abilities in cutting flat patterns, period patterns and draping on the stand. Practical costume making skills are also introduced to enable you to learn the fundamentals of constructing costumes, and to develop your pattern cutting skills further. In the first module, basic sewing skills are demonstrated and explored, with a more advanced level introduced in the later module, which also includes specific processes in construction work. You will produce a technical file of samples from workshops in the first module that facilitates the production of a more complex costume in the second module. You will also be given the opportunity to learn about the historical, social and cultural context of costume, the equipment and materials required for the costume industry, and to identify the resources required for research to underpin the decision-making process within costume interpretation. Visiting speakers and visits to production wardrobe studios could be used to enhance the delivery of these modules.

The **Costume Design & Illustration** module (20 credits) introduces you to the culture of design for costume and establishes a wide range of fundamental costume visualisation techniques. You will investigate the conceptualisation and development of ideas, the formal elements of figure drawing, visual composition and the expressive range of materials and processes. The module emphasises the importance of visual and contextual research as a stimulus for the design process and the development of the critical and analytical skills necessary for the synthesis of your own design solutions. Through practical workshop activities, you are encouraged to explore a range of approaches to concept development, visual investigation and drawing, design and visualisation to support the realisation of costume design solutions in the context of specific texts, scripts and characters.

The **Embellishment** module (20 credits) introduces a wide range of techniques to produce surface pattern and applied decoration, and to select, create and develop their own interpretation of texture on appropriate fabrics and materials. You will study forms of embellishment from different cultural and historical backgrounds to develop your ability to create textiles for costume in a variety of contexts. Practical demonstrations and lectures, supported by historical examples and museum visits, are used to introduce a wide range of embellishment techniques, including ageing and breaking down of costumes. You will produce a technical file of samples from workshops in the first half of the module that will help you to produce a finished piece of work that demonstrates the development of your embellishment skills.

The **Introductory Professional Studies** module (20 credits) introduces aspects of professional practice and employability that are relevant to creative practitioners, including IT, communication, research, presentation and individual weblogs. The costume industries are explored at a general level in order to raise your awareness of the industries and how they operate, and the range of career options available.

The **Introductory Material Culture** module (20 credits) explores the chronology and history of material culture in a series of lectures and research seminars, and encourages you to appreciate the broader contextual influences on contemporary culture. It supports the development of research, study and analytical skills in the production of a Material Culture Journal, which includes an essay based on an aspect of the lecture programme. The module content is relevant to students on all design-based programmes, and students are taught in larger mixed groups to encourage collaboration across disciplines.

Level 5

Level 5 modules have been designed to enable you to explore and study specific subject areas in greater depth and to extend your understanding of future career routes.

The Learning Agreement is introduced in Level 5 to enable you to take more responsibility for your learning through negotiation with your tutors. It is used to help you to identify and plan your individual focus within specific modules and supports the progression of independent learning.

All Level 5 modules are 20 credits in value.

The **Millinery** module (20 credits) explores a specialist area of costume-based accessories. It enables you to experiment with the creative application of blocking and trimming techniques within the discipline of millinery, combined with theoretical and contextual research. You will undertake research into the history of millinery to identify source material, and there are elements of 3D design opportunities. Lectures and demonstrations are used to introduce you to a range of millinery techniques and products. You will be expected to undertake development work and produce a log book of research and techniques, before producing a range of hats that demonstrate a diverse range of millinery techniques including blocking, felt, flat pattern, wire and straw hats.

The **Costume Design & Communication** module (20 credits) module extends and develops your design, visualisation and presentation skills and critical abilities, which underpin your creative costume practice. Studio workshop practice and the use of appropriate media, materials, equipment and technology will continue to be developed and refined. Through the study of contemporary and historical scripts and texts, you will develop your skills of contextualising and communicating characterisation through costume design and visualisation. This module enables you to review and evaluate your experience and learning, and to identify areas for further development relevant to your final choice of specialism, eg. classical or modern dance, mask-making or heritage. You will be encouraged to develop your acquired knowledge and to extend your practical and creative abilities to support future professional practice. The design solutions produced within this module will be used as the basis for costume interpretation, construction and realisation within the subsequent Specialist Focus for Costume module in Level 5.

