

UG School of Art & Design - Second year modules - Exchange 2018/19

Course	Module Code	NTU Credit Value	Time of Year	No. of Weeks	Module	Assessment	Course	Course Leader/Module Leader	Contact No. Extension
BA Decorative Arts								Jude Wensley	88663
	DART20042	100	Full	30	Innovation: Creative Design	100% coursework	Progressing on from your year one learning, you will continue to explore the practical and theoretical issues relating to the development and production of applied art and design, encompassing contemporary practice, sustainability, ethical issues and 2D and 3D software applications. You will further develop and demonstrate the ability to produce work that relates to your own interests and to the wider context (local, national and international markets). Throughout the module, you will have the opportunity to participate in live project briefs and to engage with makers and industry professionals during lectures, visits, workshops and tutorials.	Nichola Hebditch	88465
	DART20043	20	Full	30	Business and Professional Practice	100% coursework	Undertaking this contextual module will enhance your development as a designer-maker as it is designed to complement and support your practical modules on the BA (Hons) Decorative Arts course. This module will provide you with an overview of business and professional development within the context of decorative arts, your own studio practice and the wider design environment. You will also learn how to further develop an independent approach to your individual learning and further develop your transferrable skills (including research, planning, visual analysis and communication). Throughout the module you will also engage with industry professionals and practitioners. You will produce a written report, a group presentation and participate in group discussions.	Nichola Hebditch	88465
BA Fine Art								Emily Strange/Rachal Brad	tbc
	FINE20001	120	Full	30	Speculation: Developing Fine Art practice	100% coursework	This module builds on the experience you gained during Year One (Level 4) where the emphasis was on curiosity, experimentation and imagination, and negotiating a self-defined area of study. At this level you are expected to research more independently, exploring diverse methods of production in the development of your work: this module encourages renewed speculation upon the possibilities for your art practice. You will be required to communicate a deepening awareness of the critical and professional contexts for Fine Art practices in relation to your chosen area of activity. There will be an emphasis upon developing an increasingly independent and professional approach to project and professional development planning.	Rachal Bradley	84644
BA Fashion Design								Emma Prince	88239
	FASH20205	100	Full	30	Fashion Context: Market & Innovation	100% coursework	During this module, you will focus on professional design practice. The projects undertaken will focus on integrating design with technology and concentrate on the development of ideas through an understanding of the fashion industry and a variety of industry led projects, national/international competitions and team working activities. The module aims to encourage innovation and challenge your creativity through deep investigation and wide application of advanced design skills and specialised processes. You will develop a heightened awareness of the relationship between commerce and design innovation through market focused research, investigation into toiling, fabrication, garment construction, CAD, design responsibility, ethics and sustainability.	Sue Walton, Dawn Eyre	82064/83825
Design, Culture and Context (Shared) with FD, TD, FAD, FKDKT								Lorraine Warde (ML)	88454
	DCCT20001	20	Full	30	Design, Culture and Context 2	100% coursework	On this module you will explore the relationship between commerce, culture and design since the Industrial Revolution. You will be focusing on the developments in commerce and culture through the 20th and 21st centuries and the 'big ideas' and/or theories which have tried to evaluate and explain them e.g. globalisation, identity and authenticity etc. Further to this you will be looking at contemporary trends and emerging cultural issues, which cover international perspectives, and selecting a topic for your Final Year research project. You will be undertaking image, object and material analysis and using specialist vocabulary for discussing design in context which includes your own design work. Your research methods, idea development and presentation skills, as well as your analysis, writing skills and Harvard referencing will all be tested on this module.	Peter Wright	88349

