Liverpool John Moores University

Title:	Studio Process - Technology and Interpretation
Status:	Definitive
Code:	**4009FD** (117793)
Version Start Date:	01-08-2015

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

Team	Leader
Jacqueline McAssey	Y
Margaret Woodley	

Academic Level:	FHEQ4	**Credit Value:**	24.00	**Total Delivered Hours:**	100.00
Total Learning Hours:	240	**Private Study:**	140		

Delivery Options
Course typically offered: Standard Year Long

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: Evidence of skills relevant workshops e.g. CAD, Pattern cutting, photography. Technical file/s and related project work	50.0	
Artefacts	AS2	Artefact: On-going development of skills via workshops. Technical outcomes, as evidenced via CAD, Pattern cutting ,photography and other relevant technical areas.	50.0	

Aims

1. To engender students abilities to analyse and synthesise appropriate 'processes' for sampling 2d and 3d interpretation
2. To facilitate the selection, testing and appropriate use of materials, processes and environments
3. To enhance the development of ideas through to outcomes, for example images, artefacts, environments, products, processes and texts
4. To enable students to source, navigate, select, retrieve, evaluate, manipulate and manage information from a variety of source

Learning Outcomes

After completing the module the student should be able to:

1	Analyse and synthesise 'processes' for the production of appropriate application methods for the fashion industry both in 2d and 3d
2	Select, test and make relevant use of materials, processes and environments
3	Creatively develop ideas through to selected conclusions
4	Demonstrate the ability to source, navigate, select, retrieve, evaluate, manipulate and manage information from a variety of sources

Learning Outcomes of Assessments

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

Artefact 1	1	2	3	4
Artefact 2	1	2	3	4

Outline Syllabus

Students will be introduced to a range of technical skills related to fashion design via lectures, tutorials, seminars and workshop situations
This module will provide technical project activity related to design and/or image manipulation projects and will provide a progressive development of the technical skills and production/manufacture techniques associated with the practical development of each student's fashion pathway.

CAD
Introduction to Photoshop and Illustrator software programmes

Learning Activities

These are tailored to the 2 parallel pathways and the appropriate skills needed to equip both sets of students:

Designers
Attend lectures and workshops to introduce pattern cutting and manufacturing skills
Keep technical file for fashion / textile skills
Attend lectures, seminars and workshops to introduce CAD skills (e.g. fashion illustration, fashion design, fashion photography, presentation skills)
Produce garment / textile samples in accordance with the design work produced in design modules running parallel to this.

Communicators
Attend lectures, seminars and workshops to introduce CAD skills (e.g. fashion illustration, fashion photography, presentation skills)
Keep technical file for CAD technology/Photography skills
Produce strong visual imagery in accordance with the design work produced in design modules running parallel to this.

Communicators/Designers
Produce a portfolio of CAD work to support and complement design work in the students' portfolio.

Notes

The project work produced during this module must show a clear relationship to the design work produced for "Introduction to Fashion" and "Fashion Practice". It is intended that the technical skills developed during this module will support the design activity running parallel to this module.