The aim of the **Tailoring for Costume** module (20 credits) is to consolidate the construction skills developed in the first year of the programme towards a more specific area of costume making. You will source specialist suppliers, produce professional sampling and use specific tailoring techniques to produce a tailored costume. The module aims to develop your confidence and skills in pattern cutting to achieve an accurate and appropriate cut and fit of a garment. Appropriate materials and fabrics can be selected and sourced for specific tasks to reinforce the importance of making informed choices. Technical workshops consist of demonstrations, practical and problem solving work using a variety of techniques. You will be encouraged to independently select source material to underpin the subject of your study within a negotiated range of options. The critical and contextual study of archive material and costumes will enhance your understanding of the practical construction techniques developed during the module.

The **Specialist Focus for Costume** module (20 credits) provides the opportunity for you to explore, extend, develop and apply specific skills and techniques suited to your aspirations as a designer/maker within your future specialist area of costume interpretation and design. Through negotiation within the Learning Agreement, you will identify and define your routes of enquiry in order to interpret the individual costume design concept produced during the previous Costume Design & Communication module into a three-dimensional costume. This will require the research and sourcing of materials appropriate to your design work and the critical analysis and advanced application of relevant techniques and resources. Your practical investigation will provide the opportunity for you to realise and contextualise the potential and relevance of your design work in preparation for Level 6 of the programme, and maximise the opportunity for creative practical activity.

The **Professional Studies** module (20 credits) extends and develops the knowledge of your chosen creative industry, its international perspective, and the roles available within it. This is enhanced by primary and secondary research into specific career pathways, with particular emphasis on employability and enterprise. The module aims to develop a practical focus on the further development of employability skills, professional practice and networking, including the application of IT for professional promotion, such as curriculum vitae and digital archives, and the further development of individual student weblogs.

The **Material Culture Theory** module (20 credits) extends your knowledge and awareness of issues that shape, define and influence contemporary material culture, based on a series of thematic lectures and research seminars. The module further develops your skills in research and critical analysis, and extends your ability to formulate and conclude a written argument in essay format with adherence to academic conventions. At the end of the module, you are allocated time and tutorial guidance to research and propose a Dissertation topic in preparation for Level 6. The module is delivered to larger groups from a number of design-based programmes to encourage students to work collaboratively.

Level 6

Level 6 modules enable you to consolidate and demonstrate the knowledge, understanding and skills acquired during previous Levels of the programme and to develop greater levels of expertise and independence in preparation for future professional practice. Extended and increasingly complex projects encourage in-depth study and sustained research toward the realisation and presentation of substantial bodies of work to a professional standard. These are supported by a dissertation which enables you to develop a self-identified theoretical hypothesis related to your creative practice.

Modules are 20 credits in value with the exception of Final Major Project which has a value of 60 credits.

The **Minor Project** module (20 credits) and **Final Major Project** module (60 credits) enable you to consolidate skills and expertise appropriate to your individual career aspirations and develop a professional portfolio of work in preparation for your future independent practice after completion of the programme. Within these modules, you will produce your own costume project briefs through the Learning Agreement in

negotiation with specialist tutors, to include research, design development and the completion of accomplished costumes that demonstrate appropriate levels of skill and design acumen. The modules can be explored as two separate projects or as one longer investigation of study in two distinctive parts to meet the learning outcomes of each module. The modules are designed to develop your ability to sustain and manage complex projects in unpredictable situations, with effective evaluation, organisation and planning to facilitate the progression to related employment and/or postgraduate study. You can include live projects, competitions and collaborations with related disciplines such as sets, props and film within CCAD or with other external partners in these modules, but must demonstrate a wide breadth of skills and abilities, as well as appropriate levels of critical analysis and enquiry, aesthetic awareness, professionalism and independent learning.

The **Dissertation** module (20 credits) provides the opportunity for extended research and academic investigation into an individual topic negotiated and agreed with your Dissertation Supervisor. The nature and content of your dissertation should support and enhance your creative practice and demonstrate an advanced level of critical analysis. It also equips you with a wide range of skills that can be applied to any area of information retrieval and analysis, and academic writing.

The **Professional Practice** module (20 credits) enhances your preparation for progression to employment, self-employment and/or postgraduate study through the research and production of a professional promotional portfolio. This will be appropriate to your individual career aspirations as a creative practitioner, and requires you to analyse your own employment potential in relation to relevant markets and industries.

