Liverpool John Moores University

Title: Fashion Design Context

Status: Definitive

Code: **5010FD** (117802)

Version Start Date: 01-08-2015

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

Team	Leader
Paul Robinson	Υ
Kayla Owen	
Carol Ryder	

Academic Credit Total

Level: FHEQ5 Value: 24.00 Delivered 60.00

Hours:

Total Private

Learning 240 Study: 180

Hours:

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours	
Lecture	3.000	
Off Site	3.000	
Practical	44.000	
Seminar	5.000	
Tutorial	5.000	

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Refined research, garment development and outcomes as submission requirements	50.0	
Artefacts	AS2	Final mini collection	50.0	

Aims

- 1. To enable the production of design ideas through rigorous application of the design process, from in-depth research through to translation and design development.
- 2. To promote the identification of market/design levels and context in relation to historical and contemporary reference.
- 3. To enhance application and observance of good workshop and studio practice in the production of a collection
- 4. To promote awareness of the role of the 'professional designer' within an industry environment.

Learning Outcomes

After completing the module the student should be able to:

- Synthesize design ideas into a cohesive fashion collection, building upon existing design and production knowledge.
- 2 Identify market/design levels and context in relation to historical and contemporary reference.
- Be aware of the application and observance of good studio practice in the production of a collection and be increasingly aware of the role of the 'professional designer' within and industry environment.

Learning Outcomes of Assessments

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

Artefact 1 1 2

Artefact 2 3

Outline Syllabus

Students will be taught in lectures, seminar and workshop situations to deal with: Identification of market level, direction, category, season for design focus Evaluation of past and current designers/companies associated with selected market area

Understanding and reacting to customer/client demands

Research into design stimuli, colour, texture and fabric as a basis for design creativity

Conversion of research into design that takes the form of a cohesive collection of ideas via sketchbooks, production drawings and illustrations
Fabric identification, sourcing and ordering procedures
Workshop:

Observance of good practice with regard to appropriate resource centre Documentation of work, eg drawing, photography, transparency, video, CD-ROM. Students will learn technical skills and procedures appropriate to their collection via a separate 'technology and skills' module running parallel to this.

Learning Activities

During this module students will research, design and produce a Design Collection by utilising and synthesizing fashion and textile design skills gained to date. Work will take place within the context and environment of the professional designer and the finished collection should be viable for sample presentation to relevant industries. Coursework is agreed via a negotiated learning agreement.

On-going informal feedback will be available in the weekly practical sessions. A progress review is timetabled mid-semester.

Coursework presentation will consist of a completed, professionally manufactured collection and portfolio of design work reflecting the student's market design considerations and visual correlation of sourcing and market research.

Notes

Students engage in design to produce a garment collection by utilizing and synthesizing their current fashion skills. Work will take place within the roles and environment of the professional designer and the resulting mini-collection should be viable for sample presentation to relevant industries.