

## Liverpool John Moores University

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Title: Technical Skills for Fashion  
Status: Definitive  
Code: **4600DFT** (122848)  
Version Start Date: 01-08-2018

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

Team	Leader
Fiona Armstrong-Gibbs	Y

**Academic Level:** FHEQ4      **Credit Value:** 20      **Total Delivered Hours:** 90  
**Total Learning Hours:** 200      **Private Study:** 110

### Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	4
Practical	72
Tutorial	4
Workshop	10

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Technology	AS1	Technical File: Evidence of technical skills, introduced during workshops. Technical file with evidence of skills workshops and CAD work to support and complement design and fashion in context modules.	50	
Portfolio	AS2	Evidence of technical skills based workshops to further develop skills for technical visualisation and presentation.	50	

## **Aims**

*To acquire skills in a variety of workshop inductions and practical environments.  
To facilitate sound technical understanding of the principles of pattern cutting and garment manufacture in relation to the selecting, testing and appropriate use of materials and processes.  
To introduce Computer Aided Design (CAD) applications for fashion design and fashion communication.  
To introduce a variety of outcomes to present specialised practices.*

## **Learning Outcomes**

After completing the module the student should be able to:

- 1 Demonstrate knowledge of the principles and techniques of manual pattern cutting and construction techniques for a variety of styling details, fabrics and production requirements.
- 2 Develop CAD skills by experimenting with the different tools and functions through practical work.
- 3 Communicate fashion practices using appropriate media, materials, and techniques.
- 4 Gather research and communicate professionally processes and practices.

## **Learning Outcomes of Assessments**

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

Technology	1	2
Portfolio	3	4

## **Outline Syllabus**

*Students will complete cumulative activities to introduce and build upon technical skills and knowledge related to the Principles of Pattern cutting, Garment Construction and CAD skills for Fashion. Lectures will be delivered to introduce and give a general knowledge of the use and functions of CAD applications used in the fashion industry. Students will be introduced to specialist software such as Photoshop, Illustrator and InDesign. These workshops will offer opportunities for technical project activity related to both Design and Fashion Communication modules.*

## **Learning Activities**

These are tailored to provide appropriate technical skills for fashion practices related to pattern, manufacture and Computer Aided Design. Students will attend workshop

sessions, listen to lectures and demonstrations. Students will explore different forms of visualisation and communication practices used in fashion industry. These are tailored to provide appropriate skills to enable students to produce pattern adaptations and samples with practical knowledge and understanding of its position within the design and production process. Those skilled workshops will offer opportunities for individual lead technical project activities related to Design and Communication modules.

## **Notes**

This module will introduce students to technical skills such as pattern cutting, garment manufacturing and CAD skills. This will enable them to develop sector specific skills. The skills gained will be demonstrated in other modules.