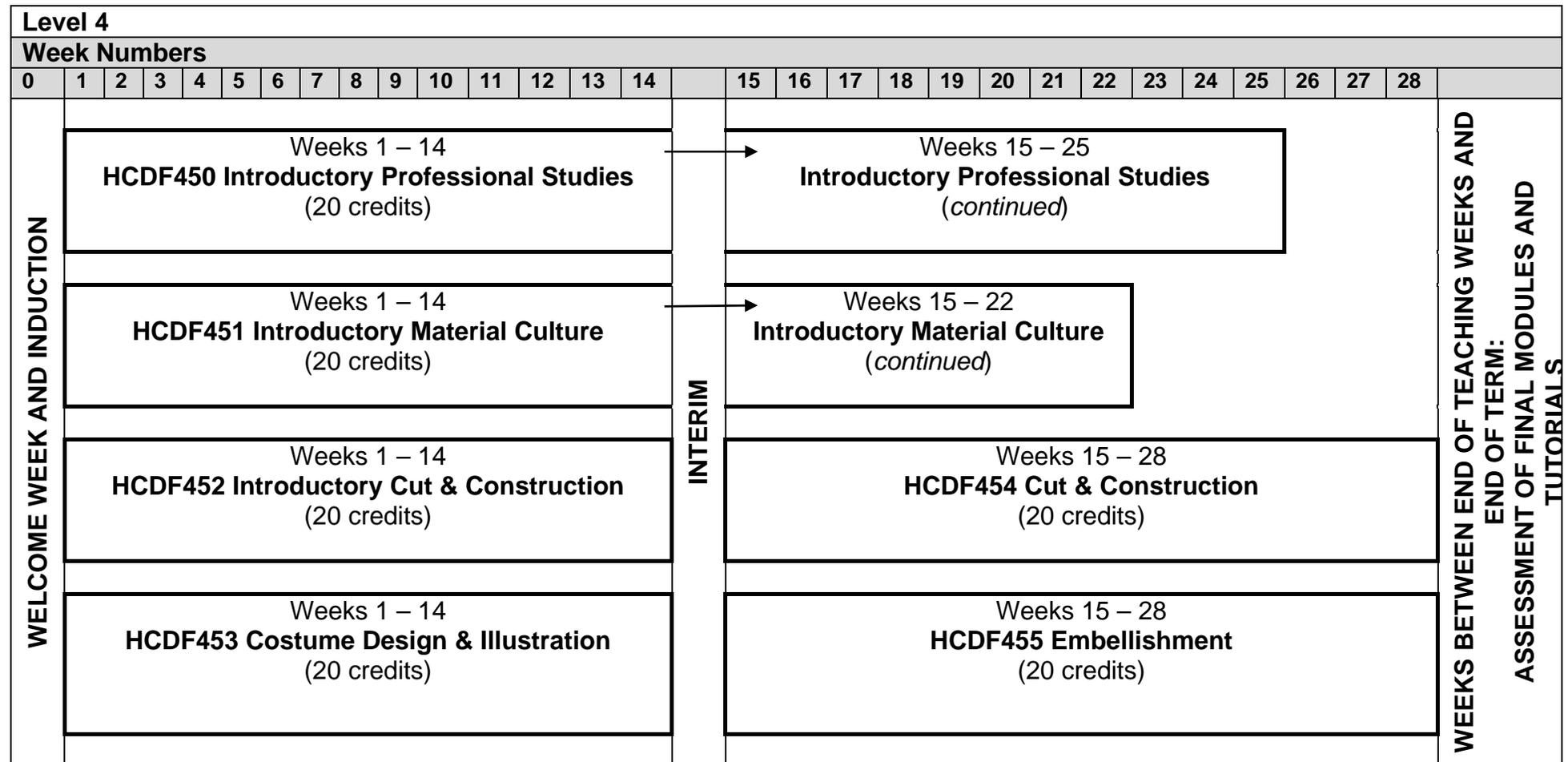
Throughout the programme, you will have opportunities to make contacts in the costume and performance industries through participation in live assignments, work experience, competitions and exhibitions in order to enhance your professional practice in preparation for employment and/or postgraduate study.

