

Fashion Textiles and Fashion Textiles with Sandwich Year

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| | BA (Hons) Fashion Textiles |
| Final award | BA (Hons) Fashion Textiles with Sandwich Year |
| Intermediate awards available | Cert HE, Dip HE, BA |
| Mode of delivery | Full Time/ Part Time |
| UCAS codes | Course Codes: 4P53 4H22 (Sandwich Year) |
| Details of professional body accreditation | No professional accreditation at present time Art & Design 2008 |
| Relevant QAA Benchmark statements | |
| UEL Academic School | School of Arts and Digital Industries |
| Date specification last up-dated | 20 th May 2014 |

The summary - UCAS programme profile-

BANNER BOX

Creating a new perspective on Fashion Textiles - this exciting programme focusing on textiles as a three-dimensional material, exploring all possibilities of fabric manipulation and application.

ENTRY REQUIREMENTS

The minimum requirements for Level 4 entry are 240 UCAS tariff points from: A/AS level (Including 2 A2 passes), GNVQ, AVCE, Scottish Highers, International Baccalaureate. European Baccalaureate, BTEC / SCOTEC Diploma, Relevant Access Course or successful completion of the Level 3 Fashion Design. Other qualifications, including overseas, may be considered.

We also welcome applications from mature students who do not have formal qualifications but may have relevant experience. Students applying to this programme will be expected to demonstrate a specific interest in this area of study and should have a commitment to engaging with both theory and practice. Applicants may be invited for interview.

If you have the potential, commitment and enthusiasm to study for a degree but are unable to meet the entry requirements for your chosen degree programme you can apply for the Extended Degree programme route. An Extended Degree includes a Level 3 year, making the period of study 4 years, or 5 years if the Extended Degree programme is taken on a part-time basis. The programme provides a supportive learning space for students to experience

academic studies at university and helps develop confidence and academic skills in preparation for Levels 4-6. The programme is also highly rated by students who successfully complete the programme. Successful completion of the programme guarantees entry to a range of Single Honours programmes or a Combined Programme of study within the School of Arts and Digital Industries.

Students may be admitted through Accreditation of Experiential Learning (AEL) or Accreditation of Certificated Learning (ACL) processes.

The University's English Language requirements as detailed on the website at time of application must be met – see <http://www.uel.ac.uk/international/application/english-language-requirements/> In the case of applicants whose first language is not English, then IELTS 6.0 (or equivalent) is required.

At UEL we are committed to working together to build a learning community founded on equality of opportunity - a learning community which celebrates the rich diversity of our student and staff populations. Discriminatory behaviour has no place in our community and will not be tolerated. Within a spirit of respecting difference, our equality and diversity policies promise fair treatment and equality of opportunity for all. In pursuing this aim, we want people applying for a place at UEL to feel valued and know that the process and experience will be transparent and fair and no one will be refused access on the grounds of any protected characteristic stated in the Equality Act 2010.

ABOUT THE PROGRAMME

The Ethos of Fashion Textiles at UEL

The ethos of the programme is to creatively explore how textiles work on 3D garment shapes, through the understanding of the interaction between pattern cutting and material surfaces.

The programme aims to expand visual narratives and empower creative research. Textile print and material manipulation has become a key focal point for many fashion designers exploring the interaction of their garments with a variety of processes and finishes such as foiling, flocking, devore, laser cutting and etching, embroidery and 2D/ 3D digital technologies.

The range of modules undertaken on the programme is designed to creatively explore new interpretations of textile materials and apply these for end use within fashion collections. Students are encouraged to develop innovative outcomes that consider wider ethical, sustainable, digital, craft, bespoke and commercial aspects within fashion and the creative industries. The programme is underpinned by creative design development and making through the understanding of current fashion and textiles practice and thinking – using both traditional and digital processes.

Fashion Textiles at UEL

- Facilitates an understanding of the relationship between 2D surfaces and the body
- Facilitates an understanding of garment shapes and innovative design layouts
- Offers expertise in creative mixed media material experimentation and design realisation for fashion garments using processes including silk-screen print, transfer

print, dyeing, embossing, laser cutting, laser etching, digital print and future craft techniques.

