LIPA
THE LIVERPOOL INSTITUTE FOR PERFORMING ARTS

Programme Specification

Overview

Programme Code	37056
Programme Title	MA Costume Design and Making
Programme Type	Masters
Language of Programme	All LIPA programmes are delivered and assessed in English
Programme Leader	Toni Bate

Awards

Award Type	Award Description	Award Learning Outcomes
Target Award	Master of Arts – MA	See Learning Outcomes below
Alternative Exit	Postgraduate Diploma - PGDip	1. Practice and apply specialist skills and techniques in diverse areas of costume production. 2. Apply advanced pattern cutting and costume design interpretation skills. 3. Demonstrate an experimental approach to problem-solving in relation to costume production. 4. Creatively engage in the process of costuming a performance. 5. Develop and apply reflective documentation to evaluate own working processes and progress. 6. Reflect upon personal and professional development and engage in career planning. 7. Demonstrate an understanding of academic terminology and associated research skills. 8. Evaluate and reflect on own practice in relation to the work of other practitioners and researchers. 9. Compare relevant theoretical and contextual knowledge and apply it to own practice.

		10. Compare and analyse practice research methodologies and apply to own practice.
		11. Design and conduct practice research in the field of costume production, present findings and reach conclusions.
		12. Engage as a collaborator, working professionally with others and negotiating the challenges of working in complex and unpredictable situations.
		13. Analyse self-management processes and apply effective project and time management strategies.
Alternative Exit	Postgraduate Certificate - PGCert	1. Practice and apply a range of skills and techniques in various areas of costume production.
		2. Apply pattern cutting and costume design interpretation skills.
		3. Demonstrate problem-solving skills in relation to costume production.
		4. Engage in the process of costuming a performance
		5. Develop and apply documentation to evaluate own working processes and progress.
		6. Identify personal and professional development needs and compare potential career pathways.
		7. Recognise a range of academic terminology and research skills.
		8. Compare and relate own practice to the work of other practitioners and researchers.
		9. Recognise relevant theoretical and contextual knowledge and apply it to own practice.
		10. Recognise practice research methodologies and apply to own practice.
		11. Conduct research in the field of costume production and present findings.
		12. Work professionally with others and negotiate the challenges of collaborating within a realistic working environment.
		13. Recognise self-management processes and develop effective project and time management strategies.

Programme Offering(s)

Mode of Study, Mode of Delivery	Intake Month	Programme Length
Full-Time, Face to Face	September	1 Year

Learning Outcomes

Code	Description
PLO1	Evaluate, practice and apply advanced specialist skills and techniques in diverse areas of costume realisation.
PLO2	Apply advanced sophisticated costume design, pattern cutting and design interpretation skills.
PLO3	Demonstrate an experimental approach to conceptual and critical thinking, engineering and problem solving in relation to costume realisation.
PLO4	Creatively and proactively engage in the process of costuming a performance.
PLO5	Develop and apply reflective documentation to critically evaluate own practice, working processes and progress.
PLO6	Evaluate personal and professional development progression and engage in focused career planning.
PLO7	Evaluate academic terminology and associated research skills and apply to own practice.
PLO8	Critically evaluate and reflect on own practice in relation to other practitioners and researchers.
PLO9	Evaluate critical theoretical and contextual knowledge and apply it to own practice.
PLO10	Evaluate and develop sophisticated practice research methodologies and apply to own practice.
PLO11	Design and conduct innovative practice research in the field of costume realisation, present findings and reach complex conclusions.
PLO12	Engage as a proactive and creative collaborator, working professionally with others and negotiating the challenges of working in complex and unpredictable situations.
PLO13	Evaluate self-management processes and formulate sophisticated project and time management strategies.

Aims and Outcomes

Educational Aims of the Programme

To provide a holistic postgraduate experience that enables students to graduate as versatile, resourceful and creative costume practitioners.

To advance, renew and develop existing practice in costume design, technical construction and design interpretation skills, encouraging an experimental approach to costume realisation through the application of critical and conceptual thinking, engineering and problem-solving strategies.

To identify professional frameworks for collaboration and employment, providing opportunities for experiential work-related learning in costume and professional development provision that encourages engagement with industry.