Programme Modules

Module Code	Module Title	Credit Weighting
Level 4		
HCDF452	Introductory Cut & Construction	20
HCDF453	Costume Design & Illustration	20
HCDF454	Cut & Construction	20
HCDF455	Embellishment	20
HCDF450	Introductory Professional Studies	20
HCDF451	Introductory Material Culture	20
Level 5		
HCDF552	Millinery	20
HCDF553	Costume Design & Communication	20
HCDF554	Tailoring for Costume	20
HCDF555	Specialist Focus for Costume	20
HCDF550	Professional Studies	20
HCDF551	Material Culture Theory	20
Level 6		
HCDF650	Minor Project	20
HCDF651	Dissertation	20
HCDF653	Final Major Project	60
HCDF652	Professional Practice	20

Programme Diagram

This schematic diagram shows the proposed start and end dates for each module. Assessment takes place at the end of each module and you will normally receive summative assessment feedback within 4 academic weeks of the original submission date. Further information on the structure of each module is included in your *Module Handbooks*.



Level 5

Week Numbers

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																																														
WELCOME WEEK AND INDUCTION																INTERIM																WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS																																											
																																																Weeks 1 – 14 HCDF550 Professional Studies (20 credits)														→		Weeks 15 – 25 Professional Studies (<i>continued</i>)											
																																																Weeks 1 – 14 HCDF551 Material Culture Theory (20 credits)														Weeks 15 – 18 Material Culture Theory (<i>continued</i>)				Weeks 19 – 22 Dissertation proposals									
																																																Weeks 1 – 14 HCDF552 Millinery (20 credits)														Weeks 15 – 28 HCDF554 Tailoring for Costume (20 credits)													
																																																Weeks 1 – 14 HCDF553 Costume Design & Communication (20 credits)														Weeks 15 – 28 HCDF555 Specialist Focus for Costume (20 credits)													

Level 6

Week Numbers

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

WELCOME WEEK AND INDUCTION	Weeks 1 – 10														INTERIM	Weeks 11 – 25														WEEKS BETWEEN END OF TEACHING WEEKS AND END OF TERM: ASSESSMENT OF FINAL MODULES AND TUTORIALS
	<p style="text-align: center;">HCDF651 Dissertation (20 credits)</p>															<p style="text-align: center;">HCDF652 Professional Practice (20 credits)</p>														
	Weeks 1 – 9											Weeks 11 – 28																		
	<p style="text-align: center;">HCDF650 Minor Project (20 credits)</p>											<p style="text-align: center;">HCDF653 Final Major Project (60 credits)</p>																		

Mapping of Module Learning Outcomes to Level Outcomes

Level 4	Introductory Cut & Construction 20 credits	Costume Design & Illustration 20 credits	Cut & Construction 20 credits	Embellishment 20 credits	Introductory Professional Studies 20 credits	Introductory Material Culture 20 credits
Level Outcome						
Apply and evidence key elements of specialist knowledge and concepts, and influences on, costume interpretation and design in defined contexts	* LO1	* LO1		* LO1		* LO1
Select, describe and apply appropriate research from a defined range of primary and secondary sources		* LO2		* LO2	* LO1	* LO2
Demonstrate the development of problem-solving skills and respond to the changing nature of knowledge and concepts relevant to costume interpretation and design	* LO2		* LO1			
Apply a range of approaches to learning and identify your strengths and areas for development in order to manage your work and meet deadlines	* LO2		* LO2			
Apply a range of creative, practical and technical skills relevant to the context of your specialist work	* LO3		* LO3	* LO3		
Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of some personal responsibility			* LO4			
Communicate information in a clear and logical manner with structured and coherent solutions and arguments		* LO3			* LO2	* LO2

Level 5	Millinery	Costume Design & Communication	Tailoring for Design	Specialist Focus for Costume	Professional Studies	Material Culture Theory
Level Outcome	20 credits	20 credits	20 credits	20 credits	20 credits	20 credits
Demonstrate a knowledge and critical understanding of the well-established principles of, and influences on, costume interpretation and design and apply these to a variety of contexts	* LO1		* LO1	* LO1	* LO1	* LO1
Select, analyse and apply research from appropriate sources to inform your work and routes of enquiry	* LO2	* LO1			* LO2	* LO2
Approach problem-solving with critical enquiry and analysis and demonstrate the ability to integrate theory and practice	* LO2	* LO1	* LO2			
Take personal responsibility for the development of existing skills and new competences and the management of your work		* LO2		* LO2		
Apply appropriate practical and technical skills to enable you to experiment and develop ideas and outcomes based on your own decisions	* LO3		* LO3	* LO3		
Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of personal responsibility and decision-making				* LO4		
Effectively communicate and present information, arguments and analysis in a variety of forms and situations		* LO3			* LO3	* LO2