- Provides the ability to professionally pattern cut shapes
- Provides instruction and critical guidance in the use of relevant digital technologies
- Facilitates an understanding of textiles technology and material properties
- Provides an awareness of market, production methods and commercial viability
- Offers knowledge of the industry through guest lectures, seminars and external visits to fashion textiles design studios and international trade fairs

Programme structure

The programme duration is typically 3 years full time or 4 years with a sandwich year, and 8 years part-time. Upon a foundation of theory, history and creative practice, students choose from a wide prospectus of subjects and approaches, including two and three dimensional fashion textile design that revolves around work-based learning. Within the student's final year, the priority is to promote autonomy and allow the student to pursue their own individual direction, in reflection to the various skills, techniques and levels of knowledge they have acquired whilst studying at UEL. The programme is taught by a professional staff team with expertise across creative pattern cutting, fashion design, print and surface design, digital technologies and textile and material futures.

Learning environment

BA (Hons) Fashion Textiles students work alongside students from BA Fashion Design and BA Fashion Marketing in open plan refurbished studios spaces adjacent to the fashion production room and staff offices. The Fashion and Textiles subject area has excellent facilities including the fashion production room, textiles print and dye workshop and seminar space. The area also has a fully equipped Mac suite complete with projector, scanners and adobe software. The studios are multi functional and are used for creative design work, technical workshop demonstrations, presentations and group discussions/ critiques. This creative environment is echoed throughout the building where students from other art and design disciplines including fine art, graphic design, photography, illustration, film and architecture interact with you on a daily basis.

The University works very hard in order to facilitate a "design studio" environment within its designated spaces in order to facilitate collaboration and ownership in regards to the student's perspective of their working space. As student's progress to their final year, they receive designated areas of study that are more suited to the fast pace of industry practice and allow them to become familiar to more professional environments. The facilities offered reflect a high level of specialist resource that aid students in the production of their final collections.

Teaching and learning methods in the Fashion & Textiles subject area are varied. Most modules include practical workshops and demonstrations, lectures, seminars, tutorials, and some also involve student-led seminars or other forms of group work. Visits to museums, galleries, studios and other relevant fieldwork play an important part in the Fashion Textiles curriculum.

Teaching methods and learning outcomes for all Fashion & Textiles modules are commensurate with the level of study. Descriptions of the individual modules provide

information of teaching formats, learning outcomes, assessment methods and relevant criteria.

Assessment

All work is assessed regularly: summative assessment is given at the end of each module. Formative assessment is given in tutorials during each module, and in the studio environment within various formats created and facilitated by module leaders and supporting staff. Assignments are verified by an external examiner and double marked and moderated where necessary in reflection to the level of the year group. There are ‘feedback and appraisal’ mechanisms in place to encourage students to take responsibility for their own learning, reflect on their learning and progression and in order to advance understanding and promote experiential learning. There are no exams, but there are task based activities within particular modules in order to formally and informally benchmark student’s learning.

Students with disabilities and/ or particular learning needs should discuss assessment arrangements with their module leader to ensure they are able to fully engage with all assessment points within the programme.

BA (Hons) Fashion Textiles with Sandwich Year – Industry Placement

Our students that choose to study on the BA (Hons) Fashion Textiles with Sandwich Year degree programme have the opportunity, (between levels 5 and 6), to take a full year industry placement schedule. They gain first-hand experience of the industry and develop their understanding of professional practice. The programme has an extensive and varied list of contacts that we utilise to support our students work placement opportunities.

Our contacts cover a variety of roles such as:

- Assistant Designer
- Assistant Print Designer
- Assistant Textiles Designer
- Assistant Pattern Cutter
- Assistant Garment Technologist
- Assistant Administrator
- Assistant Buyer
- Assistant Merchandiser

The Placement year is appropriately facilitated by both a module leader and the student themselves, with regards to the sourcing of companies relevant to the student’s interests and aspirations. Students are bound by a code of conduct throughout the entire year as they represent the university in an external environment. Please see the link below for further information:

<http://www.uel.ac.uk/qa/policies/policies/placement/>

Students are advised to consider out of term activity within work experience placements. Our staff team offer assistance constantly; but not as formal curriculum tutorials, more as a friendly source of advice and guidance. For example, being available to work with companies as we approach London Fashion week can be extremely exciting for our

students. In level 4 especially it allows them to gain insight in to fashion as an industry and start to gauge what type of company they might like to apply to when taking part within the industry placement sandwich scheme if they have chosen this option.

