

Liverpool John Moores University

Title: Introduction to Fashion
Status: Definitive
Code: **4101FC** (122355)
Version Start Date: 01-08-2021

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

Team	Leader
Lesley Peacock	Y
Paul Owen	
Paul Robinson	
Carol Ryder	

Academic Level: FHEQ4 **Credit Value:** 20 **Total Delivered Hours:** 70
Total Learning Hours: 200 **Private Study:** 130

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	8
Practical	28
Seminar	8
Tutorial	5
Workshop	21

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Body of work (research and outputs) to meet requirements of pathway as outlined in submission criteria.	60	
Artefacts	AS2	Body of work (research and outputs) to meet requirements of pathway as outlined in submission criteria.	40	

Aims

- 1. To promote the use of a logical Design Process towards the creation of original fashion outcomes from independently researched sources.*
- 2. To create an awareness of fashion and promote experimentation through alternative and innovative approaches to fashion practice.*
- 3. To nurture independent student learning through reflective practice and self-critical analysis and develop evaluation of individual practice.*
- 4. To acquaint students, via skill set workshop inductions, with a range of practical applications and appropriate codes of health and safety.*

Learning Outcomes

After completing the module the student should be able to:

- 1 Evidence analysis of appropriate research and its application to fashion ideas and/or design generation.
- 2 Demonstrate, via their submission of practical work/design outputs, awareness of the Creative Process and the application of a range of technical skills towards original fashion outcomes appropriate to a brief.
- 3 Evaluate individual practice via engagement in a range of review processes and personal reflective practice.

Learning Outcomes of Assessments

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

Artefact	1	2	3
Artefact	1	2	3

Outline Syllabus

Students will be taught through a programme of one to one tutorials, group critiques / activities / seminars / lectures / Interaction within the Art School, learning resources, technical workshops and immediate location for research exploration and trials / fostering new learning styles and practices.

Learning Activities

This module introduces the students to fashion across both pathways and gives the students an introduction to research methods for project work .A variety of inductions will underpin development work with trials and samples. The projects will be pathway specific with outcomes for each specialist area for this module.

Notes

Lectures, seminars and one to one tutorials will focus on supporting student's development through inductions and project work.