



Make Regent's
Part of your
Story

CREATIVE ARTS AT REGENT'S
STUDY ABROAD PROGRAMMES
2019~2020

Since graduating, John has worked at
Ralph Lauren (NY) and adidas.



Everything you need to know

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Welcome

from the Head of School

Study Abroad at Regent's offers you a fabulous opportunity to embark on a wonderful new venture, where you can explore your subject in a rich and inspiring environment in one of the world's greatest capital cities. Regent's programmes combine academic rigour with a strong industry focus, so that you can develop the practical and intellectual skills needed to work in the contemporary creative industries.

London is a vibrant and truly globally focused city, packed with companies, exhibitions, stores, museums, libraries, events and other resources that support our students' engagement with their study. Marylebone is a destination for creative and business professionals who visit from all over the world. What more exciting and inspiring place to study your discipline? Studying abroad can enrich your knowledge and enhance your performance as a student, while giving you a major competitive advantage on graduation. Our study abroad alumni keep in touch for years to come and frequently tell us what a life-changing experience it was to study with us.

Regent's mission is to develop tomorrow's global leaders and we will encourage you to pursue ambitious career goals. Our programmes reflect the core values of the University, so you can aspire to be one of the socially responsible professionals of the future, ready to apply innovative thinking to the challenges of dynamic international industries.

If you have any questions, we will be happy to answer them. You can email me at gill.stark@regents.ac.uk.

Yours sincerely,

Gill Stark
Assistant Dean and Head of School of Creative & Liberal Arts

About

Study Abroad at Regent's

Located in the heart of the UK's vibrant capital city, Regent's University London is a superb place in which to live and study. Our campus in royal Regent's Park and specialist studios in neighbouring Marylebone Village offer an excellent setting to inspire your creative and commercial talents.

Our students study alongside students and staff from 140 countries in what is a truly international community. You will learn from each other as well as from us.

Our students value the opportunity that the international nature of the University provides to make friends and establish connections with people who will live and work all around the world. You can also start to make contacts in the creative arts industry, so make the most of each and every opportunity.

At Regent's we believe in face-to-face education. You'll benefit from high levels of personal attention and regular contact with your lecturer. We will encourage you to think and operate with independence, individuality and creativity – qualities that are key to success in creative industries. As well as enjoying your immediate surroundings, you'll be ideally placed to explore all that London has to offer.

You will find that the city's culture, heritage and commerce form an essential part of your student experience. The city's theatres, galleries, industry events and sport venues are all within easy reach. You can also broaden your horizons with the range of excursions such as a weekend in Paris, Amsterdam, trips to other UK cities and London tours.



You will benefit from:

- ⑤ Highly challenging and creative programmes that synthesise academic learning with practical, hands-on experience.
- ⑤ Regent's community and international links that will give you a global perspective and help you build and develop vital networks in the industry.
- ⑤ Networking with industry experts through lecturer practitioners, guest lectures, projects, talks and events.
- ⑤ Living in secure campus accommodation in a royal park, or off-campus, both in the heart of London.

ABOVE

One of the many beautiful views in Regent's grounds.

Acting for Stage & Screen



**“Getting to take a theatre class in London is
a one of a kind opportunity that far
surpasses anything a theatre class at
my home university could offer.”**

Acting Alumna.



Acting for Stage & Screen

Develop your ideas into projects and build your own 'creative tool kit'

The Acting for Stage & Screen programme offers defined pathways focusing on film as well as equally strong pathways that explore performance and theatre-making from both scripted, devised and non-logocentric perspectives. Collaborative skills learnt from film and theatre projects and productions provide a strong grounding in self-confidence, personal discipline and effective oral and written communication, as well as an ability to work effectively and creatively in a team. The teaching team have strong practice and research connections to theatre and performance communities across the world, which inform all aspects of the programme.



ABOVE
Bertold Brecht's 'The Mother' performed
by third year students as their graduation play.



ABOVE
Rehearsing a play in
Marylebone Theatre.



~ Student Experience ~

"I have really enjoyed this semester studying theatre here in London. I am so grateful I had this opportunity to learn about different types of shows, the work that goes into them and how I personally connect to different shows."

Acting Alumna.



ABOVE
A scene from 'Cockroach',
photo by Andrew H. Williams.



ABOVE
A scene from 'Red Demon',
photo by Andrew H. Williams.



ABOVE
A lecturer helping a student put on
a kimono for costume rehearsal.



~ Student Experience ~

“During my semester in London I was fortunate enough to be able to take classes that immersed me into British culture and classes that enabled me to partake in new experiences that I would have otherwise not been able to have. One of these classes was Theatre Appreciation, where the class learns about the theatre industry while being able to go see many shows throughout the semester. With the aid of this class, I was opened to a whole new world that I have never seen to such extent.”

Acting Alumna.



Acting for Stage & Screen

UNDERGRADUATE MODULES



According to the European Credit Transfer and Accumulation System, two UK credits are equivalent to one ECTS credit. Thus, for example, a 20-credit UK module is worth 10 ECTS credits.

Acting: Ensemble

Level 4 ~ Credits 20

This module establishes the groundwork and fundamental acting techniques, core acting skills and collaborative practice in the ensemble. The class aims to free the student of inhibition, and promote impulse, individual creativity and group complicity. Linking the personal ‘I’ with the dramatic ‘I’, the aim is to encourage the discovery of personal emotional, physical and imaginative resources. This module investigates the experience of truth and integrity, exploring narrative through the physical, non-verbal and the spoken word.

Introduction to Performance Making

Level 4 ~ Credits 20

Introduction to Performance Making aims to bring together a diverse student cohort aiming to develop them as individual performers and collaborative practitioners. Drawing on various acting methodologies, theatrical forms and traditions, students will have a chance to explore making their own performance work in a nurturing environment.

Voice & Text

Level 4 ~ Credits 10

This module provides an opportunity for students to develop core vocal skills and techniques. This module explores processes and techniques to achieve core compe-

tencies in vocal production, vocal health, oral interpretation of dramatic texts, and a grounding in speech work. Beginning with an exploration of the student's own physicality and voice, it introduces principles and techniques to encourage dynamic use of the voice for a range of performance styles.

Global Perspectives

Level 4 ~ Credits 10

This is a University-wide common module, which facilitates interpersonal, intercultural and cross-disciplinary learning for all level 4 students enrolled on Regent's validated degree programmes. The module introduces a range of ideas and ways of thinking based around the University's values, reflected in its learning outcomes. It encourages students to interact with the broader University community, both socially and academically, asking them to cross the physical and intellectual borders of their degree programmes..

19th & 20th Century Text and Performance

Level 4 ~ Credits 20

This module explores a range of approaches to script analysis and acting techniques for texts by 19th and early 20th century dramatists. It seeks to enable students to use research and practical experiment to explore the performance potentials of these plays. Workshops explore how different theatrical genres may engage different approaches to movement, voice and character creation and why this is the case. It provides the opportunity to develop students' critical understanding of approaches to theatre practice through working on extracts and scenes, and expand their 'creative tool box.'

Developing Performance Making

Level 4 ~ Credits 20

Developing Performance Making will draw upon performance making approaches acquired in earlier modules. Students will explore conceptual thinking and making within the parameters of a distinct performance practice. Focus will be on the use of dramaturgical, choreographic and scenographic structures that do not center on the spoken word. This may include exploring the use of object, colour, light, sound and body in space to create image-based performance.

Film: Introduction to Production

Level 4 ~ Credits 10

This module will enable you to begin to develop your media literacy which will support your academic progress and your professional development. You will be taught the basics of genre and narrative structure in drama. Production specialist skills in the area of camera, sound, lighting, directing, producing and editing will be introduced alongside effective journal keeping. The module will also develop your analytical and team-working skills. The creation of short group projects will develop your ability to create narratives in drama production whilst an online journal will introduce the ethos of using digital media wherever possible.

Mapping World Performance

Level 5 ~ Credits 20

This module continues the study of the theatre in a global context begun in ATP 4A1 Roots of Theatre and Performance. It considers culturally diverse theatre and performance traditions from a comparative perspective: it investigates how and why and how these forms have developed in response to differing social, political and cultural. Particular forms will be investigated, including the dramaturgy, structures and the aesthetic concepts that inform them. Similarities, differences and historical, social or cultural links between theatrical forms and performance cultures will also be examined.

Actor, Image & Stage

Level 5 ~ Credits 20

The imaginary worlds created by scenography are performing partners for the actor. This module interrogates the roles of stage design and theatre technology as key compositional elements of performance, and as a semiotic system decoded by an audience. It provides an introduction to the history, development, and practices of scenography for culturally-diverse performance practice. Through the study of scenographic practice, students gain skills in analysing performance and the function of design elements relevant to the performer, thus building a foundation for production modules ATP 6A3 Creating a Performance and ATP 6A5 Major Performance Project.

Acting for Camera

Level 5 ~ Credits 20

A large part of a performer's creative life can be spent in television, film and corporate film work, and this module starts to enable students to acquire an understanding of the basic techniques in a world increasingly dominated by the large and small screen. The aims of this module are to introduce students to the skills and techniques necessary to work in the front of the camera, and for the students to acquire the vocabulary and basic technical expertise to respond to some of the demands of a film script and some of the expectations of a film director.

World Theatre Global & Local

Level 6 ~ Credits 20

This module builds upon the perspectives introduced in World Stages 1 and 2 and draws upon the student's learning journey during the Study Abroad Semester. It expands the student's understanding of theatre as an international phenomenon through examining the inter-relationship between global and local. At its heart is a comparative approach, which interrogates terms such as 'multicultural,' 'intercultural,' and 'cross-cultural.' It recognises that while theatre can be a specific and localised practice, it can be shared across cultures and interacts with other practices, creating new performance forms.

Shakespeare in Performance

Level 6 ~ Credits 20

In this module students put into practice key Voice and Acting skills introduced and developed in Levels 4 and 5. It aims to provide students with first-hand experience of the challenges of creating character through Shakespeare's complex language and stylistic conventions. Students discover ways to understand the structure and form of Shakespearean language, and through exploration of selected sonnets, speeches and scenes, learn the principles of performing classical text. They will develop their practical research skills through creating a production proposal for a selected play.