Examples of Industry Placements undertaken by students studying on BA (Hons) Fashion & Textiles

- Alexander McQueen: fashion design
- Vivienne Westwood: fashion design
- Anthropologie: fashion design
- Eley Kishimoto: fashion print
- The Colorfield: digital fashion print
- Bay & Brown: fashion print
- The Collection: fashion print
- Westcott: fashion print
- Amanda Kelly: fashion print
- Keeler Gordon: fashion print
- Urban Outfitters: fashion design
- Diesel: fashion design
- Ted Baker: fashion design
- Blue Nile Clothing: fashion design
- M&S: fashion design
- Top Shop: design studio
- New Look: fashion design

Project work

All assignments are all theoretically, experientially and problem based. Projects are either practical, i.e. answering a specific design brief responding to a given problem (usually a visual outcome) or theoretical, i.e. have a written outcome. They are designed to enable and encourage students to develop individual, creative, academic potential and demonstrate individuality, flair and insight into modes of research and development for fashion textiles. There will be opportunities to work in groups and develop work individually. Project work is an important part of the programme, and contributes fully towards the assessment as it reflects relevant professional practice.

Added value

The programme is sited in a purpose built Architecture and Visual Arts building on the University's landmark Docklands Campus. This in turn is situated in the creative heartland of East London, and an area of intense new media activity adjacent to Excel, Canary Wharf, City Airport and close to the new international rail terminus for Europe at Stratford.

We pride ourselves in our connection to East London and consider it a very exciting and positive influence on creative development within our department. Our students draw inspiration from the many different culturally engaging events that happen in the

area. Anything from; pop up galleries, pop up fashion stores, vintage stores, gigs, restaurants, markets, design trade fair events and setting up their own private viewings in popular areas.

Our studio spaces have been designed to offer our students learning environments that promote practical development and 'ownership' of space. Space is available from 7am until 10pm Monday to Saturday and is equipped with furnishings that reflect industry practice. Our final year students benefit from dedicated space that is exclusive to their year, (with exception to seminars/workshops at particular points of the year). The space is designed as a fully functional sample room with digital facilities, which is an innovative and exciting addition to the department.

Our digital suites cater for innovative Computer Aided Design and Manufacture technologies that span creative and industry recognised, technical processes. We strive to offer exciting and career advancing digital prowess to our students. Our associations, such as our partnership with Lectra, allow us to keep our resources up to date.

These are aspects that ensure our programme reflects the current creative industry sector. The range of topics available on this programme equip you with the necessary skills to be part of this stimulating industry and will also support your entrepreneurial aspirations in setting up small business initiatives.

The Programme has strong links with Industry in the UK and internationally, ranging from, Design Studios, Trend and Forecasting Agencies, Media and Public Relations, and many connections within the Cultural Industries.

Programme Staff are well connected within the Fashion, Textiles and general creative Industries, with some working as practitioners and consultants in the various fields. The array of access to resources is vast and easily accessible. From expertise in hand craft to mass-produced process, the programme offers the student opportunities to fully realise the possibilities of designing outcomes that can innovate and achieve commercial viability at the same time.

IS THIS THE PROGRAMME FOR ME?

If you are interested in...

- Creating innovative print and surface textiles for fashion garments and accessories
- Visual research and trend prediction
- Exploring new materials and processes
- Experimenting with colour texture and surface
- Future print and surface design concepts and scenarios
- Interacting and collaborating with the fashion and creative industries
- Communicating and presenting visual concepts effectively
- Understanding production and manufacture within the fashion industry
- Gaining knowledge of material technology, ethical issues and global sustainability
- Working with both digital and future craft based processes

If you enjoy...

