

## Liverpool John Moores University

Title: Fashion Design Context  
Status: Definitive  
Code: **5102FC** (122393)  
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
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**Academic Level:** FHEQ5      **Credit Value:** 20      **Total Delivered Hours:** 57  
**Total Learning Hours:** 200      **Private Study:** 143

### Delivery Options

Course typically offered: Semester 2

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 of pathway as outlined in submission criteria.	60	
Artefacts	AS2	Body of work (research and outputs/ Project Outcomes) to meet requirements of pathway as outlined in submission criteria.	40	

## Aims

1. To develop the opportunity to understand in depth research methods and design processes from concept to translation.
2. To produce a body of work in relation to market level and professional practice.
3. The ability to develop a range of design applications, which explore design concepts, material and context.
4. To explore the potential of a range of technical approaches for both traditional and contemporary applications.
5. To develop an understanding of time management skills to produce outcomes in sequence and on time.

## 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 design process.
- 2 Demonstrate in depth design and technology processes appropriate for design application/s.
- 3 Demonstrate a professional range of research skills and select, justify and apply appropriate methods to presentation and layout.
- 4 Demonstrate an ability to produce a three-dimensional body of work to a professional standard.
- 5 Formulate plans to manage resources and time in respect to design practice.

## Learning Outcomes of Assessments

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

Artefacts	1	2	3	4	5
Artefacts	1	2	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 Design work building on skills undertaken in semester 1 and culminating in a collection of garments designed and manufactured to a professional level with in-depth research

and analysis. 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.