Fashion Design



**“The lecturers work with designers,
and work all over the world, so we
have learned from the best.”**

Jess Blum, University of Western Michigan.





Fashion Design

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Each term we produce a fashion show in which all students can be involved

In joining our Fashion Design programme, you will become a member of an exciting group of international students who are enthusiastic and committed to innovative fashion design. The programme aims to build on your individual creativity and aesthetic, as well as teaching you technical skills and contextual awareness. Based in London's historical Marylebone 'village', you will be immersed in the culture of London and its context for contemporary fashion design and will be encouraged to explore its many museums, galleries and flagship stores. You will be taught by our dynamic team of lecturers who are industry professionals and who will support your creative ambitions and achievements.



ABOVE
A professional hairstylist preps a
model for Regent's December Show.

RIGHT
BA (Hons) Fashion Design
graduate work, 2018.

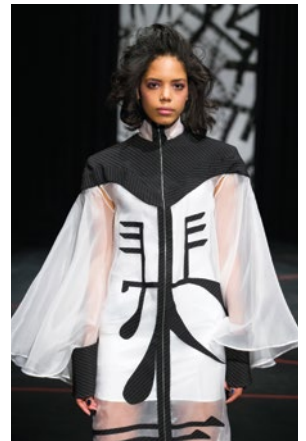
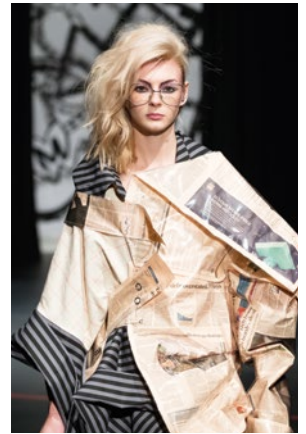


~ Student Experience ~

"We learned about show production, working with models and the technical aspects. We did a lot of backstage work for this [Graduate Fashion] show, we did model castings and we have learned all aspects of production. We selected the models for this show. The lecturers work with designers, and work all over the world, so we have learned from the best."

Jess Blum,
University of Western Michigan.





ABOVE
Shots from the catwalk at
Regent's December Show.



RIGHT
BA (Hons) Fashion Design
graduate work, 2018.



ABOVE
A professional makeup artist preps a model
for the Fashion Design Graduation Show.

Fashion Design

UNDERGRADUATE MODULES



According to the European Credit Transfer and Accumulation System, two UK credits are equivalent to one ECTS credit. Thus, for example, a 20-credit UK module is worth 10 ECTS credits.

Fashion History & Context

Level 4 ~ Credits 20

In Fashion History and Context you will be introduced to fundamental developments in European fashion from the 18th Century to contemporary times. Social, political, technological as well as wider art/design history will be covered to place fashion in a context. Both historical knowledge and contextual understanding enhance your understanding and/or practice of contemporary fashion. Fashion is understood as object, image and idea: you will see historical items of clothing in museums and their archives (objects), look at images (photographs) and read texts (ideas).

Fashion Atelier

Level 4 ~ Credits 20

The Fashion Atelier module is designed to further develop and extend your knowledge of pattern cutting and construction skills. The central focus of the module is the fashion mechanics – all the elements required to take a fashion design drawing through to a fully realised garment. The module will extend your 2D flat based pattern development (Dresses & Jackets) and look at introductory level drapery. You will continue to practice and improve your garment production skills and explore introductory tailoring skills and use of interfacing/fusings. There will be increased emphasis on garment finishing techniques.

Fashion Design Process

Level 4 ~ Credits 20

Fashion Design Process teaches you the design process by working to a set brief and using a current exhibition as a primary source of inspiration. You will be introduced to research (primary and secondary), idea generation, design, design development and presentation of design outcomes. You will gain an understanding of how to apply a range of creative working processes; from inspiration, to design ideas, to product. You will learn how to work through the analysis and selection process that culminate in range planning and collection development. With a strong understanding of developing a 'Theme' or 'Concept' you will build strong visual research and experiment with different media to find solutions and communicate ideas in a creative visual format.

Fashion Drawing*

Level 4 ~ Credits 12

The Fashion Drawing module introduces you to drawing the fashion figure and garments for communication and illustration of fashion design. You will learn to draw the body considering proportions, head, hands and feet as well as representing movement. You will be introduced to drawing materials and methods including drawing from a model, representing fabrics and drape, drawing garment details, technical drawing, and the use of CAD in fashion drawing as well as basic presentation skills. You will use your skills to experiment and develop full fashion figures -croquis, illustrations and technical drawings for fashion design and communication, understanding their application and relevance in the Fashion Industry.

*Subject to Approval.

Fashion Textiles & Materiality

Level 4 ~ Credits 20

Fashion Textiles & Materiality introduces you to the creative art of constructed and applied textiles. You will be exploring a variety of textile techniques including hand knitting, crochet, felting, weaving, printing and embellishment. Throughout the module you will also develop your knowledge and understanding of the range of materials that are used in the fashion industry, their properties and applications. You will be encouraged to independently explore

the latest textile and material developments including a focus on sustainable and technological developments.

Pattern & Construction

Level 4 ~ Credits 20

This module is designed to equip you with the fundamental garment construction and technical skills which you will use throughout your degree programme. Pattern & Construction introduces you to the basic concepts of garment development and construction, moving from an initial design drawing through to the completed garment. You will be introduced to core terminology, sewing and cutting techniques which will enable you to design and draft two-dimensional blocks/patterns. You will then use these patterns, combined with a selection of fabrics to construct simple three-dimensional garments. The module will focus mainly on skirts and tops (the bodice).



Design Studio 1

Level 5 ~ Credits 20

In Design Studio 1 you will build on your technical, theoretical, and design skills, while expanding your overall fashion knowledge gained from all Level 4 classes. This module will enable you to explore and generate design concepts through research, idea generation, design experimentation, toile development, and interpretation of a project brief. It will give you the opportunity to demonstrate your skills through the use of fabric, colour, texture, silhouette, shape, and garment construction techniques. You will design a full collection of contemporary clothing and then select, construct, photograph, and style an outfit.

Design Studio 2

Level 5 ~ Credits 20

In Design Studio 2 you will build, expand on, and apply technical, theoretical, and design skills and knowledge gained from Design Studio 1. This module will enable you to explore and generate design concepts through focussed research, design experimentation, toile development, and interpretation of a project brief. It will give you the opportunity to further demonstrate your skills through the use of fabric, colour, texture, silhouette, shape, and garment construction techniques. You will design a full collection of clothing and then select, construct and style a minimum of two outfits.

Creative Cutting & Drape

Level 5 ~ Credits 20

Creative Cutting & Drape builds upon the technical cutting skills you gained in the year 1 module Pattern & Construction. You will be introduced to various experimental draping techniques in order to challenge your thinking with regards to the link between two dimensional and three-dimensional design techniques. You will discover and develop new techniques of manipulating fabric and draping directly on to the stand. You will explore how to then turn the three-dimensional drape back into a flat based pattern. This module challenges aesthetic principles with regard to shape and volume.

Fashion Theory & Research Methods

Level 5 ~ Credits 20

This module will explore some of the main issues surrounding fashion in contemporary society. You will be introduced to concepts and theories to help you critically think about and investigate the social/economic/political and cultural position and relevance of fashion. You will consolidate secondary research and referencing skills and be introduced to primary research skills in preparation for outcomes in L6.



Fashion Illustration & CAD

Level 5 ~ Credits 20

In Fashion Illustration & CAD you will build on your drawing skills and develop your understanding and practice of fashion illustration and its roles in the industry. You will continue to develop your drawing of the fashion figure and further your ability to communicate movement, fabrics, textures and construction in order to develop your perception and visual interpretation of garments and how they relate to the human form. This will involve drawing from the model and garments, experimental approaches with the use of mixed media and colour through to the use of CAD and digital illustration.

Fashion Styling*

Level 5 ~ Credits 12

In Fashion Styling you will develop an understanding of the role of styling in different areas of fashion such as; advertising, film, catwalk, and editorial. You will study styling as a visual embellishment of contemporary fashion. You will develop your aesthetic sensibilities in relation to styling and you will learn to work creatively, developing ideas and narrative, from concept through to finished work. You will engage in group work and will learn to communicate your ideas verbally and through visuals. You will explore the cultural significance of styling and examine audiences and contemporary styling outcomes.

*Subject to Approval.

Fashion Photography*

Level 5 ~ Credits 12

Fashion Photography enables students to develop an understanding of photography in different areas of fashion such as; advertising, film, catwalk, and editorial. You will learn about roles and responsibilities of a fashion photographer. You will study photography as a visual language of contemporary fashion. You will develop your aesthetic sensibilities and explore how to capture them through photography. Throughout the module you will learn to work creatively, developing ideas from concept through to finished imagery. You will engage in group work and will learn to communicate your ideas verbally and through visuals.

*Subject to Approval.

Accessories

Level 5 ~ Credits 20

In Accessories you will be introduced to the specialist knowledge, cutting and manufacturing skills, involved in accessories, whilst building on existing conceptual and design skills. You will develop a strong understanding of the accessories market place and the relationship between this and the fashion garment industry. You will produce a small range of pieces with the opportunity to explore millinery, glove making and fashion bags. Designs, demonstrating the application of skill and imagination, will be produced and styled for runway presentation.



Fashion Show Production and Event Management

Level 5 ~ Credits 20

In Fashion Show Production and Event Management you will learn about the history, theory and practice of fashion show production and about how to plan and manage a fashion event. You will be introduced to the different roles and responsibilities involved in creating a successful fashion show or fashion event. You will develop an understanding of the tradition of catwalk shows and events exploring the role of shows and events within contemporary fashion and you will examine the social, ethical and environmental issues relating to these promotional activities.

Fashion Marketing



“I’ve formed many new friendships that will last a lifetime and I’m planning on visiting the friends I’ve made sometime during the summer.”

Carrie Elizabeth Ackley,
Columbus College of Art and Design.