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BA Textile Design								Klaire Elton	82088
	TEXT20024	100	Full	30	Directions:Market and Process	100% coursework	This module aims to develop a heightened awareness of the practice of design within the international textile industry through a variety of commercial contexts. You will challenge and develop your perception of creative, innovative and responsible design practice through visual research, design development, technical/process investigation, contextual and market research; this will inform your engagement with a series of focussed design projects. The module aims to encourage you to deeply investigate the skills and processes within your chosen specialist areas of print, embroidery, weave or knit. You will gain experience of CAD/CAM in a subject specialist context. Where appropriate to the design context, you will be encouraged to work flexibly across specialist textile boundaries.	Debbie Gonet & Anna Piper	88475
BA Fashion Knitwear Design & Knitted Textiles								Helen Hill	88243
	FKDN20001	100	Full	30	Context: Design and Industry	100% coursework	This module aims to develop a heightened awareness of the practice of design within the global fashion knitwear and knitted textiles industry through a variety of commercial contexts. You will challenge and develop your perception of creative, innovative and responsible design practice through visual research, design development, technical/process investigation, contextual and market research; this will inform your engagement with a series of focussed design projects. The module aims to encourage you to investigate in further depth, more advanced skills and processes within 3D fashion knitwear and 2D knitted fabric design outcomes. You will gain experience of CAD / CAM in a subject specialist context and develop a range of industry standard skills to enable you to communicate your design ideas professionally.	Claire Preskey/Helen Hill	88489/88243
BA Fashion Accessory Design								Lee Mattocks	88361
	FADN20003	100	Full	30	Product, technology and innovation	100% coursework	On this module you will produce an extensive body of 2D and 3D work which focuses on professional practice. This will be supported through live briefs negotiated with industry, team working activities and specialised design skills relevant to contemporary accessories. You will develop a greater understanding of commerce, market awareness and the fashion accessories industry as a whole using market focused research methodologies. This will help you to apply industry standard application processes within your design work. Team working will develop communication, time management and organisational skills and encourage an understanding of the realities of working within the industry as part of an extended team. You will develop greater skills in independent learning and reflective practice through peer group activities and team work which will be supported by group tutorials. Through a series of advanced workshops and masterclasses you will continue to develop technical problem solving skills through the use of appropriate design technologies in order to produce a range of professional products. Computer Aided Design and associated IT media workshops will continue to enhance your skills and will help you to edit your portfolio to a professional standard.	Maria Stafford	88237
BA Fashion Management								Justine Davidson	86412
	FASH20034	20	1st Half	15	Management and Employment	100% project	This module will enable you to understand international organisations, structures and cultures and the management theories, which underpin these, in preparation for your career. In this module you will have the opportunity to understand documentation and key management theories in relation to employability, personal and professional attributes, skills and individual development for short and long-term employment in the global fashion and textiles industry.	Katie Holbrook	88481
	FASH20039	20	1st Half	15	Research Project	100% project	The aims of this module are for you to develop your research skills, as well as provide you with an opportunity to integrate and explore your learning and knowledge gained from previous Fashion Management modules. This module also acts as preparation for the Dissertation module in the final year (FHEQ 6). You can choose a specialist area of the curriculum to study and it may be linked to your future work experience or career aspirations.	Julia Kininmonth	88468