Level 6	Minor Project	Dissertation	Final Major Project	Professional Practice
Level Outcome	20 credits	20 credits	60 credits	20 credits
Demonstrate a comprehensive and detailed knowledge of costume interpretation and design, including theoretical, practical and professional contexts			* LO1	* LO1
Synthesise, evaluate and apply research from a diverse range of appropriate sources to make independent judgements	* LO1	* LO1	* LO2	
Demonstrate confidence and intellectual flexibility in identifying, defining and resolving complex problems relevant to costume interpretation and design	* LO2		* LO3	
Take responsibility for independent learning and decision-making, demonstrating effective reflection, evaluation, problem-solving, organisation and time-management		* LO2	* LO4	
Effectively apply an appropriate range of creative, practical and technical skills to resolve problems and produce outcomes for costume interpretation and design and related professional practice	* LO3		* LO5	* LO2
Demonstrate readiness for employment, continuing professional development and/or postgraduate study, acknowledging the legal, ethical and sustainable constraints and professional expectations of the costume and other related industries			* LO4	* LO3
Communicate effectively, confidently and professionally in a diverse range of formats to specialist and non-specialist audiences, including potential employers in the costume and other related industries		* LO3	* LO5	* LO3

Resources

Specialist Resources:

The Costume department has specialist workshop areas that are stocked with an exceptional range of industrial, domestic and more traditional equipment required for making and designing costumes to professional standards.

The large cutting tables provide for space for pattern drafting and cutting out costumes in locations with good natural daylight. The sewing areas are stocked with ample industrial flatbed machines, overlockers and irons as well as some specialist machines such as coverstich, buttonhole machines and a roll hem machine. There is also a selection of domestic machines that can be used for sewing garments, but are primarily used for embroidery and millinery.

There is a wet room stocked with a range of equipment and materials used to facilitate a variety of dyeing, surface decoration and distressing of fabrics and costumes. This area provides a selection of millinery equipment and materials that is used for the traditional techniques of hat blocking.

You can access the use of a digital fabric printer for synthetic and natural fabrics and a digital laser cutter facilitated by trained technician/demonstrators. If you wish to work with metals or plastics for vacuum forming, you can use the equipment in the metal workshop.

The programme also benefits from the use of the CCAD Design Archive, which holds a collection of hats, jewellery, fashion, underwear, costumes and other artefacts, many of which have donated by local museums, and can be used for research purposes.

College Resources:

Library

The Library provides specialist art and design resources to support the learning, research and curriculum needs of both students and staff at CCAD. All new students receive an induction into the Library and a Library resource guide. Additional help is available within the Library for research, computer skills and the internet. The Library also provides sessions on information skills and e-learning, and a proof reading service for essays and dissertations to check for spelling and grammatical errors.

The Library holds an excellent range of specialist learning materials including books, journals, CDs, DVDs, magazines/journals and newspapers. It has subscriptions to a wide range of specialist electronic resources focusing on art, design and media, including e-books and e-journals. The Library resources are catalogued onto the Heritage Library Management System, which can be accessed either within the Library or by the online version via the VLE and CCAD portal.

The Library is wi-fi enabled, and facilities include study spaces, computers, printer, scanner, photocopier and a quiet study room. The resources and help from the

knowledgeable and friendly staff make the Library a popular space for work and study.

The Library consistently receives high scores in both the in-house and national student surveys, which are carried out annually.

Information Technology

CCAD provides a comprehensive range of IT resources and solutions based around Windows PCs and Apple Macintosh computers, using the latest in specialist hardware solutions and industry-standard applications. You can use studio and open access facilities with every computer pre-loaded with the latest revisions of Adobe Master Collection and Microsoft Office Applications. Specialist programmes demand specialist solutions and the College tailors IT resources to these requirements too.

Studio and open access facilities are complemented by our BYOD (bring your own device) network with a wireless network that is continually being improved to provide you with a seamless, quick and secure link to the internet from any device you might own.

IT resources are supported by a knowledgeable and friendly IT team that endeavour to put the student first and resolve any issues. IT support is accessible via our in-house helpdesk, which is open from 8.30am to 5pm from Monday to Thursday and from 8.30am to 4.30pm on Fridays, email: helpdesk@ccad.ac.uk. Out of hours IT support is provided on Mondays and Tuesdays from 5pm to 9pm.

Student Support

Academic Guidance

Academic staff are responsible for providing you with feedback on your work and your general academic progress, and for providing academic support and guidance through the programme. This is provided through “critiques” and written feedback, as well as guidance on practical work and informal discussion about your concerns and progress. These sessions may be individual or, in the case of collaborative work, in small groups.