Fashion Marketing

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Absorb as much of London's culture as possible and have it inspire your work

The Fashion Marketing programme at Regent's prides itself on encouraging its students to become creative, contemporary communicators. The programme offers a high degree of studio-based experiential learning and practical engagement, informed by theories, concepts and contexts. Through the ethos of integrating theory into practice, our students gain the practical and critical skills essential to the articulate and intellectually aware actor and creative practitioner. You will discover the wider inspirations that drive our capital's and country's industry – through art, music, theatre, shopping and more, which in turn will expand your creative horizons, contributing to your individual career outlook and prospects. Whether your curiosity or ambition lies in fashion marketing, communication, promotion, public relations or entrepreneurship, we look forward to working with you.



~ Student Experience ~

"It has been fabulous... We had friends who had studied here before and we came in expecting it to be different. It is a life-changing experience. I feel that I am now not afraid to go anywhere. We get very different classes than we could imagine at home."

Eli Bejin,
University of Western Michigan.





LEFT, ABOVE & BELOW
BA (Hons) Fashion Marketing work.



~ Student Experience ~

"I think the biggest challenge for me has been finding a balance between focusing on studies and experiencing London – this is forcing me to grow in the time management department! The last time I had flown on an airplane was when I was only two years old and I had never travelled outside of the US/Canada so coming here was definitely a huge step out of my comfort zone. It has one hundred percent paid off! I've formed many new friendships that will last a lifetime and I'm planning on visiting the friends I've made sometime during the summer or fall."

Carrie Elizabeth Ackley,
Columbus College of Art and Design.

Fashion Marketing

UNDERGRADUATE MODULES



According to the European Credit Transfer and Accumulation System, two UK credits are equivalent to one ECTS credit. Thus, for example, a 20-credit UK module is worth 10 ECTS credits.

Introduction To Fashion Marketing

Level 4 ~ Credits 20

In Introduction to Fashion Marketing, you will acquire knowledge of the role of marketing within the fashion industry. You will develop your knowledge of fashion and the fashion business, and your ability to stay in touch with developments at the forefront of this fast-moving industry. You will learn about key fashion marketing theories, tools and methodologies and you will apply these to projects about the contemporary fashion market. You will comprehensively explore the range of marketing activities that fashion companies engage in.

Fashion Images

Level 4 ~ Credits 20

In Fashion Images, you will explore how images are used as a means of communication in fashion. You will explore the roles of graphics and typography, styling and photography in communicating about fashion. You will study how the fashion industry promotes its products and creates brand awareness through, for instance, the web, advertising, advertorial and packaging. You will explore the use of new technologies in relation to visual imagery. You will be introduced to the techniques, processes and commercial applications of fashion images for the fashion industry and in particular fashion marketing.

The Fashion Industry*

Level 4 ~ Credits 12

In The Fashion Industry, you will be introduced to the structure and workings of the fashion industry, focussing on marketing and communications in particular. You will learn how different organisations work together to ensure a seamless and effective transition from concept to collection to customer. You will become familiar with the roles and responsibilities of individuals and teams within these organisations in order to more fully understand how fashion is effectively communicated and marketed. You will be expected to undertake your own fact-finding and research to discover which areas of this vast and dynamic industry appeals to you.

*Subject to Approval.

The Fashion Consumer

Level 4 ~ Credits 20

In The Fashion Consumer you will study consumer behaviour, analysing its relationship to how consumers purchase fashion products and brands. You will focus on research into consumer attributes and the trends that inspire and influence the purchase of fashion products. You will develop an understanding of how cultural, social, personal and psychological characteristics of consumers affect their buyer behaviour. You will develop an understanding about how consumer attributes including demographics, social class, lifecycle, reference groups, lifestyles, values and attributes affect the development and marketing of international fashion products and brands.

Fashion History & Context

Level 4 ~ Credits 20

In Fashion History and Context, you will be introduced to fundamental developments in European fashion from the 18th Century to contemporary times. Social, political, technological as well as wider art/design history will be covered to place fashion in a context. Both historical knowledge and contextual understanding enhance your understanding and/or practice of contemporary fashion. Fashion is understood as object, image and idea: you will see historical items of clothing in museums and their archives (objects), look at images (photographs) and read texts (ideas).

Fashion Vocabulary*

Level 4 ~ Credits 12

Fashion Vocabulary aims to increase your awareness and confidence in knowledge of the language of fashion, through colour, cut, silhouette and fabrics. It begins the process of developing your vocabulary with key descriptive terms and ways to appropriately use these terms in specific contexts. Crucially, the ability to understand that different audiences understand different levels of terminology is a key aspect of the activities you undertake in this module. Being able to define and describe through terminology is a highly desirable attribute in fashion communication.

*Subject to Approval.

Fashion Film*

Level 4 ~ Credits 12

In Fashion Film, you will be introduced to the power of the moving image in communicating fashion. The Fashion Film has been in existence for longer than most realise, and has always been a strong and valuable promotional tool, to not only enhance brand awareness, but to communicate a stronger sense of brand personality. You will begin to explore the role of the fashion film as part of a promotional mix within marketing and communication strategies, alongside understanding the importance of narrative and the purpose of creating a whole story that stays with the consumer and increases brand identity and loyalty.

*Subject to Approval.

Fashion Buying*

Level 5 ~ Credits 12

In Fashion Buying you will examine how the product development and buying processes work within the contemporary fashion business. You will learn about the fashion product, product development, clothing manufacture, and supply chain management. You will learn how the role of merchandising integrates with buying and ranges are put together and ranged out to stores. You will explore product planning, strategies, costing, sourcing and supply. The course covers sourcing and ordering stock for retailers of varying size from large multiples to individual standalone stores and online.

*Subject to approval.

Fashion Journalism*

Level 5 ~ Credits 12

Fashion Journalism enables you to develop understanding and specialist skills surrounding how fashion is communicated to an audience. You will study both traditional print and digital web platforms and learn how to research and target features to suit appropriate media through various feature treatments, for instance: blogs, catwalk reports, editorial, advertorial, web-based e-zines, and news features. Also in this module you will learn how to conduct interviews, demonstrate personality within copy, help to 'sell the dream' in copywriting, appreciate high quality fashion writing of different kinds, and to document, report, review and critique in a compelling and persuasive style. *Subject to Approval.

Fashion PR*

Level 5 ~ Credits 12

Fashion PR enables students to develop specialist skills in this key area of fashion. You will learn communication skills for different audiences and for different media. You will learn how PR activities operate in the fast-moving world of fashion. You will learn about the relationship between the media and PR. You will explore the theory and the practice of PR through tutor-led presentations, guest talks and project work. You will learn to analyse and identify audiences, how to create personality and how to communicate and manage image through PR activities. You will examine the significance and responsibilities of PR in contemporary fashion and you will study the future of PR in the light of fast developing new technologies. *Subject to Approval.

Fashion Capitals: London*

Level 5 ~ Credits 12

London, our home, is a Fashion icon. Fashion Capitals - London aims to serve as an introduction to London as a key Fashion Capital within the global industry. You will be introduced to key developments in the history of the city that led to its prominence in the international spotlight. By exploring a number of diverse areas and locations, you will learn how London is unique in its fashion geography, varied consumer base and wider appeal – including its hotspots and leading style tribes. You will explore the strong inter-relationships between London's fashion and

culture, art, design and creative scenes. We will explore why the city is unparalleled in its position as home to not only the world's most exciting and dynamic emerging talent, but also some of the world's leading industry players. *Subject to Approval.

Fashion Theory and Research

Level 5 ~ Credits 20

Fashion Theory and Research will explore some of the main issues surrounding fashion in contemporary society. You will be introduced to concepts and theories to help you critically think about and investigate the social/economic/political and cultural position and relevance of fashion. You will consolidate secondary research and referencing skills and be introduced to primary research skills.

Fashion Styling and Trends

Level 5 ~ Credits 20

In Fashion Styling and Trends, you will study how trends arise by considering market and consumer intelligence as well as aesthetic, economic, social and cultural influences. You will explore how emerging trends are used to inspire and influence in relation to the fashion industry. You will conduct research and work on trend predictions. You will learn to assess markets, identify emerging trends and create directional trend materials. These materials will then act as inspiration for you to conduct your own styled fashion shoot that is reflective of these trends in practice. You will use mediums such as CAD, photography and illustration to work creatively to enhance your project work.

Fashion Marketing and Communication in Practice

Level 5 ~ Credits 20

Fashion Marketing and Communication in Practice gives you the opportunity to study the planning and strategy development process in relation to fashion marketing, promotion and communication. The module takes you from initial concept, research and analysis, through concept development to the creation of an integrated marketing and communications plan. You will learn about the theories and activities involved in marketing management and you will develop both your critical research and analysis skills, and your ability to engage in creative development.

Fashion Branding

Level 5 ~ Credits 20

In Fashion Branding, you will explore contemporary fashion brands and examine the strategies that are used to create a unique personality, generate appeal and develop a 'desirability factor' for potential consumers. You will explore how brands are built from conception and development through to brand promotion and management. You will examine how brand identity is used as a strategic tool to promote products and build loyalty in consumers. The module will cover the development of values and ethics required to develop successful brands. You will also explore the implications of changing environments for fashion consumers and fashion brands.

Fashion Buying and Merchandising

Level 5 ~ Credits 20

In Fashion Buying and Merchandising, you will examine how the product development, buying and merchandising processes work within the contemporary fashion business and fashion marketing. You will learn about the fashion product, product development, clothing manufacture, and supply chain management. You will learn buying and merchandising theory. You will explore merchandise planning, strategies, costing, sourcing and supply. You will draw upon learning in earlier modules and integrate your knowledge of the fashion consumer, marketing research and fashion trends to research for and create a detailed range plan.

Fashion Publishing and Media Relations

Level 5 ~ Credits 20

Fashion Publishing and Media Relations enables you to build on existing knowledge and skills and to develop specialist skills in these two key and related areas of fashion. You will learn how the fashion media and public relations (PR) operate in the fast-moving world of fashion. You will explore the world of fashion publishing, the role that the media plays in communicating fashion, and the interrelationship between two of the most important sectors in the industry. You will learn about the relationship between the media and PR and how they work together.

Internship (Professional Placement)

Learn about the fashion industry first-hand in a work placement (internship), working in the fashion industry in London.

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If you are interested in completing an internship in the fashion industry while you are studying at Regent's, please contact us to discuss how to arrange to do so.