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	FASH20041	20	2nd Half	15	Product Technology	100% examination	This module will build on your understanding of the theory and the practical application of key issues in the first year of your studies, particularly in the FTMG10352 Fashion & Textiles Product module. You will develop your understanding of fashion garments and related fashion products. You will explore issues such as sizing and fit, international safety standards for clothing and legislation in the global retail industry. You will study the principles of Quality Management and applications in context of the international fashion industry. In the seminars and the workshops you will undertake activities and assignments which will develop your understanding of the purpose and methodology of fashion product technology and performance, and its application in the fashion buying cycle, with consideration to sustainable and ethical practice.	Katie Holbrook	88481
	FASH20042	20	2nd Half	15	Fashion Marketing & Communication	100% project	In this module you will further develop the principles of marketing which were studied in Year 1, but with more emphasis on the communication and promotion aspects of marketing. In the lectures, seminars and workshops you will explore marketing and promotional strategy in the context of the fashion industry. You will be encouraged to recognise and reflect on the wider external environmental and international issues of fashion marketing in a global context. You will investigate the importance of consumer behaviour with respect to the decision making process. Your assignments and your research will enable you to establish a knowledge of marketing promotion theory and practice, with emphasis on integration and build on research and investigative, critical and analytical skills. The collaborative learning experiences will allow you to develop your organisational, verbal and written communication skills.	Caroline Travell	82289
	FTMG20297	40	Full	30	Fashion Buying and Merchandising	100% project	In the lectures and the seminars, you will investigate company strategy from both a retail and a sourcing perspective whilst taking into account ethical and sustainable considerations. You will study the current theory in relation to organisational, strategic and operational principles and practice in global sourcing and supply chain management for the fashion industry. You will gain current information and perspectives from practitioners and specialists who have worked as fashion buyers and merchandisers in the industry. This will enhance your understanding of fashion buying and merchandising principles and practices, which you will then be able to apply to your own research work. In your research and in your assignment work you will develop your critical thinking, analytical skills, organisational, presentation and communication skills.	Felicity Walker	82503
BA Fashion Communication & Promotion								Tim Rundle	88230
	FASH20031	60	1st Half	15	Communication & Message	100% project	In this module you will analyse the use of message through visual communication within a given market. You will be introduced to the various market sectors in the fashion and lifestyle industry and shown their differences and similarities, through reference to theory and practical examples. You will work in a team to respond to a contemporary directed or industry-generated brief. This will emulate the experience of working within the industry. You and your team will research extensively using a variety of innovative methods. You will analyse and discuss your findings to create solutions that will be original and applicable to the company, its customers and market. In this module you will be given the opportunity to establish and extend your knowledge and use of appropriate media and software. A consequence of this module will be that you gain an even greater understanding of the impact, the visual world has on the development and marketing of brands.	Simon Rudkin	84714

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	FASH20032	60	2nd Half	15	Promotion & Context	100% project	This module will explore the means by which fashion information is communicated to relevant audiences in a variety of contexts. In this module you will be shown how to recognise the promotion of fashion-led industries as visually driven and learn to manage and work within that environment. A focus of this module will be to develop your own personal observational skills specifically in terms of trend identification and prediction. You will continue to develop critical and analytical skills in relation to problem solving and further develop appropriate media skills to underpin project work in respect of visual presentation and design layout. You will work in a team answering a directed or industry-generated brief that requires you to illustrate an understanding of the contemporary global fashion context, but also of future scenarios. You will continue to develop your visual verbal and written communication skills using a range of methods and styles to communicate to a range of different fashion and lifestyle audiences.	Claire Phipps	84068
BA Fashion Marketing & Branding								Sue Smedley-Roberts	84601
	FMBR20001	60	1st Half	15	Marketing Strategy & Communication	100% coursework	The module will explore how business and marketing strategy is devised within the fashion and lifestyle environment. You will be introduced to 'live' projects building on the knowledge developed in your first year of the Fashion Marketing and Branding programme to put your theory into practice. You will learn how to develop a business and marketing plan, and use research and forecasting techniques to allow you to identify business opportunities and solutions. You will learn how to use communication messages that influence consumer choices and apply marketing media and language to appeal to the intended audience.	Adele Thorley	88406
	FMBR20002	60	2nd Half	15	Brand Environment	100% coursework	The fashion system is not merely about clothes, it is about how we live and view life. This makes it a complex and fascinating area for study and it can be investigated via many sources, including lifestyle. This module is about developing levels of engagement and autonomous learning in order to prepare you for your final year. It will help to broaden your research skills, levels of analysis and further develop your strategic and creative thinking. It will introduce you to collaborative working and increase your knowledge of work-based practice.	tbc	tbc
BA Graphic Design								Hugh Hamilton PL/ Kathryn	88251
	GDES20001	20	Full	30	Design in Context 2	100% coursework	This module builds on the historical understanding developed in the Design in Context 1 module in year one. Design in Context 2 will allow you to develop your understanding of the wider cultural and social implications of contemporary graphic design. Imagery and processes are situated within relevant social, political and cultural contexts, both national and international, and explored in relation to other visual disciplines (e.g. cinema, fashion, fine art). The aim is to develop your understanding of how graphic design is both influenced by and, in turn, influences these wider contexts. The module provides you with the opportunity to explore these issues through a series of assessed tasks that will develop your communication skills (both written and verbal). These assessed tasks will, firstly, develop your analytical skills in relation to discussing and understanding contemporary graphic design, and, secondly, prepare you for the demands of Level 6 study.	Ben Jenkins	88102

