

Module Specification

Summary Information

Module Code	7603COS
Formal Module Title	Experimentation and Development
Career	Postgraduate Taught
Credits	45
Academic level	FHEQ Level 7
Module Pass Mark	50

Learning Methods

Learning Method Type	Hours
Lecture	5
Seminar	10
Practical	60
Workshop	120
Tutorial	5

Module Offering(s)

Start Month	Duration
September	28 Weeks

Aims and Outcomes

Aims	The aim of this module is to allow costume practitioners to explore and analyse a range of creative design, pattern cutting and construction techniques associated with different periods and styles, investigating a variety of approaches to innovative costume realisation.
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Apply a variety of advanced, innovative and creative design, pattern cutting and design interpretation methods through experimental sampling.
MLO2	Apply a variety of advanced, innovative costume realisation techniques to a range of materials through experimental sampling.
MLO3	Demonstrate creative and critical thinking, engineering and problem-solving skills in relation to costume realisation.
MLO4	Evaluate own practice, contextualising independent research and applying it to the analysis of the costume realisation process.

Module Content

Outline Syllabus
<p>This module will focus on a range of creative design, pattern cutting and making techniques associated with a range of styles and periods of performance costume. This will be supported by reflective analysis of the development of the student's practice.</p>
Module Overview
<p>This module enables the student to investigate a broad range of pattern cutting and costume realisation methods through the delivery of a diverse masterclass programme exploring various costume disciplines.</p> <p>Students will be provided with the opportunity for guided experimentation, enabling them to expand their costume realisation skills and apply unfamiliar construction methods as they develop as a researcher and practitioner.</p> <p>Throughout the module, a comprehensive portfolio of patterns and samples will be developed that</p>

represents the students individual reaction to and understanding of the various areas of costume realisation. Following the masterclass programme, the student will develop an individual personal project where they can explore a chosen theme or specialism of costume creation in more depth.

Through a reflective analysis of the work undertaken, students will begin to evaluate the competences and capabilities required of a successful costume practitioner. They will evidence the intellectual and technical skills of the costumier, such as mathematics, problem solving and engineering, as well as considering how their experiential haptic knowledge is applied to the understanding of the development and translation of the two-dimensional costume design into the tangible three-dimensional costume.

The approach to the work for this module will demonstrate the application of the principles of practice research, i.e.- creating work which leads to new insights and advanced knowledge that can be applied to future professional development and costume projects.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Portfolio	Experimental Costume Portfolio	100	0	ML01, ML02, ML03, ML04