- Working in a highly creative studio environment
- Exploring new and challenging concepts within fashion textiles
- Discovering new skills and processes relating to fashion textiles
- Working with colour, texture, materials and 3D
- Working independently and on innovative group project work, competitions and collaborations
- Hands-on making involving print and dyeing workshop techniques and processes
- Using digital and web based technologies both technically and creatively
- Exploring visual culture and design theory relevant to the creative industries
- Experiencing life within one of the world's busiest and most exciting cities that proudly holds the title of being a 'creative hub' for fashion on a global scale.

If you want...

- To be part of a challenging and exciting programme of study
- To be a successful designer with an in-depth understanding and expertise in print and surface applied to fashion collections
- Have knowledge of, and experiment with material technologies key to designing fashion
- To be innovative and ahead of current design thinking across fashion textiles
- Life long skills in how to present and promote your work
- To understand current and future global fashion textiles theory and culture
- Industry relevant skills within the subject area preparing you for future employment
- The opportunity to study on the four-year sandwich programme and work in industry for one year

Your future career could be:

- Fashion Designer
- Fashion/ Print Designer
- Colour/ Materials Designer
- Creative Pattern Print Cutter
- Graphic Print Designer
- Multi Product Designer
- Freelance Designer
- Fashion Textile Technologist
- Design Manager
- Design Coordinator
- Print Room Manager
- Trend Prediction Strategist
- Visual Merchandiser
- Entrepreneur
- Educator

How we support you

The University provides a comprehensive range of support services for students which includes: residential / student finance / careers advice and IT learning resources. The programme provides strong personal tutor guidance and professional advice related to the practice and area in general. Visiting futurologists, researchers, and professionals will visit the programme regularly, and study trips to working environments (both UK and Europe) are important components. There are modules in research methods and practice, and an employability module in level 5 prior to the industrial placement. The University also provides an 'Employability' event with workshop seminars and visiting speakers. You will have the opportunity to enter national and international competitions as part of the programme, and as extra to the curriculum, at certain points of each level.

Additional support for study and research is available in weekly workshops (for instance, for help with essay writing via the university's Writing Centre), and via the school's Student Support & Referral Module.

On enrolment, you will be provided with introductory materials on the use of the UEL Virtual Learning Environment (VLE) and UEL Direct.

During your studies, you will be supported by academic, support and technical staff from your academic school.

Bonus factors

The East London environment offers excellent access to galleries, libraries, museums and art collections, shops and retail. The proximity to a wide range of creative industries enables regular visits from industry professionals from all subject disciplines.

Our location has allowed us to appeal to a lot of companies and agencies that are based in and around London with regards to industry placement development and the creation of live projects. Offering our students possible mentoring programs and constant insight and guidance from external members of the industry from very varied job types.

Trips are organised regularly to specific and relevant points of interest in London and beyond in order to ensure that our students get a fantastic experience of how culture has developed within and outside of London. Visits to: production factories, design houses, digital design trade fairs as well as galleries, landmarks of London that define the culture of the city and fashion trade events. We take full advantage of the varied opportunities that being based in London offers the department.

Programme aims and learning outcomes

What is this programme designed to achieve?

This programme is designed to give you the opportunity to:

- Explore 2D and 3D creative outcomes in fashion textiles.
- Discover new processes and materials and use creatively within the design process.

- Develop a wide range of visual communication skills relevant to the fashion textiles industry.
- Prepare a professional profile relevant for entering future employment.
- Examine contemporary contexts and meanings in fashion, visual and cultural theory.

What will you learn?

Knowledge

- Articulate knowledge and understanding of the fashion textiles design process.
- Apply a broad range of information to specific tasks within fashion textiles design.
- Collate and synthesise information appropriate to ideas.
- Demonstrate an awareness of cultural, economic, sustainable and ethical issues relating to the global fashion textiles industry.
- Develop visual communication and entrepreneurial skills.

Thinking skills

- Analyse research and apply ideas in a variety of contexts.
- Comprehensively understand the interaction between pattern cutting and creative print and surface applications.
- Formulate proposals, arguments and solutions in response to a range of tasks.
- Source relevant material and assimilate and articulate findings.
- Critically evaluate own work in relation to wider contexts.
- Identify personal strengths and needs and reflect on personal development.