Academic tutorials are scheduled to allow you to discuss in depth matters relating to creative or theoretical work, or the programme in general. You will be entitled to at least one formal recorded academic tutorial per term with a nominated member of the Programme Team.

Support and advice is also provided on an informal basis throughout the programme, through discussions between staff and students.

Career Education, Information and Guidance

Advice and guidance for careers support and further training is offered throughout your programme and developed in the Professional Studies modules to help you understand the career routes available within your chosen profession. In addition to activities on your programme that will help to guide you towards your individual

career path, it is important that you do your own additional research into potential careers. The academic staff on your programme, many of whom are creative practitioners, will be able to give you further advice about careers in your subject area. In the Professional Studies modules, a variety of external business support specialists are invited into the College to talk to you about career planning and to offer advice about starting your own business. There is also a careers section in the Library.

Learning Support

Support for students with disabilities (including dyslexia)

CCAD is committed to the principles of equality and diversity and welcomes applications from students with a disability or learning difficulty. The College aims to support all students' individual needs wherever possible to enable all students to achieve their full potential.

If you experience a disability, mental health condition, specific learning difficulty eg. dyslexia, Autistic Spectrum Disorder, or long-term health condition, the Student Support team will support you to access additional funding (Disabled Students Allowances), which may fund the cost of any support needs you have. To help ensure you have all the support you need as quickly as possible, a member of the team will contact you before you enrol to ask about any support you need, and put in place interim support while they are helping you to access DSA funding.

In addition all students are asked to complete a dyslexia screening test when they start their programme. This is called the LADS (Lucid Adult Dyslexia Screening) test, and helps to identify if you need any extra support, even if you have never accessed support before. If you do, the team will work with you to identify what support you need, and help you access further diagnostic tests and funding. The Student Support team can also offer dyslexic thinkers 1:1 support from a specialist tutor to help develop learning skills, as well as offering all students facilities such as a proof reading service via the Library.

Pastoral support and guidance

Support and advice on non-academic matters is provided through trained and qualified professional staff within the Student Support team. This includes an onsite counselling service, which you can access at any time whether or not you have seen a counsellor before. This service is entirely confidential. If the counsellor feels that they are unable to support you or that you would benefit from a different type of service, they will discuss this with you, and help you to seek the support that is appropriate for you.

Pastoral support is also available from the College Chaplain, who is located in the Multi Faith room on the Hartlepool campus. The Student Support team can arrange an appointment for you to see the Chaplain, or give you information about open access sessions.

Advice and support with practical issues such as finance, funding, accommodation and welfare is also available from the Student Support team.

You can find further information about Student Support and contact details in the *Student Support Handbook*, available on the VLE and as a printed booklet.

Methods for Evaluating and Improving the Quality and Standards of Learning and Teaching

The programme is subject to rigorous quality assurance procedures which involve subject specialist and peer review of the programme by AUB at periodic intervals, normally of 5 years. This process ensures that the programme engages with the QAA Quality Code.

In addition all programmes undertake an Annual Programme Review which takes account of relevant information such as:

- External Examiners' Reports
- Key statistics including data on application, retention and achievement
- Results of the National Student Survey
- Results of the internal Student Perception Survey [SPS]
- Feedback from Student Representatives and Student Assemblies
- Feedback from relevant employer groups, including the programme Industrial Liaison Group [ILG]

All programmes develop an Action Plan from the Annual Programme Review process, monitored by the Programme Boards of Study, which are held twice a year. Your Student Representatives can keep you informed about progress against the Action Plan.

Staff development priorities for the Programme Team as a whole are identified through the Annual Programme Review process, and for individuals through the Annual Staff Review process.

Indicators of Quality and Standards

All students on taught higher education programmes at CCAD are enrolled on a programme validated by the Arts University Bournemouth, which was granted taught degree awarding powers by the Privy Council in 2008; and University status was conferred in 2013.

In 2011, CCAD underwent a very successful IQER Summative Review, which made no recommendations for improvement and highlighted areas of good practice in the quality of higher education provision at the College. This was an excellent outcome, and confirms that our quality assurance mechanisms are robust, meaning that we can have full confidence in the standard of programme outcomes, and the quality of the educational experience we deliver.

Please note that this specification provides a concise summary of the main features of the programme.

More detailed information about studying on your programme at CCAD is available on the VLE.