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	GDES20002	100	Full	30	Exploring the Professional Context and Personal Direction	100% coursework	This module builds on the design thinking developed in year one having two aims; firstly, developing and extending your personal design direction and, secondly, understanding the professional context of contemporary graphic design. In order to develop your personal design direction, this module encourages you to further explore and experiment across a number of disciplines; Branding, Editorial, Illustration, Motion Graphics, Packaging and Typography. A range of projects will support your development as an autonomous designer who feels confident in challenging convention in order to produce appropriate design solutions. As part of this module you will also develop your understanding of the wider context of design. You will have the opportunity to work alongside industry and recognised professional bodies through a series of specialist live client briefs that help you gain experience of working in a professional context. These will help you to develop your understanding of the roles and responsibilities of a professional designer and build awareness of current debates and discourses.	Hannah Halliday (lead) / Jen	82726/88271
BA Photography								Max Kandhola PL / tbc (Ac	88252
	PHOT20117	80	Full	30	Photography: Visual and Professional Practice	75/25% coursework	This module aims to give you practical experience of making creative, experimental and critically informed work with an insight into professional practices for working with photography. Students work on set and self-set photography projects that develop your detailed knowledge of specialist photographic skills relating to particular areas of photographic practice (such as art, fashion or documentary photography). The module aims to support you in developing your individual practice and build on your understanding of your place within the photographic and creative industries. The distinctive features of this module include: Experimentation and investigation of different photographic practices Consideration of photographic CVs and work experience A public exhibition of work Consideration of presenting work and yourself to a wider audience Production of a body of work to professional standard Understanding of professional conventions such as copyright and working to commission.	Andy Cantouris, Emily Andersen (Professional Practice element leader)	88256/88250
	PHOT20118	40	Full	30	Critical and Cultural Practice in Photo	100% coursework	This module aims to build upon the student's practical and theoretical knowledge and experience to further explore the complex nature of representation in and through imagery. The module enables students to develop an understanding of critical strategy in the interpretation, analysis and practice of photography in relation to art, theory and commerce.	Jean Baird	88254
BA Animation								Andrew Love	84680
	ANMN20001	20	Full	30	Animation Studies 2	100% coursework	The module aims develop deeper understanding in the theories, ideas and cultural contexts that relate to and surround animation, its location in the world and its relationship to its audience. Explored through lectures, seminars, workshops and offsite visits. The module aims to broaden your understanding of the interconnectedness of design experimentation and narrative in animation. Personal ideas and enquiries will continue to be developed to allow your individual creative identity and vision evolve. The purpose of the module is to challenge and extend your ways of original invention and broaden your artistic outlook and help you develop a greater connectivity between your research and practice.	Jemma Gilboy	84136

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	ANMN20002	100	Full	30	Animation Studio	100% coursework	<p>This studio module gives you the opportunity to build on your level one creative experience. It allows you to apply research and creative thinking to practical, technological and theoretical questions to solve problems which closely mirror contemporary professional animation practice.</p> <p>This module will provide you with an understanding of the client and audiences relationship with animation both in current cultural and industrial context. The module gives you the opportunity to apply your knowledge of visual language, narrative, evaluation and development of appropriate and considered solutions to the animated product. You will be given the opportunity to negotiate a programme of personal learning and encouraged to develop the confidence to question convention and to apply informed personal viewpoint and develop a distinctive visual style.</p> <p>The module aims to enable the acquisition of the specialist abilities required by particular areas of professional practice, or to continue developing a broader range of skills and interests.</p> <p>You are also expected to establish yourself as a student animator within the contexts of key professional, social, political and cultural contexts while investigating the main areas of professional practice so that you can make choices about personal direction in your final year of study. You will have opportunities to work on competition work as well as being encouraged to undertake a short-term placement during your break. Focus on professional practice will also be reinforced by other activities that will encourage you to begin thinking about possible careers.</p>	Andrew Love	84680