This programme is ideal for students interested in building global skills by putting academic coursework into practice in a professional work environment in the fashion industry. The internship is a taught, credit-bearing internship. You will be placed in the fashion industry and receive weekly tutorials with a Regent's tutor. You will engage in academic study and you will submit work for assessment, all of which is related to your internship. A limited number of internship places are available and please note that you will need to apply for a Tier 4 visa in order to do the internship so it is important that you speak with us if you wish to explore this opportunity.

For further information please contact: fashion@regents.ac.uk



Undergraduate Fashion Scholarship

Will Conard Fashion Design and Fashion Merchandising Scholarship*

This is a unique opportunity for undergraduate students to study in the fashion capital of the world. The offer includes free tuition and housing (University coordinated housing only) for an upcoming regular academic 12-week term or 6-week summer programme at the Regent's University London campus.

For further information about the application deadline and process please visit: regents.ac.uk/funding

***Exclusive to Study Abroad students.**



Study Abroad Student's Personal Story: Winning a Scholarship for Regent's



"My time studying at Regent's University London has been more than anything I ever could have imagined and I'm so sad that it's flying by so quickly! It's been really great because I can't take courses like these at my home university...and we go on so many field trips, plus the classes are small like back home. London is such a diverse city in so many ways and I'm constantly noticing something new every time I step outside. I absolutely love the amount of history here as well! Receiving this scholarship has helped me to grow as a person as well."

Carrie Elizabeth Ackley,
Columbus College of Art and Design,
Scholarship Award Winner, Spring 2018.

International Fashion Marketing

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Postgraduate Level





International Fashion Marketing (Postgraduate Level)

Learn about the global fashion consumer, sustainable fashion and new technologies

The International Fashion Marketing programme has been developed in consultation with industry experts and designed to ensure that you will be best placed to capitalise on new opportunities presented by the most sustained period of creative disruption in fashion since the industrial revolution. All modules consider the international nature and global influence of the fashion marketing industry. Technological innovation is challenging long-established fashion systems and changing the ways in which the industry markets itself globally. Where appropriate, case studies relate directly to the international nature of the fashion industry and the theory and practice of international fashion marketing.



Regent's & Bloomsbury MA International Fashion Marketing Scholarship

If you have already gained your first degree, why not explore the full MA International Fashion Marketing programme, designed to give international students a competitive advantage in the fashion and luxury industries? As a postgraduate degree student you will be eligible for a scholarship worth £4,000. The scholarship is offered in partnership with Bloomsbury Publishing Plc and includes an internship and mentoring from Bloomsbury, plus access to a wealth of digital archive resources.

Further information about the application deadline and process can be found at regents.ac.uk/funding.



International Fashion Marketing

POSTGRADUATE MODULES



According to the European Credit Transfer and Accumulation System, two UK credits are equivalent to one ECTS credit. Thus, for example, a 20-credit UK module is worth 10 ECTS credits.

Marketing Strategy

Level 7 ~ Credits 10

The aim of this module is to enable students to develop effective high level strategic marketing strategies relating to an organisation's corporate and business strategic intent in the short, medium and long term. Students should be able to analyse the corporate strategy, determine a range of high level marketing and relationship strategies, and demonstrate how these strategies will deliver an organisation's desire for growth and expansion, its changing stance on innovation, ethics and key strategic decisions. Relationship perspectives in marketing have gained importance and thus marketing becomes a key function within organisations.

The Global Fashion Consumer

Level 7 ~ Credits 10

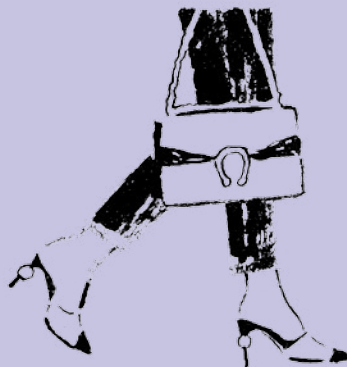
The aim of the module is to give you a good understanding of consumer theory with specific reference to fashion. You will learn about consumer markets and the fashion consumer landscape. The module considers the social and psychological motivations of the international fashion consumer and the specialist areas of consumer trends

and customer relationship management. You will examine the impact of economics and politics on consumers nationally and internationally and the differing influences that society and culture have on decision-making.

Fashion PR and the Fashion Show

Level 7 ~ Credits 10

The aim of this module is to develop your knowledge, understanding and specialist skills in relation to International Fashion Public Relations. Fashion PR plays a pivotal role in the marketing of fashion, communicating brand personality, developing brand awareness, managing brand identity and controlling image and communication. You will learn how to create a PR strategy and how to plan a PR campaign. You will explore the role of fashion PR within an integrated fashion communications strategy. Considerable change has taken place within Fashion PR and events in recent years and through research, analysis and debate, you will explore, critically review and theorise about what the future of Public Relations will look like in the light of fast developing new technologies.



Fashion Branding

Level 7 ~ Credits 10

This module will enable you to acquire the knowledge and skills to understand fashion branding within the international fashion industry. You will develop a broad range of academic and vocational skills used within fashion branding that can be applied to create a distinctive brand DNA. Using historic and contemporary case studies you will explore innovative, contemporary fashion branding strategies used to generate appeal, build loyalty and develop values and

heritage while embracing ethical considerations. You will learn how brands are built from conception and development through to brand promotion and management.

Fashion Marketing, Communications Strategy

Level 7 ~ Credits 10

This module will explore how fashion marketing communications strategies and their delivery are conceived, planned and implemented in an increasingly international fashion market place to establish new brands and reinforce and revitalise established brands. The module will give you the knowledge and skills to create comprehensive integrated communications strategies for the marketing of fashion that take account of the dynamic and fluid nature of the fashion industry. You will discuss and debate the future of fashion marketing and the adoption of new technologies including the continual global expansion of social media, multi-channel marketing and media channel convergence.

Fashion Retail Trends

level 7 ~ Credits 10

The aim of this module is to develop your knowledge, understanding and specialist skills in relation to Fashion Retail Marketing. The fashion retail sector is a vibrant, dynamic and ever-changing marketplace. Perhaps no other industry is being transformed by the hands of technology as much as retail. E-commerce has stirred both worry and excitement among retail executives as shoppers increasingly change their purchasing patterns. The challenge to brand values, increased competition, lowering price points, through to socially-empowered consumers making research informed choices are placing new demands on retailers to embrace change and get it right.



Film & Screen



**“I really enjoyed the international spirit
and the openness because the campus is a
melting pot of so many different cultures.”**

Film & Screen Alumnus.



Film & Screen

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We create our programmes in collaboration with industry experts

A distinctive feature of the Film, Media & Performance programme at Regent's is the way in which we are able to create cross-disciplinary experiences for our students, enabling you to work with your peers on other degree pathways – experiencing, learning and developing skills in complementary areas and creating projects that mirror professional practice. Our modules will develop your industry intelligence, give you real-world vocational skills and plenty of opportunity to put what you study into practice.



ABOVE & RIGHT

JVC 790 operation the TV Studio.



ABOVE

Award-winning Regent's alumna Sofia Mellander.



ABOVE

Monitor village in the TV Gallery.



Award-Winning Film & Screen Graduate

Regent's alumna Sofia won a Royal Television Society (RTS) award for her graduation film, 'Without Christina' earlier in the year. It's a beautiful homage to her grandparents, in particular her grandfather, reflecting upon his life, the death of his wife and his thoughts towards euthanasia.

Sofia Mellander, BA (Hons) Film,
TV & Digital Media Production.



Watch the film online at
WWW.REGENTS.AC.UK



ABOVE
A third year camera specialist gets to grips with a Black Magic.



ABOVE
Setting up to film a scene on Regent's grounds.



~ Student Experience ~

"My time at Regent's was definitely one of the best in my life. I really enjoyed the international spirit and the openness not just because of London but because the campus is a melting pot of so many different cultures. What I liked most is the fact that you're not one of the exchange students with a special status, you get fully integrated in the community. Also, the relationship to the teachers is fantastic, you get the feeling they really want to challenge you and care about you."

Film & Screen Alumna.



Film & Screen

UNDERGRADUATE MODULES



According to the European Credit Transfer and Accumulation System, two UK credits are equivalent to one ECTS credit. Thus, for example, a 20-credit UK module is worth 10 ECTS credits.

Introduction to Production

Level 4 ~ Credits 20

The module will enable you to begin to develop your media literacy which will support your academic progress and your professional development. You will be taught the basics of genre and narrative structure in drama as well as the principles of reportage. Production specialist skills in the area of camera, sound, lighting, directing, producing and editing will be introduced alongside effective journal keeping. The module will also develop your analytical and team-working skills. The creation of short group projects will develop our ability to create narratives in both drama and factual production whilst an online journal will introduce the ethos of using digital media wherever possible.

Story

Level 4 ~ Credits 20

'Our appetite for story is a reflection of the profound human need to grasp the patterns of living, not merely as an intellectual exercise, but within a very personal, emotional experience.' (Robert McKee, *Story*, 1998). The aim of this module is to provide you with the basic principles of screenwriting underpinned by Robert McKee in his seminal text 'Story – Substance, Structure, Style and the Principles of Screenwriting' through a series of seminars, workshops and tutorials on script craft and basic screenwriting practice. Where possible, we will also be offering subsidised entry to Robert McKee's Story Seminar which is currently held at Regent's University, London twice a year.

Research & Writing for Film Makers

Level 4 ~ Credits 10

The aim of this module is to provide you with the cognitive and practical skills that will underpin much of your written and presentational work throughout your programme of study. It will develop your ability to study effectively and produce material that communicates an ability to think clearly and communicate with cogency in a range of formats – oral presentation, written work and visual communication. Initially a strong emphasis is placed on reading and research, critical thinking, referencing and the communication of understanding through the coherent expression of ideas.

Creating the One-Hour Drama Series

Level 5 ~ Credits 30

This module enables you to develop your screenwriting skills beyond those demonstrated in the Story and the Thirty-Minute Script modules in Level 4, adapting your exploitation of story structuring, characterisation and other deployments to express your work through refined use of plots, character functions and exploration of arena, dialogue, montage, timeframe and other developments in your writing expertise. The module is designed to encourage you to develop your writer's voice. The module, therefore, builds on knowledge and skills acquired in Story and the Thirty-Minute Script modules in Level 4 and prepares you for the Major Script modules in Level 6.

