

Module code	FSD514	Level	5
Module title	Design Studio in Practice	Credit value	20
Common/Core/ Elective	Core	ECTS Credits	10
		Notional learning hours	200
Courses on which the module is taught	BA (Hons) Fashion Design	Teaching Period	Autumn

1. Module description

In Design Studio in Practice you will expand and develop your theoretical, design and technical skills, while building on your overall fashion knowledge and ethical practices. 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 technical skills and knowledge of sustainability 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, style and photograph one final outfit. Design Studio in Practice is an especially creative module that encourages avant-garde and experimental design outcomes through creative thinking and awareness of contemporary influences. An increased emphasis will be placed upon the development of your problem-solving skills and ability to work with greater independence and autonomy.

2. Learning outcomes

Upon successful completion of this module you will be able to:

Innovation (MLO 02)

Analyse and develop concepts and design proposals, combining curiosity and creativity to generate experimental design ideas

Communication (MLO 05)

Communicate your design proposals effectively, using visual, oral and written means, in multicultural and international settings and defined industry contexts

Discipline Skills (MLO 08)

Employ technical and material knowledge, creative cutting and drape practices, and appropriate construction methods within the realisation of design ideas

Human & Environmental Impact (MLO 10)

Analyse the impact of your material choices and production methods on people and on the environment

3. Learning and teaching methods

You will engage in the creative development of your ideas within studio and workshop settings, as well as through your own independent research and experimentation. You will

learn technical, design, and presentation skills through tutor-led presentations and demonstrations, as well as through studio-based learning activities, peer reviews and one-to-one tutorials. You will reflect upon your development as a designer, and on the research and experimentation you undertake throughout the module.

Learning hours	
Directed learning	72 Hours
Workshops/classes	48
Supervised Studio Activity	24
Guided/Self-guided learning	128 Hours
Total	200

4. Assessment, formative feedback and relative weightings

Assessment 1: Sketchbook

Weight (%): 50

The sketchbook will include rich research material drawn from a wide range of relevant primary and secondary sources. It will clearly show your critical thinking and analysis of research and how this has informed a wide range of 2D and 3D experimentation, design development work and range building that is appropriate to the brief. You will demonstrate the ability to develop an idea from research through to final design outcomes as well as critically reflect upon the impact of your material choices and production methods on people and the environment throughout your sketchbook.

Assessment 2: Portfolio

Weight (%): 50

A portfolio presentation containing concept boards, design process pages, a fabric and colour story, illustrated collection line up, and a styled photo shoot. Your portfolio presentation must capture the relevant aspects of the theme or concept that has been developed. A complete outfit that is constructed using techniques learned and developed during the module. The form these outfits take will be a three-dimensional representation of your concept and personal response to the brief.

Each summative assessment will be preceded by an opportunity for formative assessment accompanied by formative feedback.

Mapping of assessment tasks for the module

Assessment tasks	LO2	LO5	LO8	LO10						
Sketchbook	X	X		X						
Portfolio & Final	X	X	X	X						

5. Indicative resources

Abling, B. and Maggio, K. (2009) *Integrating Draping, Drafting, and Drawing*. New York: Fairchild Publications.

Antoine, D. (2020) *Fashion design: a guide to the industry and the creative process*. London: Laurence King Publishing.

Dieffenbacher, F. (2020) *Fashion thinking: creative approaches to the design process*. 2nd Ed. London: Bloomsbury Visual Arts.

Fischer, A. (2017) *Construction for fashion design*. London: Bloomsbury Visual Arts.

Geczy, A. and Karaminas, V. (2017) *Critical fashion practice: from Westwood to Van Beirendonck*. London: Bloomsbury Publishing.

Gwilt, A. (2020) *A practical guide to sustainable fashion*. 2nd Ed. London: Bloomsbury Publishing.