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BA Design for Film and TV								Duncan Howell	82972
	TELE20053	20	Full	30	Contextual Studies 2	100% coursework	The module aims to further develop your understanding and skills to research and analyse visual material in the context of film and television. The module continues to explore the significance and potency of the moving image and further develops a deeper working knowledge of its elements, grammar and structure. To this end you should see important aims of this module as being: • To enable you to build on the basic study skills acquired in level one; researching, analysing and building structured communications for verbal, visual and written delivery; • To enable you to better understand the use of historical and cultural references and how this relates in context to the contemporary audience; • To complement the design module by furthering your understanding of the importance of context when conceptualising or answering within the confines of a design brief; • To enable you to further appreciate the production values inherent in film and television and how they are translated directorially to the screen; To enable you to better develop the transferable skills of interactive presentation and debate.	Huw Feather	84437
	TELE20055	100	Full	30	Exploring Design for Film and Television	100% coursework	The module contains a number of challenging production design projects for a range of genres in film and television. These projects reflect industry practice, giving you a sound and relevant preparation for future careers. The module aims to build on and extend skills acquired earlier in the course and enhances technical and aesthetic expressiveness in two and three-dimensional forms. It promotes an increased understanding of form, content and style language and facilitates a deepening understanding of the processes of design within its professional context. To this end you should see important aims of this module as being: • To further your awareness of space and its constituents as a means of communicating information and creating atmosphere in the two and three-dimensional time based workspace we deliver as screen image; • To further develop the transferable skills of collaborative group working and of verbal and interactive presentation appropriate to best and emergent professional practice; • To extend your understanding of mixed process workflow, where digital image and computer aided design complement traditional art & design techniques and to explore their potential and constraints; • To enable you to extend the range and use of media, processes and visual communication tools that best support and develop your creative abilities; • To further your awareness of issues of environmental responsibility and sustainability in the film and television industry.	Stelios Polychronakis	84469
BA Theatre Design								tbc	82965
	THTR20068	100	Full	30	Theatre Design Explorations	100% coursework	The aim of this module is to enable you to develop an emerging practice in theatre design, through selecting and exploring different projects and experiences. These will include, for example, developing industry relevant CAD skills, and the opportunity to undertake a work based learning placement. This process of exploration is diagnostic. You will reflect upon and evaluate your decisions and experiences in order to develop your knowledge, skills and confidence as a theatre design practitioner. You will select projects and approaches which enable you to develop your practical understanding of the relationship between design, craft and performance. You will develop a clear understanding of the requirements and possibilities of different audiences, spaces and contexts. Your skills in 2D and 3D visual media, will be further developed within the design projects to help you understand and communicate your ideas in the wider context of the profession, and in contemporary performance practice.	Sean Myatt	84011
	THTR20071	20	Full	30	Contextual Studies 2	100% coursework	Contextual Studies 2 is designed to further develop your knowledge and understanding of a wide range of live performance, historical and contemporary arts, cultural, and political contexts for your work. The module it is also aimed to stimulate your intellectual curiosity and enable you to further develop analytical, critical, reflective and evaluative skills in writing and presenting your responses and research.	Peter Rumney	82664

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BA Costume Design & Making								Nadia Malik	88269
	THTR20070	100	Full	30	Costume Design & Making: Explorations	100% coursework	Over a sequence of projects, this module aims to expand and strengthen your experimental approach to the effective visual communication of conceptual, developmental and completed costume design and making work. Through further exploration of physical and digital media, it is designed to encourage you to question the development of your ideas using a broad understanding of professional performance contexts. You will operate in situations of increasing complexity and depth and be encouraged to interpret characterisation challenges in 2D and 3D critically and imaginatively, aligning theory with practice and advancing your subject knowledge, understanding and practical skills. The creation and continual evolution of your outward facing professional identity (online presence) also forms part of this module.	Jenny Larkins	
	THTR20072	20	Full	30	Critical and Contextual Studies 2	100% coursework	This module aims to broaden your knowledge of and engagement with global and ethical debates within performance, encouraging a questioning and responsible approach to your own costume thinking. A range of different performance genres will be explored, including the cultural relevance of the roles and working practices within them. This module is designed to increase your research and critical analysis skills in support of your design and making work.		