Subject-Based Practical skills

- Employ convergent and divergent thinking within the fashion textiles design process.
- Generate ideas and concepts independently and collaboratively in response to set tasks.
- Select, test and develop appropriate use of materials and processes.
- Develop ideas using subject specific skills through to viable outcomes for fashion.
- Manage and make appropriate use of the interaction between intention, process, outcome and context within design work.

Skills for life and work (general skills)

- Study independently, set goals and manage workloads and deadlines.
- Anticipate and accommodate change, and be able to work within the contexts of ambiguity, uncertainty and unfamiliarity.
- Interact effectively with others through collaboration, collective endeavour and negotiation.
- Articulate ideas and information comprehensively in visual, oral and written forms.
- Present ideas and work to audiences in a range of situations.
- Select and employ communication and information technologies.
- Ability to work in a team and undertake group tasks

The programme structure

Introduction

All programmes are credit-rated to help you to understand the amount and level of study that is needed.

One credit is equal to 10 hours of directed study time (this includes everything you do e.g. lecture, seminar and private study). Credits are assigned to one of 5 levels:

- 3 equivalent in standard to GCE 'A' level and is intended to prepare students for year one of an undergraduate degree programme
- 4 equivalent in standard to the first year of a full-time undergraduate degree programme
- 5 equivalent in standard to the second year of a full-time undergraduate degree programme
- 6 equivalent in standard to the third year of a full-time undergraduate degree programme
- 7 equivalent in standard to a Masters degree

Credit rating

The overall credit rating of this programme is 360 credits.

Typical duration

The expected duration of the Fashion Textiles programme is 3 years full-time or 4 years part-time. The expected duration for students studying on the Fashion Textiles with Sandwich Year programme is 4 years.

It is possible to move from full-time to part-time study and vice-versa to accommodate any external factors such as financial constraints or domestic commitments. Many of our students make use of this flexibility and this may impact on the overall duration of their study period.

A student cannot normally continue study on a programme after 4 years of study in full time mode unless exceptional circumstances apply and extenuation has been granted. The limit for completion of a programme in part time mode is 8 years from first enrolment.

How the teaching year is divided

The academic teaching year begins in September and ends in June.

A typical student, in full-time attendance mode of study, will register for 120 credits in an academic year. A student in a part-time mode of study may register for up to 90 credits in any one academic year.

What you will study when

A student registered in a full-time attendance mode will take 120 credits per year. Typically this will be comprised of four 30 credit modules in levels 4 and 5 and in Level 6 two 30 credit modules and a 60 credit final major project. An honours degree student must complete modules totalling 120 credits at level four, modules totalling 120 credits at level five and modules totalling 120 credits at level six.

BA (Hons) Fashion Textiles & BA (Hons) Fashion Textiles Sandwich Year Module Structure

| Level | Module Code | Module Title | Distance learning Y/N | Credit value | Status single honours |
|--------------|--------------------|--------------------------------|------------------------------|---------------------|------------------------------|
| 4 | FT 4000 | Professional Creative Theory1 | N | 30 | Core |
| 4 | FT 4001 | Technical Innovations | N | 30 | Core |
| 4 | FT 4002 | Creative Process | N | 30 | Core |
| 4 | FT 4003 | Employability 1 | N | 30 | Core |
| | | | | | |
| 5 | FT 5000 | Professional Creative Theory2 | N | 30 | Core |
| 5 | FT 5001 | Design for Fast Fashion | N | 30 | Core |
| 5 | FT 5002 | Conceptual Design | N | 30 | Core |
| 5 | FT 5003 | Employability 2 | N | 30 | Core |
| | | | | | |
| P | FT 5006 | Industry Placement | Y | 120 P | Option |
| | | | | | |
| 6 | FT 6000 | Professional Creative Theory 3 | N | 30 | Core |
| 6 | FT 6001 | Final Major Project | N | 60 | Core |
| 6 | FT 6002 | Employability 3 | N | 30 | Core |

*Please Note – A core module for a programme is a module, which a student must have passed (i.e. been awarded credit) in order to achieve the relevant named award. The option module is in reference to the four year BA (Hons) Fashion Textiles with Sandwich Year programme.