Studio & Outside Broadcasting

Level 5 ~ Credits 20

With the development and expansion in digital television channels in recent years the volume of outside broadcast production has experienced a huge increase, and sports and music/concert coverage dominates the Outside Broadcast output of the digital channels. You need to develop an understanding of how to accomplish an outside broadcast, from conception to delivery, whilst developing the team skills needed to work within a large production unit. Locations around the campus will be set-up in order to both train 'in house' before moving to outside locations as well as to serve the wider University community for events taking place on campus.

Digital Advertising

Level 5 ~ Credits 20

This Level 5 module takes the key skill of storytelling into a new arena. We will be looking at telling stories in microcosm for the advertising industry – reducing narrative to key elements and engaging audiences within moments rather than minutes. The world of advertising and commercials is an important employment area for creatives in the film and digital industries. The module will closely follow the new trends in global advertising; extensive reach – local understanding.

Documentary & Factual

Level 5 ~ Credits 20

The module aims to provide you with an ability to understand documentary, its most prominent movements and their impact from early cine reels to social media. The solid base of this understanding will inform creative production skills that you will harness in order to develop your own factual storytelling, furthermore the module aims to develop the ability to present reality in a way that has coherence, passion and objectivity. All practical application of health and safety and risk assessment will be central to the module including working with the public. You should develop a maturity and professionalism in understanding the ethical obligations and considerations of the documentary maker.

Cinematography

Level 5 ~ Credits 12

Truly great films are rarely realised. The perfect balance of the collective efforts of all the teams, departments and individuals (cinematographers, screenwriters, directors, producers, actors, sound designers and art directors etc.) that make up the cast and crew of a film is almost impossible to achieve. Feature length films are one of the costliest of art forms and thus, most of the time crews are working under time and financial pressure. There can be no one blueprint to making great cinema.

Adapting for Screen

Level 5 ~ Credits 12

Adapting novels, plays, short stories, true stories, autobiographical stories, any narrative from its original form into a screenplay is a staple of the film and television in-

dustry. Compressing narratives, changing points of view, creating external dramatic storylines from interior monologues, simplifying stories, reducing characters, the list of potential pitfalls is as long and varied as the types of material available for adaptation. In this module we will explore a variety of forms of source material and investigate potential for adaptation and differing approaches to adaptation.

Business & Law for the Creative Producer

Level 4 ~ Credits 20

The module aims to provide you with an overview of modern creative business and will facilitate your appreciation of the variety of challenges facing individuals who opt to work in the international creative industries of the 21st century. You will learn to evaluate the effectiveness and impact of company structures, and of culture, finance, change management and strategy within business organisations, gaining an appreciation of your potential effectiveness as a manager of change in a range of creative disciplines.

Studio Production

Level 4 ~ Credits 20

Television studio production remains at the core of the output for public and independent broadcasters. With the increase in digital television channels in recent years the output of studio productions has increased, with programmes as diverse as soap opera, light entertainment and news and current affairs filling the schedules. As a BA (Hons) Film & Screen student on the TV & Digital Media or Film Production pathway, you need to develop an understanding of the genres of programmes which are studio based and the phenomenon of format television.

Thirty Minute Script

Level 4 ~ Credits 20

This module draws upon and develops the learning of scriptcraft in the Story module of the first term, and takes forward the key module learning outcomes into a process of creating an original half-hour script. It introduces you to the task of devising an original story and formulating from this, through the script developmental process, a 30-minute script which demonstrates

appropriate skills in crafting an original and individually produced work for the screen. Skills will include deployment of narrative structure, plotting, relevant use of characterisation, use of arena and some aspects of genre. Thus the module draws upon Story, and prepares you for the more complex and, in one instance far-reaching scriptwriting module Creating a One-Hour TV Drama Series in Level 5, and the demands of the fully realised Development and Completion of the Major Script modules in Level 6.

Directing for the Screen

Level 5 ~ Credits 20

This is a practical introduction to Directing for the Screen. You will work with actors to understand the process of developing a character and bringing that performance to the screen. Directing for the Screen will cover all of the key aspects of what is involved in being a director for film and television. You will cover a range of skills including breaking down scripts, casting, working closely with actors, understanding text, choreography and blocking scenes, improvisation, re-writing, storyboarding, camerawork, creating shot lists and editing. The skills of directing for the screen can feed into a host of different modules on all of the pathways of the Film & Screen degree but are particularly important to those students selecting the Film Production pathway.

Biographical Film

Level 4 ~ Credits 12

The aim of the module is to develop your understanding of the application of scriptwriting theory to a specialised form of narrative drama, and to provide you with a creative and critical foundation for making decisions about script when telling stories for the biographical short film. Further the module trains you in biographical research and material selection, and in the reduction of the biographical according to dramatic requirements. The module also aims to develop your abilities to work in a group as well as individually, sharing and allocating tasks, responding to intra-group dynamics and forming a responsible approach to collaboration and the creative development of a shared screenplay.

Genre Short Film

Level 4 ~ Credits 12

On completion of this module you will be able to plan, shoot and edit a short film, possess a broad understanding of the short film as a genre, and its constraints and potential. In addition you will be responsible for aspects of directing, performing, shooting and editing your group production, thus acquiring valuable co-operative skills for future writers, creatives and producers in an increasingly demanding industry. You will gain an understanding of the importance of mise-en-scène, location, sound, camera angle, blocking, movement and cutting in the visual adaptation of a script idea. Finally post-production and editing will explore the full potential of conceptualising and evaluating your completed project, and audience/market considerations.

Developing TV Formats for International Markets

Level 5 ~ Credits 20

The trade and circulation of television formats has grown incredibly over the past two decades. While the global industry of turnover from formats varies from nine to fifteen billion dollars a year, formatted shows form the backbone of TV broadcasting around the world. In the last decade the TV market, which was traditionally dominated by the UK, US and Netherlands, has opened up to new players. This change has triggered a revolution in the creation and marketing of formats, and has enabled creative individuals, who practiced only in their local markets, to have the opportunity to trade and flourish in an expanding global environment.

Using Emerging Technologies

Level 5 ~ Credits 20

This module not only provides you with the skills and competencies to understand how current emerging technologies can expand your creative and commercial potential, but also empowers you with the vision to identify common social trends in immersive digital media. It therefore puts alternative routes to market into practice, shows how brand extensions work, and explores traditional as well as DIY commercial entertainment and distribution techniques. This module aims to provide you with a strong understanding of modern digital media

and their application in the media industry, providing a strong foundation on which to entertain on new platforms with creative and critical digital media development skills.

Campaign Production

Level 5 ~ Credits 20

The ability to develop and maintain a professional relationship when engaging with clients is an essential skillset for 21st century media producers. All clients – from the commercial to the subversive – now demand dialogue, sharing and feedback as equal partners in the creative process. Many organisations now engage at an online level and require high quality moving imagery to promote their agendas. Campaign film production is a module which harnesses the modern democratisation of digital film production and distribution methods, whilst encouraging you to engage in current social, political, economic, environmental and/or cultural issues in order to produce, shoot and edit a short campaign film which champions a cause, charity or organisation of your choice.

Sound Design

Level 5 ~ Credits 20

It has been 90 years since The Jazz Singer and the advent of sync sound in films. Where are we today with sound and image? You will engage in sound recording, manipulation and composition to create aural pieces that develop your skills. This will also allow you to explore new forms of audio creativity based with sound as the primary mode of digital production. Sound can be a standalone art form in itself, it can merely complement media images or indeed to work in confluence with them. What different ways do we communicate through sound? Has technology and the creation of 'sound design' changed audiences? Does sound make audiences think or perceive differently?

Script Analysis

Level 5 ~ Credits 20

An ability to analyse scripts forms the basis of all script reading and script editing work. A professional script analyst will be able to identify problems with scripts and suggest ways to fix those problems. Script analysis also supports your own creative writing work. Structure, character, dialogue, genre,

tone, setting and budget all come under the spotlight when analysing a screenplay and, by focusing on these practical issues in other writers' work, the aspiring screenwriter will be able to transfer these skills to their own work and improve their own writing accordingly.

Experimental Film

Level 5 ~ Credits 12

The history of artists' films including Anger, Warhol and Brakhage is examined whilst you undertake individual film projects responding to off-site weekly provocations. Use of macro film and sound worldizing to build skills in kino through frame by frame image and sound construction. Visits to Viola exhibition and Tate. Through a series of lectures, seminars, as well as creation of a short experimental film and the Artist Manifesto, this module aims to demonstrate the value of experimentation in filmmaking. Drawing upon the various traditions of avant-garde film and contemporary trends in experimental moving image practices, you will be taught how to develop creative approaches to filmmaking that are informed by contextual and critical knowledge.

Writing for Children

Level 5 ~ Credits 12

Writing for children is one of the most exacting and challenging areas of creative visual drama. A young audience is a demanding one and, if you don't deliver, your audience will simply turn off or turn over. In this module we will look at writing audio-visual material for a wide age range of children from very young pre-schoolers up to those approaching their teens. You will identify your target audience and clearly pitch your material at the target age range. On completion of the module you will have a clear understanding of the challenges and possibilities afforded by developing material for a younger marketplace.



Graphic & Digital Design

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Our students' skills will be grounded in creative visual art and relevant to the latest developments in the industry's technologies and markets.



Graphic & Digital Design ~ An Introduction

Graphic design is a powerful force. It can be used to communicate, to clarify, to explain, to intensify and to inspire. It doesn't exist in a vacuum, it is out there in the world, making a difference to everyone, for better or worse. We are passionate about design, we want our students to be too. We want them from the very start to begin to develop the confidence and curiosity to engage with issues they care about, globally and locally, helping to transform the world through design.

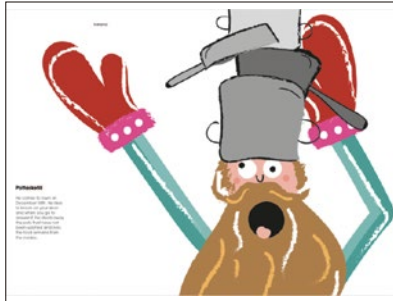


~ Student Experience ~

"I have acquired in the past three years a certain sensibility to develop new concepts with a sense of fun, humanity and enthusiasm... I have truly loved the three years spent in the Communication Hub and I would definitely do them again."

