

Liverpool John Moores University

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Title: Fashion Design Focus
Status: Definitive
Code: **5101FC** (122392)
Version Start Date: 01-08-2021

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

Team	Leader
Paul Robinson	Y
Carol Ryder	

Academic Level: FHEQ5 **Credit Value:** 20 **Total Delivered Hours:** 57
Total Learning Hours: 200 **Private Study:** 143

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	3
Practical	29
Seminar	6
Tutorial	3
Workshop	16

Grading Basis: 40 %

Assessment Details

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

Aims

- 1. To promote the effective use of research methodologies and promote individual focus through a variety of fashion related activities.*
- 2. To create an awareness of fashion and promote experimentation through alternative and innovative approaches to fashion practice.*
- 3. To produce a body of work in relation to market level and professional practice.*
- 4. To develop a more focused approach to a personal design identity within a specialist fashion market.*
- 5. To develop a range of design applications, which explore design concepts, materials and contexts.*

Learning Outcomes

After completing the module the student should be able to:

- 1 Evidence analysis of appropriate research and its application to fashion concepts and design generation.
- 2 Demonstrate in depth design and applied technical methods to project work.
- 3 Formulate a range of visual and conceptual approaches to justify and apply appropriate methods of presentation/layout.
- 4 Demonstrate an ability to produce a three-dimensional body of work to a professional standard.
- 5 Recognise, plan and implement time management strategies to support set goals and objectives.

Learning Outcomes of Assessments

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

Artefacts	1	2	3	5
Artefacts	3	4	5	

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

During this module students will research, design and produce a body of Design work 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 work should be viable for sample presentation to relevant industries. On-going informal feedback will be available in the weekly practical sessions. A progress review is timetabled mid-semester. Practical, seminar and one to one tutorials are the core delivery methods for this module.

Notes

This module introduces students to industry practices and enables students to build their practical knowledge of research design development trials and outputs to a high standard working towards professional outputs.