# Liverpool John Moores University

| Title:                   | Fashion Campaign (C)             |
|--------------------------|----------------------------------|
| Status:                  | Definitive                       |
| Code:                    | <b>5012FD</b> (117805)           |
| Version Start Date:      | 01-08-2019                       |
| Owning School/Faculty:   | Liverpool School of Art & Design |
| Teaching School/Faculty: | Liverpool School of Art & Design |

| Team               | Leader |
|--------------------|--------|
| Jacqueline McAssey | Y      |

| Academic<br>Level:          | FHEQ5 | Credit<br>Value:  | 24  | Total<br>Delivered<br>Hours: | 100 |
|-----------------------------|-------|-------------------|-----|------------------------------|-----|
| Total<br>Learning<br>Hours: | 240   | Private<br>Study: | 140 |                              |     |

## **Delivery Options**

Course typically offered: Semester 1

| Component | Contact Hours |
|-----------|---------------|
| Lecture   | 3             |
| Off Site  | 3             |
| Practical | 84            |
| Seminar   | 5             |
| Tutorial  | 5             |

#### Grading Basis: 40 %

#### **Assessment Details**

| Category  | Short<br>Description | Description   | Weighting<br>(%) | Exam<br>Duration |
|-----------|----------------------|---|------------------|------------------|
| Artefacts | AS1                  | Research and development,<br>competition, live projects as<br>listed in project brief | 50               |                  |
| Portfolio | AS2                  | Fashion campaign  | 50               |                  |

## Aims

1. To aid the development of professional promotional skills by exploring a range of visual and conceptual approaches to expressing ideas and organizing gathered

information.

2. To develop student intellectual skills of evaluation and synthesis within a promotional fashion campaign;

3. To encourage experimental, innovative and original design applications when undertaking a fashion campaign by diagnosing problems and identifying solutions;

4. To increase the student's profile by strengthening existing components of their portfolio presentation skills via selection of appropriate methods and media;

# Learning Outcomes

After completing the module the student should be able to:

- 1 Analyse and evaluate the impact and importance of methods of fashion promotion;
- 2 Demonstrate intellectual skills of evaluation and synthesis within a promotional fashion campaign;
- 3 Engage in experimental, innovative and original design applications when undertaking a fashion campaign by diagnosing problems and identifying solutions;
- 4 Demonstrate an ability to communicate ideas and information by appropriate methods and media;

#### Learning Outcomes of Assessments

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

| Artefact  | 2 | 3 |
|-----------|---|---|
| Portfolio | 1 | 4 |

## **Outline Syllabus**

Students engage in negotiated research and design to produce a promotional fashion campaign by exploring and delivering exciting ways to market fashion to its related industries. Emphasis is upon individual, student orientated, personalized and professional awareness and application.

## **Learning Activities**

Students will translate their own design ideas and present complete promotional packages via appropriate skills and techniques applicable to their pathway focus.

## Notes

This module affords students the opportunity to explore and deliver exciting ways to promote fashion to its related industries. Emphasis is on individual, student orientated, personalized and professional awareness and application.