Below is a helpful description guide of the modules that make up our programme structure.

Level 4 Creative Practice

Technical Innovation: 30 credits

Creative Process 30: credits

Introduces students to the fundamental core skills required within fashion, textiles and surface print. Students' work on a series of studio based projects alongside other students within the Fashion and Textiles subject area exploring creative research ideas and methodologies. These include visual research and communication, design development, colour and material research, silk screen printing and dyeing, digital print technologies, repeat structures, engineered print construction, fabric manipulation, concept development, creative basic pattern cutting, draping, garment construction and understanding future trends prediction. Field trips and visits to design events, museums, galleries, stores, pop up shops and design studios are an integral part of the first year programme. Students are expected to keep a visual journal documenting contemporary art and design practice and thinking in relation to their studio creative practice throughout the first year. In addition two 30-credit modules underpin creative studio practice: Professional Creative Theory 1 and Employability 1.

Professional Creative Theory 1: 30 credits

This module focuses on understanding fundamental study skills. Students are expected to critically analyse and reflect on both contemporary and historical fashion and wider art and design contexts in the form of written reports and essays. Introduction to semiotics within the visual arts, sustainability, ethical fashion and sub cultures are integral to understanding the subject area. This module is primarily lecture and seminar based and students are expected to share ideas within discussion groups and workshops.

Employability 1: 30 credits

This module aims to give students' professional skills and specialist knowledge and insight into possible future roles and employment opportunities within fashion and the creative industries.

Students gain a basic understanding of the industry through a series of guest lectures, presentations and studio visits. There are also topics on understanding intellectual property, copyright, branding as well as knowledge on manufacture, merchandising and market levels. Students are given an opportunity to communicate and convey their ideas within a professional context/environment. This activity develops understanding of the link between an academic learning structure and recognised professional practice within the discipline.

Level 5 Creative Industry

Design for Fast Fashion: 30 credits

Conceptual Design: 30 credits

These modules allow students to further develop skills gained at level four and undertake a series of creative industry and conceptually led design projects. Innovative exploration of materials and fabric print, alongside further development of basic skills in pattern cutting and garment construction underpin level 5. The Design for Fast Fashion module works closely with industry and gives students the opportunity to work on creating textile print and mixed media designs on garments for a chosen high street fashion retailer. Visual research and awareness of market along with an understanding of colour and trend prediction are key factors within this module. The Conceptual Design module utilises knowledge and

understanding gained alongside the Design for Fast Fashion module and allows students to creatively explore more conceptual design ideas. Students are asked to design conceptual wearable futures in the form of a one-off garment/ outfit suitable for exhibiting in a gallery space or retail in a chosen high fashion concept store. All level five projects are designed to encourage a strong contextual awareness and the development of an individual style of working and understanding of strengths and areas of improvement within their skill set. Students are also required to study two additional 30-credit modules that run throughout level 5: Professional Creative Theory 2 and Employability 2.

Professional Creative Theory 2: 30 credits

This module builds on study skills learnt within Level 4 and focuses on identity, media and branding. Through a series of lectures, seminars and workshops students look at the global market, digital technologies and the rapid changes and future thinking within fashion. By the end of level five, students are able to understand various aspects of global fashion and current design thinking in more depth and apply their particular interests to their initial thesis research.

Employability 2: 30 credits

This module aims to provide a greater understanding of how fashion and the creative industries operate and focuses on providing further context of current and future employment opportunities available within the sector. Students focus on promotional material in the form of blogs, websites and social networks in addition to honing professional presentation skills and interview techniques. By the end of level five students will have contextualised their position within fashion and the creative industries by forging ahead with their identity as a designer. They will also have created an appropriate and effective on-line platform for their work to maximise on future career opportunities.

