

Liverpool John Moores University

Title: Introduction to Fashion
Status: Definitive
Code: **4006FD** (117789)
Version Start Date: 01-08-2015

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: Liverpool School of Art & Design

Team	Leader
Carol Ryder	Y
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Academic Level: FHEQ4 **Credit Value:** 24.00 **Total Delivered Hours:** 100.00

Total Learning Hours: 240 **Private Study:** 140

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	4.000
Practical	24.000
Seminar	8.000
Tutorial	8.000
Workshop	56.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Artefact: sketchbooks, notes, research, design development, outcomes as stated in project guidelines	50.0	
Artefacts	AS2	Artefact: sketchbooks, notes, research, design development outcomes as stated in project guidelines.	50.0	

Aims

create an awareness of Fashion and to promote experimentation through alternative and innovative approaches towards the application of the traditional values in Fashion practice;
introduce students to their working context and promote awareness and use of available research resources;
nurture independent student learning through reflective learning and self-critical analysis and to develop presentation and evaluation of individual practice through group discussion;
acquaint students, via skill sets workshop inductions with appropriate codes of health and safety to be observed in the studio, workshop and resource centres.

Learning Outcomes

After completing the module the student should be able to:

- 1 Evidence analysis of appropriate research and its application to ideas and design generation.
- 2 Demonstrate, via their submission of practical work/design outputs, awareness of context and a variety of research resources and the application of a range of technical skills.
- 3 Engage and evaluate in individual practice via peer group review.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Artefact 1	1	2	3
Artefact 2	1	2	3

Outline Syllabus

To create a body of visual research that demonstrates awareness of a variety of sources including primary, secondary, drawing, photography, collecting, documented through concept boards, fabrics, materials, sketchbooks and initial design ideas. Students will translate from this body of research, via experimentation and exploration, through to Fashion Design ideas. Students will be supported by practical workshops in production and manufacture (Studio Process-Technology and Interpretation) The cumulative outcome from initial research, through design development, supported by technical skills, will be the production of a garment/s.

Learning Activities

Coursework: Pass/Fail - completion of skill set inductions (these must be passed to pass the module but do not contribute to the % mark).

On-going informal feedback will be available in the weekly practical sessions. There will be a diagnostic progress review mid-semester to acquaint students of their progress to date.

Notes

This module increases students understanding within Fashion and suggests ways in which a variety of processes interact with, and inform their fashion practice. This module strengthens existing components of the Personal Development Portfolio and emphasises reflecting learning.