Darla Kumenius,
1st Class Honours Alumna.



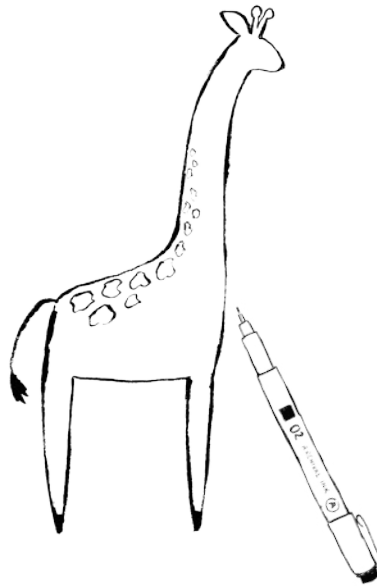


ABOVE & LEFT
Students' BA (Hons) Graphic
& Digital Design work, 2018.

Graphic & Digital Design

UNDERGRADUATE MODULES

According to the European Credit Transfer and Accumulation System, two UK credits are equivalent to one ECTS credit. Thus, for example, a 20-credit UK module is worth 10 ECTS credits.



Type and Image

Level 4 ~ Credits 20

This module aims to continue to build your knowledge and understanding of the inter-relationship, principles, and processes of typography and the use of text and image, while starting to develop your knowledge of contemporary graphic design. To achieve these aims you will learn about key landmarks in the development of contemporary typography and experiment with text and image in exploratory exercises and briefs set by your tutor. These briefs and exercises will allow you to acquire the fundamental skills and knowledge of type and image that you will need to progress as a graphic designer, in print or web. The value of exploration, experiment and evaluation is emphasised.

Design Thinking & Media

Level 4 ~ Credits 20

This module aims to introduce you to the fundamental principles and practices used in Graphic and Digital Design, including: design research skills, basic visual literacy skills, the Design Process, (creative research, idea generation and development, visualisation/communication, realisation, and evaluation) and teamwork. You will learn how these principles operate in the hands of key designers, allowing you to about the range of practices within contemporary graphic design: user experience (UX), branding, typography, illustration, photography, web and app design etc. You will start to apply these principles as you devise your own solutions to visual communication briefs set by your tutor that engage you with current debates and issues.

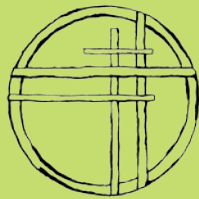
Exploring Digital Media

Level 4 ~ Credits 20

This module aims to introduce knowledge and skills, both technical and conceptual, of established and emerging digital media, key to the graphic design industry - including web design and moving image. Since technical digital media skills are changing rapidly, learning to research, locate and teach yourself skills that you need as you need them is more important than acquiring knowledge of one or other set software application. You are expected to start acquiring the habit of looking about at what is emerging and asking the "What if I ...?" questions and testing your ideas to find the answers. The value of exploration and experiment is emphasised.

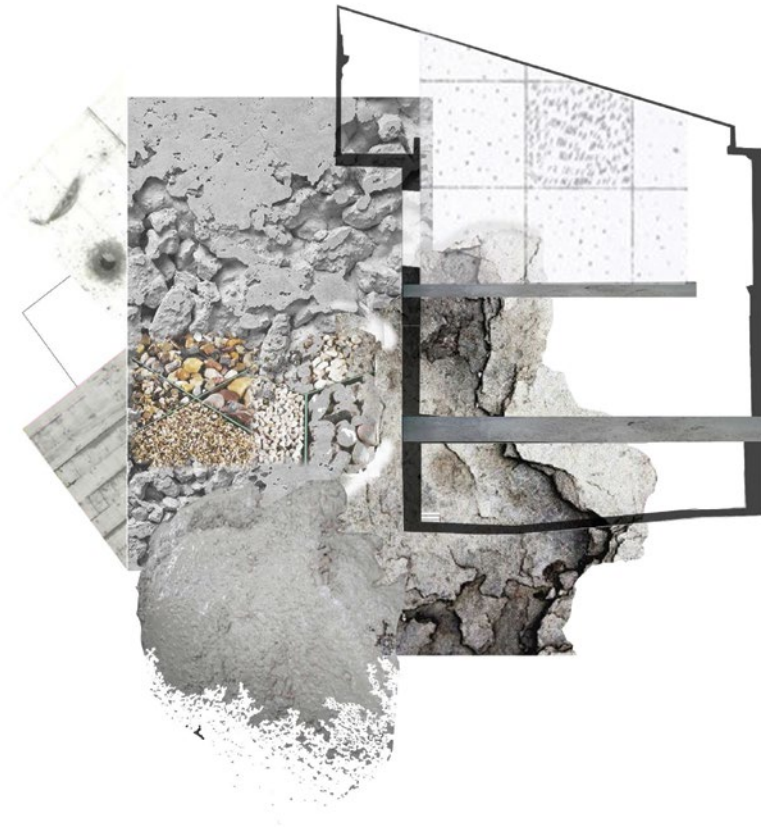


Interior Design



“The Interior Design programme at Regent’s has exposed me to such incredible industry opportunities and has created the most authentic, real experience throughout the degree.”

Emma Macleod, BA (Hons) Interior Design.



Interior Design

Propose beautiful, inventive and thought-provoking design solutions



Interior Design affects every aspect of our lives – how we work, live, study and play. At Regent's we believe that good interior design positively affects our environment and well-being, and is thus of vital importance in a changing world. Interior Design at Regent's aims to prepare you for a professional and creative career and aid you in developing your personal approach to design in order to define your place in the emerging design community.

Through undertaking exciting design projects within existing London sites you will be encouraged to explore, investigate, research and design through drawing and making. Our diverse teaching team offers a wide mix of professional, academic and making skills and our small class sizes ensure you can benefit from a bespoke, inspiring and personal approach.



ABOVE

Graduate Beauty Nyembo Nkulu proudly presenting her work at the end of year exhibition.



~ Student Experience/Award Winner ~

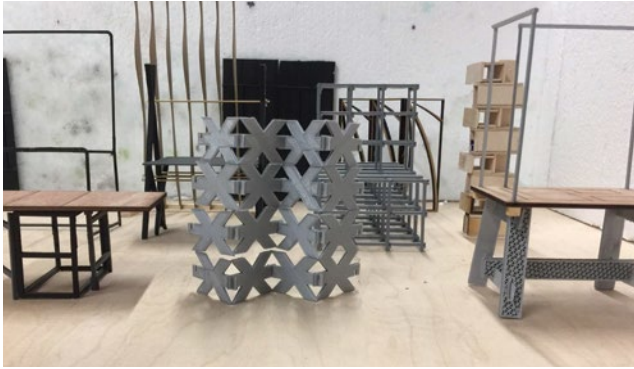
Upon graduation, Emma received the Little Greene Award for her final major design. After receiving the award, Emma said, “I am very honoured to have received the Little Greene Award at the Regent’s University London graduate exhibition. It is amazing to have been recognised for my final project by such an innovative company as Little Greene. The Interior Design programme at Regent’s has exposed me to such incredible industry opportunities and has created the most authentic, real experience throughout the degree. With my final project, I have been fortunate enough to be able to delve into uncharted territory by researching and creating a solution for an alternative water-birthing experience in London. I hoped to create an environment where mothers are able to give birth in a comforting yet raw interior space.”

Emma Macleod, BA (Hons) Interior Design.



ABOVE

Emma Macleod accepting the Little Greene Award for her final major design.



ABOVE
Second and third year students
collaborating in events & exhibitions.

ABOVE TOP LEFT
3D printed maquettes for
the exhibition design.



ABOVE
Interior Design end of the year
graduation exhibition, 2018.

ABOVE TOP RIGHT
Makarem Kwsai's 'Gallery for
Endangered Species', using mixed
media visualisation.

~ Student Experience ~



ABOVE
A view into the 'Ever-changing Archive of Charles Dickens'
Unpublished Letters', by Turkan Dilara Kubilay.

"It is my pleasure to attend your course. As an exchange student whose first language is not English, I often have some problems to communicate with others and sometimes I could not express my ideas clearly. You and William are so patient to talk with me that I get much help from you...While in Regent's, students usually combine theory and practice in learning. I have learned a lot from your course. For example, I have learned how to use research, photos and some materials to express my ideas with a clear thought. I am very grateful that you and William teach me to how to think about the design each time we start a new project."

Xia Xinyi, Donghua University.

Interior Design

UNDERGRADUATE MODULES



According to the European Credit Transfer and Accumulation System, two UK credits are equivalent to one ECTS credit. Thus, for example, a 20-credit UK module is worth 10 ECTS credits.

Design: Spatial Investigations

Level 4 ~ Credits 20

This module will develop your abilities in the interior design process from generating ideas through to detailed resolution. You will experience the fundamental processes of design through understanding various existing contexts and devising appropriate narrative and spatial proposals. The module introduces you to the various and overlapping stages through which designers engage with real-world problems by engaging you into a series of design projects.

*This is an introductory module. However, in order to fully benefit from this module we would recommend students have a basic level of art & design education. We would suggest this module is taken in conjunction with Communication Skills I.

Design: Inhabitation

Level 4 ~ Credits 30

Design: Inhabitation introduces a dynamic process of investigation and analysis in design thinking and solving practical problems. Projects in this module will explore more complex public sites and programmes and, where appropriate, will engage with real clients in form of live projects. The projects will be located within an existing site, introducing you to survey techniques and asking you to design a scheme in response to a specific context.

*In order to fully benefit from this module we would recommend students have a basic level of art & design education and some knowledge in technical drawings and model making. We would suggest this module is taken in conjunction with Communication Skills II.

Design: Creative ReUse in London

Level 4/5 ~ Credits 12

Design: Creative ReUse in London is a studio based module, which aims to develop your abilities in the interior design process from generating ideas through to detailed resolution. The reuse and re-invention of existing buildings is one of the central activities of the interior designer - to work with what already exists, by adapting and transforming it for a new context and use. This is especially important in London, a constantly changing city steeped in history, where Edwardian residencies and Victorian warehouses rub shoulders with contemporary skyscrapers. As one of the creative capitals of Europe, many of the existing spaces have been adapted to accommodate galleries, creative businesses and workshops, artist studios, theatres, etc.