Industry Placement: 120P credits

For students studying on the BA (Hons) Fashion Textiles with Sandwich Year

The importance of 'work experience' within the discipline of fashion is recognised and embraced within all three programmes that we offer. This year long option has been created in order to promote the importance of gaining knowledge, understanding and skills base from working within the industry. The placement scheme within Fashion Textiles is extensive and varied with regards to the companies we affiliate ourselves with. Our students have successfully under-taken placements within design roles, pattern cutting, construction, buying and merchandising with fantastic results. The knowledge they gain is invaluable and helps them define their aspirations for the future with regards to beginning their career as a professional.

Our aim is to, together with each individual student, secure placements so that each student has a rich experience. Students are expected to take on job roles within the industry for a minimum duration of 36 weeks.

A Sandwich year induction pack will be issued to all students that choose the Sandwich year option. Within the pack, there will be clear instruction as to how both tutors and

employers develop links that ensure that each student's learning is facilitated successfully.

Level 6 Final Major Project

Final Major Project: 60 credits

The final year aims to consolidate all knowledge, understanding and skills gained in levels four and five by providing students with an opportunity to design their own individual final major project. Students work alongside staff to negotiate a proposal of work utilising individual strengths and specialist interests. This proposal includes working with specific research methodologies, concept/ design development, material sampling, shape/ construction development and production of a final fashion collection or negotiated project for a chosen market within fashion textiles. This is then showcased in various ways at the end of the final year via a final portfolio format and a final outcome, or series of outcomes, that are showcased as part of graduate events. The module is structured in order to facilitate autonomous learning with negotiated practice. It is the transition into professionalism or post graduate study for all students, therefore the promotion of self-directed and independent learning is completely vital.

The final 30-credit Professional Creative Theory 3 and Employability 3 modules underpin the year and are designed to compliment creative studio practice.

Professional Creative Theory 3: 30 credits

The final Professional Creative Theory 3 module requires students to write a dissertation or visual in-depth report on a chosen subject related to your specialist interest within the broader context of fashion textiles. Each student will be given a supervisor subject to their specialism who will give tutorial guidance and support throughout the module.

Employability 3: 30 credits

This final employability module aims to ensure students are industry ready when they graduate. Students are equipped with the relevant entrepreneurial, professional presentation and promotional skills required by the industry to secure the best employment opportunities.

Students are also required to select one, or a series of, national or international design competitions that are suitable to their skill set and allow them to showcase their abilities on an appropriate external platform.

Requirements for gaining an award

In order to gain an honours degree in Fashion Textiles you will need to obtain 360 credits including:

- A minimum of 120 credits at level four or higher
- A minimum of 120 credits at level five or higher
- A minimum of 120 credits at level six or higher

In order to gain an honours degree in Fashion Textiles (Sandwich year) you will need to obtain 480 credits including:

- A minimum of 120 credits at level four or higher
- A minimum of 120 credits at level five or higher and P/F credit sandwich module
- A minimum of 120 credits at level six or higher

In order to gain an ordinary degree in Fashion Textiles you will need to obtain a minimum of 300 credits including:

- A minimum of 120 credits at level four or higher
- A minimum of 120 credits at level five or higher
- A minimum of 60 credits at level six or higher

In order to gain a Diploma of Higher Education in Fashion Textiles you will need to obtain at least 240 credits including a minimum of 120 credits at level four or higher and 120 credits at level five or higher

In order to gain a Certificate of Higher Education in Fashion Textiles you will need to obtain 120 credits at level four or higher

Teaching, learning and assessment

Teaching and learning

Knowledge is developed through

- Guided reading
- Knowledge-based activities with feedback
- Online discussions and activities

Thinking skills are developed through

- Reflective activities with feedback
- Online discussions and activities

Practical skills are developed through

- IT activities with feedback
- Research skills-based activities with feedback

Skills for life and work (general skills) are developed through

- The demands of the study medium (e.g. distance learning)
- Planning activities with feedback
- Project work

Assessment

Knowledge is assessed by:

- Enquiry and use of sources
- Knowledge and understanding of subject matter
- Critical judgement and analytical ability
- Visual communication
- Written communication
- Oral communication
- Technical Skills
- Creativity
- Team working

Thinking skills are assessed by:

- Enquiry and use of sources
- Knowledge and understanding of subject matter
- Critical judgement and analytical ability
- Visual communication
- Written communication
- Oral communication
- Technical Skills
- Creativity
- Team working