To develop methodological frameworks for, and innovative approaches to, the development of practice research in costume; research that has the potential to make a positive contribution to the future development of industry practices and enables students to establish and assert their own critical voice as a unique costume practitioner and researcher.

Programme Structure

Programme Structure Description

A student must complete the following modules to achieve the target award:

- Research Skills (15 credits)
- Costume Skills (15 credits)
- Experimentation and Development (45 credits)
- Professional Practice (45 credits)
- Practice Dissertation: Final Research Project (60 credits)

Students must pass the Research Skills module in order to progress to the Practice Dissertation module.

Programme Structure - 180 credit points
Level 7 - 180 credit points
CORE
[MODULE] 7601COS Research Skills - 15 credit points
[MODULE] 7602COS Costume Skills - 15 credit points
[MODULE] 7603COS Experimentation and Development - 45 credit points
[MODULE] 7604COS Professional Practice - 45 credit points
[MODULE] 7606COS Practice Dissertation: Final Research Project – 60 credit points

Teaching, Learning and Assessment

The teaching and learning methods employed in the delivery of the MA Costume Design and Making programme will be varied and diverse, drawing on a combination of methods of delivery as appropriate to the course's overall aims and learning outcomes.

As master's degree courses typically feature a greater emphasis on methods involving independent study, the learning trajectory will move towards increased independence and autonomy, encouraging positive attitudes towards lifelong learning. This independence, coupled with an industry facing approach to teaching and learning, keeps the programme current, relevant and valid by enabling a reciprocal exchange; innovative practice research in costume construction that can influence industry practices and industry developments that can further inform teaching and learning.

Students will develop subject-specific expertise, personal and social development and intellectual maturity through engagement with appropriate ways of thinking and doing. Teaching and learning will be closely related, through a variety of approaches that facilitate students' artistic, creative and scholarly development. These approaches will cohere around the integration of practice and theory, exploring relations between creative and critical modes of enquiry which, in turn, inform the development of new training frameworks, pedagogies, research methods and methodologies.

Teaching and learning will take place in a variety of continually evolving contexts, including an appropriate balance of group and individual learning, workshops, practical classes, studio-based practice, subject-specific masterclasses, lectures, seminars and tutorials. Experiential learning is also a key principle of study on the programme. Students will experience work related to practical and professional performance contexts, undertaking costume making roles and participating in a range of processes.

The assessment approach will enable students to demonstrate their level of attainment and full range of abilities and skills. Modes of assessment and related feedback strategies are designed to be part of the learning experience and ensure that the learning outcomes identified by course components can be met. Opportunities for formative and summative assessment are provided in a variety of formats which assess critical understanding, knowledge, ability, technique, creativity, artistry, and application. These formats include:

- Portfolios of practical work (examples of costume design and/or making)

- Reflective documentation and critical evaluation (presentation, viva voce, essay, dissertations, video, blog, vlog, podcast)

- Self and peer assessment (discussions, tutorials & seminars)

Teaching, learning and assessment will be underpinned by a commitment to inclusive practice. Curriculum design, delivery and assessment activities will enable reasonable adjustments to be made as appropriate, in recognition of individual learning needs. The teaching and learning strategy of the programme will also include a continuing and reflective approach to decolonising the curriculum

through rethinking, reframing, and reconstructing the delivery of historical perspectives to incorporate a broader range of voices that will develop alternative research frameworks and traditions that can inform one another.

Students will also be provided with all relevant course documentation comprising aims and objectives, structure and content, learning outcomes, assessment procedures and criteria, and expected study approaches.

Opportunities for Work Related Learning

Students are offered the opportunity to realise costumes as part of live and/or filmed LIPA productions created under professional industry conditions in the Professional Practice module. Students are also encouraged to consider a work placement as part of their professional development.

Entry Requirements

Type	Description
Undergraduate degree	Undergraduate Degree in a cognate area, normally at 2:1 or above or equivalent professional practice. This programme seeks to admit students who have an established level of professional practice either through employment or through recognised or appropriate training at undergraduate level. Entry will be by interview (with portfolio as appropriate). The emphasis on interview allows for individual assessment. The course places emphasis on individual methodologies for critical analysis and design of research and as such supports a diverse range of applicants.
IELTS	All classes are conducted in English. The level of proficiency in English expected is IELTS 6.5.