* In order to fully benefit from this module we would recommend students have a basic level of art & design education. As this module is open to Level 4 and 5 students, the scale and complexity of the individual design brief will be developed in discussion with your module tutor to suit the student experience and learning outcomes.

**Subject to validation



Interior Histories: Experiencing London Interiors

Level 4 ~ Credits 12

In this module you will develop your understanding of the poetic and practical qualities of different interiors through history. You will investigate some key London domestic interiors, supported by lectures that provide a contextual history of both interior design/architecture and the development of the interior design profession. Understanding the history of the domestic interior is a key element of interior design studies. The discipline originally grew out of individuals developing expertise in interior furnishings and decoration, many of whom worked for improvements in the design of house and home.

*Subject to validation



Communication Skills I: Representing Space, Structure & Form

Level 4 ~ Credits 12

The Communication Skills I module provides an intensive introduction to drawing skills, digital imaging and computer-aided design (CAD). You will start by learning a range of traditional hand drawn orthographic techniques used in interior design - plans, sections, elevations, perspectives, axonometrics and isometrics - followed by an introduction to basic software packages, such as Photoshop and 2D CAD. These are some basic techniques of representation that will enable you to effectively communicate your interior design proposals. Through the study and practice of different ways of drawing, measuring and representing the characteristics of space, structure and form, you will also become familiar with design terminologies and with how to communicate to different audiences, by being both accurate and evocative.

Communication Skills II: Digital Skills

Level 4 ~ Credits 12

Communication Skills II introduces you to a broader range of digital skills essential to interior designers. You will study and practice more complex 2D CAD drawings, as well as adding forms of digital imaging to explore video-based representations. You will also be introduced to the basics of digital fabrication (such as laser cutting), creating physical models from CAD and other digital files. The work is practical in nature and is designed to provide you with skills-based learning that supports and reinforces your design work.

*This module assumes a basic understanding on producing technical drawings by hand and in 2D CAD (ideally AutoCad).

Design: ReHab ReUse

Level 5 ~ Credits 40

Design: ReHab ReUse will develop your explorations of how to creatively and positively intervene into existing buildings. This is the central activity of the interior designer - to work with what already exists, by adapting and transforming it for a new context and use. The site(s) and brief for the module will vary each year, with an emphasis on exploration of commercial programmes, such as retail, leisure or offices. If appropriate, the brief will be a Live Project. You will be asked to create your own detailed programme of inhabitation, and develop conceptual design ideas and spatial strategies.

*This is an intermediate module. We would strongly recommend that students joining this module have some experience in 3D related subjects, such as Interior Design, Architecture, Product Design, Furniture Design, Industrial Design, etc.) A prior knowledge of drawing and model making skills is required.



Design: Events + Exhibitions

Level 5 ~ Credits 40

This module will allow you to create a real-world event design that takes into account the site, context, brief, event planning and associated design elements - such as refreshment and relaxation facilities, exhibition stand design and promotional elements. Your brief will be to design the end-of-year exhibition for final year students on the BA (Hons) Interior Design at Regents University which takes place at the end of the term. You and your fellow students will be responsible for organising the building, installation and management of this event in the second part of the design module.

*This is an intermediate module. We would strongly recommend that students joining this module have some experience in 3D related subjects, such as Interior Design, Architecture, Product Design, Furniture Design, Industrial Design, etc.) A prior knowledge of drawing and model making skills is required.



Communication Skills III: 3D modelling and Rendering

Level 5 ~ Credits 12

Communication Skills III aims at giving you a range of advanced digital skills for representation and communication of interior design proposals. You will investigate the narrative details of your work in relation to an identified concept and programme, and develop an understanding of the importance of 'storytelling' in developing, representing and communicating design proposals. Areas include 3D digital modelling, rendering and digital fabrication tech-

niques. The work is practical in nature and you will produce outcomes that are both two and three dimensional as appropriate.

*In order for a student to take part in this module they will require knowledge of 2D digital drawings (ideally AutoCad).



Professional Practice I

Level 5 ~ Credits 12

This module explores the nature of contemporary Interior Design professional practice. You will develop your knowledge of the wider professional and regulatory context of professional practice, including the roles and responsibilities of all parties involved in the realisation of a design project, the professional institutions, the planning process, building regulations and health & safety. The module also aims to build your understanding of the diverse design community which you will be entering at the end of your studies and asks you to consider where, within it, you might locate yourself in the future. You will develop an online portfolio, CV and cover letter and practice oral presentation skills to aid you when applying for an internship.

Learning Resources

INCREDIBLE FACILITIES AND TECHNOLOGY AT REGENT'S



You will study in an environment where you can feel confident that you are gaining the knowledge and skills you need to enter the international creative arts industry as a consummate professional. Home to creative arts, Regent's boasts a selection of space where you can work in a range of specialist creative arts areas:



Tate Library

Established by the same family as the famous Tate Gallery, our stunning Tate Library supports teaching and learning at Regent's. The library has a collection of around 25,000 books, as well as subscribing to over 120 periodicals and a growing collection of e-books. There is also a wide range of DVDs and videocassettes available for students' use. The collection covers all areas of fashion, design and the performing arts, as well as business and other general education materials. The library has demanded opening hours and is open late in the evenings, at weekends and on bank holidays. During exam periods, there is 24-hour access to provide additional study support.

Our Learning Technology Team is here to help:

Blackboard is our VLE (Virtual Learning Environment) and our award-winning Learning Technology Team are here to answer any queries. Blackboard is where you find learning materials for your modules and where you can submit your coursework online.





ABOVE Students cut fabric in one of our professional fashion studios.

Facilities and Technologies:

Photography studio and design hub.

The Marylebone Theatre - an impressive space for acting, film and fashion students. You will produce, direct, design and perform... you will become creative.

Professional HD standard TV studio and control room.

Wood workshop and a digital fabrication workshop, including 3D printers and laser cutters.

Apple Mac edit suites with the latest Final Cut Pro Studio and Adobe Master Collection software, including a 42" large format Canon digital printer, and large format Mimaki digital fabric printer.

Fully equipped CAD labs with printers and plotters.



ABOVE First years make last minute preparations for their live show in the TV studio.

Media Services and IT Teams:

The Media Services and IT Teams utilise the most current developments in technology to support and enhance your learning.

We offer a variety of loan equipment such as camera kits that range from a simple slip camera or digital SLR to a full set of professional-grade HD cameras.

There is a mobile TV studio that can be booked, as well as location filming kits including lighting and sound recording and edit laptops.

Student Services

ALL THE SUPPORT YOU NEED



The Student Hub

Our Student Services team can help you to make the most of your student life and being in London. We can help you with information about the local area, activities, cultural experiences and events across the city and other popular destinations. Whatever you need, your first stop should be the Student Hub. Our dedicated team can connect you with experts within Regent's community who can help you with academic success, personal support, career and business relations or financial matters.

Enjoying life in London

The Student Engagement team aims to improve the experience of all students during their time at Regent's, with trips, tours, social events and recreational and competitive sports programmes. You can join in with a range of free events and activities, both on and off the campus. These are designed for students who are new to London and wish to explore the exciting city and be introduced to British culture, as well as for students looking for a relaxing time and to see London like they have never seen it before. Travel by boat to the small maritime town of Greenwich, take a 'graffiti tour' of Shoreditch or watch the Chinese New Year parade through Soho. All the activities are led by an experienced and friendly guide, so students are able to learn more about the city and ask any questions they might have about the activity or on London in general.

Move your body!

The Be-Active programme in our beautiful wellbeing studio aims to promote a positive approach to engaging with fitness, and enhance your student experience and general wellbeing. There are no membership fees and all the sessions are free for all students. You can book your place for zumba, yoga, cardio tennis and more – and each year, we continue to add a wider range of trendy, engaging and dynamic classes... stay tuned!



For more details please visit
our student services page:

WWW.REGENTS.AC.UK



Team Sports

We have five competitive sports teams: men's basketball, men's football, mixed volleyball, polo, mixed tennis and women's basketball. Our men's football team finished at the top of the league in the 2017/2018 season and has been promoted to compete nationally in 'Division One' of BUCS (British Universities and Colleges Sport). Our polo team competes in the Schools University Polo Association (SUPA) Nationals.



Accommodation

~

Our halls of residence are set in the beautiful, leafy grounds of our Regent's Park campus.



ABOVE

Our hall of residence is set in leafy campus grounds, overlooking the gardens and surrounding park.



Regent's managed housing:

Regent's offers a variety of on and off-campus accommodation options.

Our halls of residence are set in the beautiful, leafy grounds of our Regent's Park campus, looking out over the gardens, lake and surrounding park.

Living in halls allows you to relax and socialise on campus while being only a short walk away from the vibrant shops and nightlife of the West End.

Students living in University-managed housing on campus receive meal credit on their ID card as part of their housing fees.

Regent's partnership housing:

Regent's also offer a range of premium-quality managed accommodation close to campus, in partnership with Urbanest, including self-contained studios and shared flats.

The total journey time from Urbanest to Regent's takes around 15-30 minutes, dependent on which method of transport you take.

For more details please visit our student services page:

WWW.REGENTS.AC.UK

Alumni Association at Regent's



**"BE PART OF A DIVERSE INTERNATIONAL NETWORK OF SUCCESSFUL,
INNOVATIVE AND ENTREPRENEURIAL ALUMNI COMMUNITY."**

We encourage all current students to get involved and make the most of an exclusive and close network of friends and business contacts worldwide.

As a former student of Regent's University London, you are automatically a member of an exclusive club for life. By connecting with the alumni community you can take advantage of a range of benefits.



For more details or to register please visit our **alumni page** or email us: **alumni@regents.ac.uk**

- Receive invitations to exclusive events and keep up-to-date with the latest news.
- Receive our alumni publications, including our Inner Circle magazine.
- Join Regent's Clubs, alumni groups all over the world, bringing the Regent's University London alumni community to you. The Clubs are based in more than 40 cities around the world and are run by local alumni, with support from the main alumni relations office.
- Lifelong careers support from our team of dedicated Careers & Business Relations staff.
- Involvement in Regent's community, through volunteering to be a mentor, event organiser or guest speaker.