Practical skills are assessed by:

- Enquiry and use of sources
- Knowledge and understanding of subject matter
- Critical judgement and analytical ability
- Visual communication
- Written communication
- Oral communication
- Technical Skills
- Creativity
- Team working

Skills for life and work (general skills) are assessed by:

- Enquiry and use of sources
- Knowledge and understanding of subject matter
- Critical judgement and analytical ability
- Visual communication
- Written communication
- Oral communication

- Technical Skills
- Creativity
- Team working
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Full descriptions of all Assessment Criteria are provided in the Programme Hand Book

How we assure the quality of this programme

Before this programme started

Before this programme started, the following was checked:

- There would be enough qualified staff to teach the programme;
- Adequate resources would be in place;
- The overall aims and objectives were appropriate;
- The content of the programme met national benchmark requirements;
- The programme met any professional/statutory body requirements;
- The proposal met other internal quality criteria covering a range of issues such as admissions policy, teaching, learning and assessment strategy and student support mechanisms.

This is done through a process of programme approval that involves consulting academic experts including some subject specialists from other institutions.

How we monitor the quality of this programme

The quality of this programme is monitored each year through evaluating:

- External examiner reports (considering quality and standards);
- Statistical information (considering issues such as the pass rate);
- Student feedback

Drawing on this and other information, programme teams undertake the annual Review and Enhancement Process that is co-ordinated at School level and includes student participation. The process is monitored by the Quality and Standards Committee.

Once every six years an in-depth review of the whole field is undertaken by a panel that includes at least two external subject specialists. The panel considers documents, looks at student work, speaks to current and former students and speaks to staff before drawing its conclusions. The result is a report highlighting good practice and identifying areas where action is needed.

The role of the programme committee

The programme committee comprises of all relevant teaching staff, student representatives and others who make a contribution towards the effective operation of the programme (e.g. library/technical staff). The committee has responsibilities for the quality of the programme. It provides input into the operation of the Review and Enhancement Process and proposes

changes to improve quality. The programme committee plays a critical role in the quality assurance procedures.

The role of external examiners

The standard of this programme is monitored by at least one external examiner. External examiners have two primary responsibilities:

- To ensure the standard of the programme;
- To ensure that justice is done to individual students.

External examiners fulfil these responsibilities in a variety of ways including:

- Approving exam papers/assignments;
- Attending assessment boards;
- Reviewing samples of student work and moderating marks;
- Ensuring that regulations are followed;
- Providing feedback through an annual report that enables us to make improvements for the future.

The external examiner reports for this programme are located on the UEL virtual learning environment: Moodle and on the school notice board under the section entitled 'External Examiner Reports & Responses'. You can also view a list of the external examiners for the UEL School by clicking on the link below.

<http://www.uel.ac.uk/qa/CurrentExternalExaminers.htm>

Listening to the views of students

The following methods for gaining student feedback are used on this programme:

- Module evaluation questionnaires
- Year group meetings
- Student representation on programme committees (meeting twice a year)
- Regular contact with student representatives

Students are notified of the action taken through:

- Circulation of the minutes from programme committees
- Providing details on the programme noticeboard
- Individual responses to students as required
- Providing details on UEL's virtual learning environment

Listening to the views of others

The following methods are used for gaining the views of other interested parties:

- Annual student satisfaction questionnaire
- Feedback from design professionals and industry
- Placements Officer

Where you can find further information

Further information about this programme is available from:

- The UEL web site <http://www.uel.ac.uk>
- The programme handbook (available on Moodle)
- Module study guides (available on Moodle)
- UEL Fashion Textiles website <http://fashion-uel.com>
- UEL Manual of General Regulations <http://www.uel.ac.uk/qa/>
- UEL Quality Manual <http://www.uel.ac.uk/qa/>
- Regulations for the Academic Framework <http://www.uel.ac.uk/academicframework/>
- UEL Guide to Undergraduate Modular Programmes
- School web pages <http://www.uel.ac.uk/study/courses/textiledesign.htm>
- The School of Arts and Digital Industry's handbook
- <http://www.uel.ac.uk/adi/handbook/>