Liverpool John Moores University

Title:	Collaborative Practice
Status:	Definitive
Code:	**7003MAFIR**　(120189)
Version Start Date:	01-08-2014

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

Team	emplid	Leader
Lesley Peacock		Y

Academic Level:	FHEQ7	**Credit Value:**	30.00	**Total Delivered Hours:**	30.00
Total Learning Hours:	300	**Private Study:**	270		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Practical	30.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Reflection	reflect	A digital submission (blog, film, on-line journal) or a pratical submission supported by a research report	50.0	
Portfolio	portfolio	Annotated and detailed research file documenting a work placement and or collaborative interaction	50.0	

Aims

To promote in depth investigation into contemporary cretive business practices.
To develop core competences in collaborative development for acquired knowledge in real life situations in a work context.

To further develop personal and professional understanding of digital media for the development of innovation in networking.

Learning Outcomes

After completing the module the student should be able to:

LO1 Plan, organise and manage collaborative projects with peers and/or external organisations through to final resolution/s

LO2 Critically investigate and evaluate organisations and industry practice to contextualise and build their own practice

LO3 To apply strategic thinking to formulate and propose innovative commercial digital or practical outcomes (supported with a written report) to represent collaborative practice

Learning Outcomes of Assessments

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

Digital submission	LO 1	LO 2	LO 3
Detailed research file	LO 1	LO 2	LO 3

Outline Syllabus

This module will form the basis for students to investigate and explore concepts for collaborative projects pertinent to their individual areas of enquiry and persona programme of study. The application of a range of research methods will enable students to develope familiarity and knowledge of how businesses and enterpirses work. Through dialogue, reflection and presentation students will be able to test theories and engage with the appropriate bodies to contextualize their own working practice.

Learning Activities

Students will engage in a variety of interaction with peer groups, professional figures and companies through their own investigation as well as timetabled visits and events from practitioners and professionals within fashion organisations. Collaboration activity and investigation will be supported with tutorials and seminars to support students in finding the appropriate contacts and developing collaborative and investigative processes to produce a digital output for their final outcome.

References

Course Material	Book
Author	Braungart, M

Publishing Year	2009
Title	Cradle to Cradle
Subtitle	Remaking the way we make things
Edition	
Publisher	Vintage
ISBN	

Course Material	Book
Author	Breward, C
Publishing Year	1995
Title	The Culture of Fashion
Subtitle	
Edition	
Publisher	Manchester University Press
ISBN	

Course Material	Book
Author	Black, S
Publishing Year	2011
Title	Eco-Chic
Subtitle	The Fashion Paradox
Edition	
Publisher	Black Dog Publishing
ISBN	

Course Material	Book
Author	Black, S & Alexander, H
Publishing Year	2012
Title	The Sustainable Fashion Handbook
Subtitle	
Edition	
Publisher	Thames and Hudson
ISBN	

Course Material	Book
Author	Blackley, L
Publishing Year	2006
Title	Wallpaper
Subtitle	
Edition	
Publisher	Laurence King
ISBN	

Course Material	Book
Author	Briggs-Goode, A
Publishing Year	2013
Title	Printed Textile Design

Subtitle	
Edition	
Publisher	Laurence King
ISBN	

Course Material	Book
Author	Brown, S
Publishing Year	2010
Title	Eco Fashion
Subtitle	
Edition	
Publisher	Laurence King
ISBN	

Course Material	Book
Author	Davies, H
Publishing Year	2008
Title	Modern Menswear
Subtitle	
Edition	
Publisher	Laurence King
ISBN	

Course Material	Book
Author	Easey, M
Publishing Year	2008
Title	Fashion Marketing
Subtitle	
Edition	third edition
Publisher	John Wiley & Sons
ISBN	

Course Material	Book
Author	Fletcher, K
Publishing Year	2008
Title	Fashion & Sustainability
Subtitle	Design for Change
Edition	
Publisher	Laurence King
ISBN	

Course Material	Book
Author	Lee, S
Publishing Year	2007
Title	Fashioning the Future
Subtitle	Tomorrow's Wardrobe
Edition	

Publisher	Laurence King
ISBN	

Course Material	Book
Author	Orbach, S
Publishing Year	2010
Title	Bodies
Subtitle	(Big Ideas)
Edition	
Publisher	Profile Books
ISBN	

Course Material	Book
Author	Twigg, J
Publishing Year	2013
Title	Fashion and Age
Subtitle	
Edition	
Publisher	Bloomsbury
ISBN	

Course Material	Book
Author	Welters, L
Publishing Year	2011
Title	The Fashion Reader
Subtitle	
Edition	
Publisher	Berg
ISBN	

Notes

This module is designed to support students to work with a range of professional individuals companies/bodies as well as encouraging peer interaction and collaboration across the Art School and beyond to form an understanding of the complexities of the creative infrastructure surrounding fashion. Students may undertake work placements and or work within the creative industries to inform a research project. Outcomes will vary for each individual student but will be based on either a digital outcome via a blog, on line journal, a short film, digital presentation/report or website or a practical submission accompanied by a research report. The research undertaken during this module will allow students to critically evaluate issues that shape contemporary design such as ethical and sustainable issues to create forward thinking informed graduates. Module delivery will encompass tutorials; group critiques as well as a series of lectures from visiting speakers from industry and the creative arts to help students contextualise their critical thinking. Workshops will cover a variety of digital media processes to enable students to have confidence in developing their own digital outcomes.