Valerie Kaneko-Lucas

Valerie is an esteemed theatre scholar, who trained at both Sherman Theatre Cardiff and Theatre Die Raben in Germany. Her creative research includes Hidden Voices, a piece created in partnership with Turning Point Domestic Violence Shelter and a five-year intercultural programme with the British Council. She is also a co-convenor of the Scenography Working Group of the International Federation for Theatre Research and Joint Honorary Secretary of the Society for Theatre Research London.



Philip Hughes

Philip is a screenwriter for film and TV. He has developed numerous feature film and TV scripts and worked with major UK and US production companies including the BBC, Paramount Pictures and Twentieth Century Fox. He has also produced two feature films to his name and a number of TC credits.



Tristan Tull

Tristan's professional background lies in production, working in TC and film in both a corporate and community capacity. As well as lecturing at Regent's, Tristan has devised and project-managed training programmes in filming for Skillset Screen Academy. He has also been closely involved in running a European Union film skills programme that mentors teams of screenwriters, producers and directors in developing their first features.



Michael Peel

Alongside lecturing at Regent's, Michael continues to work as a freelance cinematographer. Running a London-based production company, he produces a wide variety of projects, from drama series to documentaries and corporate films. His wealth of professional expertise enables him to construct and teach engaging classes that reflect the fast-paced competitive nature of this industry.



Anna Sullivan

Anna has worked extensively in the theatre and broadcast industry. Her passion and extensive knowledge in this field has enabled her to work for several drama schools, colleges and universities across the UK, the US and in India. She also contributed research to the 2013 BBC Two Horizon documentary Living with Autism which sought to raise awareness for this unique condition.



William Harris

William began his professional life as an actor and director working in both the commercial and subsidised sectors of the UK theatre industry. William's professional teaching and research portfolio has focussed on actor training, and he has taught at a number of the UK drama schools and university departments as well as across Europe in Belgium, France, Italy, Spain, Lithuania, Poland, Estonia, Belarus and Russia. William taught at Middlesex University for 14 years before joining Mountview Academy of Theatre Arts, one of the UK's leading drama schools training actors, directors and stage technicians. In 2016, William joined Regent's University to lead the Film, Media and Performance subject areas with their unique combination of international outlook and employability focus.



Film, Media & Performances Lecturers

CREATIVE ARTS AT REGENT'S



Fashion & Design Lecturers

CREATIVE ARTS AT REGENT'S



Dennis Maloney

Dennis has worked in the fashion media and communications sector for over 15 years. He started his career working as a freelance journalist and editor, progressing to styling, creative direction and editorial roles. Dennis began teaching in 2007, and is the co-author of *Fashion Promotion in Practice* from Bloomsbury Publishing.



Mark Eley

Mark has been the Head of Fashion & Design at Regent's since June 2017. He is also the director, with partner Wakako Kishimoto, of ELEY KISHIMOTO, a design practice primarily focusing on fashion/interior productions, consultancy and collaboration. In more recent years, their portfolio has become even more diverse, ranging from work with technology companies, to architects and community projects.



Dahren Davey

Dahren's background lies in fashion design. He has an MA in Fashion Design from the Royal College of Art and has worked as a full-time designer for Joop! and Vivienne Westwood. He has also been a freelance designer and fashion illustrator with clients including Gap, New Look, Top Man, Miss Selfridge and Time Out London.



Laoura Englezou

Laoura has taught at a wide range of universities across the UK. She completed an undergraduate degree in spatial design at Central Saint Martins and a postgraduate degree in urbanism at the Architectural Association. She also received a postgraduate certificate in learning and teaching from the University of Arts London in 2008. Most recently, she has been appointed as the External Examiner for the MA Interior Design at Coventry University.



Sophie Ungerer

Sophie is an architect and designer, living, practicing, teaching, drawing and exploring in London. Her particular interests concern the threshold between the interior and the city and the range in scale and atmosphere of 'internal spaces', from a domestic setting to public spaces. As a practicing architect, Sophie has been involved in setting up a practice and worked on a number of high profile retail and commercial projects including interiors for Selfridges Birmingham and O2's Mobile Applications Development Centre as well as educational and residential projects.



Rentaro Nishimura

Alongside teaching, Rentaro is a London-based multi-disciplinary designer. After training as an interior designer in Tokyo, he moved to London to study architecture and went on to complete an MA in product design. His unique design philosophy draws on principles of origami, self-assembly and flat-pack designs and includes products ranging from lights, to rings, chairs and even wedding dresses. Most recently, Rentaro has been working with 3D printers and laser-cutting to create work that bridges the gap between craft and technology.

Fashion & Design Lecturers

continued



Gill Stark

Gill took up her current post as Head of School of Creative & Liberal Arts, having worked previously as a lecturer and as an academic manager in both British and American Higher Education, including;

the London College of Fashion, De Montfort University, Loughborough University and AIU London. Gill studied Art History, Fashion & Textiles and Business & Management. She established and ran a fashion business designing luxury lingerie, night-wear and corsetry while working for many years as a freelance designer. She has been involved in writing exciting new degrees, establishing programmes in Paris and Florence, sponsored projects and initiatives that have enhanced the education of many international students. Her research interests are fashion history, corsetry and the fashion show. She is the author of *The Fashion Show* which is a comprehensive guide to the history, theory and practice of the fashion show and show production.



Julia Robson

Since graduating from Central Saint Martins with a degree in fashion journalism, Julia has written widely about fashion, lifestyle and culture. Her former staff roles include deputy fashion editor of *The*

Daily Telegraph and fashion editor of *The Sunday Mirror*. Robson was a columnist on international fashion for *The National*, the English national newspaper of the United Arab Emirates. She is an Associate Lecturer at several universities and works on projects including an educational charity and women's prison. Julia has written fashion features for many national and international style supplements, from the *Financial Times* to *The Sunday Telegraph's Stella* magazine. She creates digital and print content for branded editorial, such as *Matches*, *Urban Junkies* and *British Airways First life* magazine. Fashion publication clients include *Grazia*, *Elle* and *Instyle*. Consultancy/art direction clients include *Boden*, *Next*, *M&S*, *Littlewoods*, *George at Asda*, *Grattan*, *Prima Style Awards*, *Breast Cancer care fashion show*, *McArthurGlenn*, *Thomas Pink* and *Yahoo*.



Steven Dell

Steven has over 20 years of experience in teaching, research and professional practice within fashion design. He was recently awarded the Higher Education Academy Senior Fellowship in recognition for

his contribution towards driving teaching excellence and enhancing the student experience within fashion design education. He has worked as a design consultant and trend forecaster for a number of clients including *Pringle of Scotland*, *Fred Perry*, *Nelly Rodi*, *InDesign*, *Global Design Consultancy*, *PromoStyl*, *I.N.D.E.X*, *The Bureau* and *International Textiles*. He established *Jensens Dainties* in 1998, an individual, eclectic British knitted underwear and fashion label sold through exclusive fashion boutiques and department stores in the UK, USA and Japan. This prestigious label also established a celebrity following and was worn by *Madonna*, *PJ Harvey*, *Tori Amos*, *Jada Pinkett-Smith*, *Jennifer Love-Hewitt*, *Zoe Ball* and *Carleen Anderson* as well as items featured on the cult TV series *'Sex and the City'*. *Jensens Dainties* also received national and international press coverage in *Vogue*, *I-D*, *Dazed & Confused*, *Sleazenation*, *The Face*, *Marie Claire*, *International Textiles*, *Viewpoint*, *US Vogue*, *Glamour*, *InStyle*, *US Elle* and *Jane* as well as national broadsheets including *The Times* and *Style Magazine*, *The Guardian*, *The Observer*, *The Telegraph*, *The Daily Mail* and *You* magazine.



Leora Brook

Leora has worked in higher education, both lecturing and in research, for over 30 years. She has an MA in fine art printmaking from Camberwell College of Arts. Alongside teaching, Leora is one half of the art partnership brook & black. Through research and experiment, they create multi-media art installations, often as site-specific responses to architectural environments. The partners have undertaken residencies across the UK and internationally and created work for a number of high-profile clients.



Yaron Lapid

Yaron has a BFA in Photography and Moving Images from Bezalel Academy, Jerusalem, and an MFA in Fine Art from Goldsmiths University of London. His work is seen internationally in venues such as the Whitechapel Gallery, Boston Underground Film Festival and Photoworks magazine, and is held in collections such as the Irish Museum of Modern Art and the Shpilman Institute for Photography. Yaron has taught filmmaking, photography and visual strategies to a variety of students, including PhD anthropologists, filmmakers and teenagers on the autistic spectrum. His film credits as an editor include editing for Al Jazeera, the BBC and various drama and documentary pieces.



Karen Colley

Karen is a designer, an artist and a lecturer specialising in art and design. At university, she studied fashion, textiles and fine art. Initially she worked as a knitwear designer with an impressive list of clients including Henri Bendel, The Limited in the US, Mitsukoshi in Japan, Nigel French and Design Intelligence in the UK. She has extensive teaching experience, lecturing at several universities and colleges across the UK including London College of Fashion and Central Saint Martins. Karen also spent four years working in the US where she taught at The Savannah College of Art and Design.



Stefan Vidler

Stefan's background is in Fashion, Art and Technology, which is reflected in his current PhD studies at the London College of Fashion, exploring the use of technology and computation within fashion. Stefan started working within education while running his own label, 'Vidler and Nixon', with former business partner, Kerry Nixon. The label achieved international success including being stocked in the designer studio of Harrods and fronting their marketing campaign in 2008. The label established a strong celebrity client base and was renowned for its contemporary luxury tailoring. The label has featured in numerous fashion magazines including, Vogue, Hello Couture, Gap Press, 192, Vision and Dansk.



ABOVE
Students relaxing in some of our beautiful grounds in the heart of Regent's Park.

See you soon!



For further details about the programmes
and application process please contact:

International Partnerships Office

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Regent's Park
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+44 (0)20 7487 7476

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fashion@regents.ac.uk (academic information)

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The information is correct at the date of publication.
September 2018.

CREATIVE ARTS AT REGENT'S
STUDY ABROAD PROGRAMMES
2019~2020

Acting for Stage & Screen

Fashion Design

Fashion Marketing

International Fashion Marketing
(postgraduate)

Film & Screen

Graphic & Digital Design

Interior Design