

Nottingham Trent University Course Specification

Basic Course Information

1. Awarding Institution:	Nottingham Trent University
2. School/Campus:	School of Art & Design, City Campus
3. Final Award, Course Title and Modes of Study:	BA (Hons) Costume Design and Making, FT / SW
4. Normal Duration:	3 Years, SW 4 years
5. UCAS Code:	W451

6. Overview and general educational aims of the course

Costume Design and Making BA (Hons) offers you the opportunity to explore your personal expression as both an imaginative Artist/Designer and an accomplished Maker who can contribute to the global performance industry. You will experience a dynamic project-led course which integrates theory with practice, offering you a variety of career paths based on aesthetic sensitivity, practical capabilities, intellectual curiosity, critical awareness and entrepreneurial skills. You will have the opportunity to develop a professional understanding of costume design and costume making, developing a contextual expertise and emerging as an industry-ready practitioner.

The course aims to:

- prepare you for a career in the live and recorded performing arts as well as more widely-related employment in the cultural industries
- foster your creative, practical and academic potential by offering a holistic approach to costume design and making with contextual understanding
- emphasise the innovation and vision inherent in design-led performance making
- develop your interpersonal, organisational and communication skills
- allow the flexibility for a personal direction as a professional practitioner and industry leader to mature through research, analysis and application

The School's Professional Experience Policy supports your course in developing a flexible approach that enables work experience/placement activity to occur within modules, negotiated with your tutors. As well as support in finding placements in the key performance areas of film, TV, theatre, opera and dance, you will also be encouraged to explore the possibilities of wider stage, screen and cultural opportunities locally and nationally such as advertising campaigns, heritage/museum projects, commercials, multimedia, events, festivals, circus, pageants, concerts and light entertainment.

You will be encouraged to seek and complete work experience with the opportunity to gain an additional Diploma or Certificate in Professional Practice, dependent on the duration of placement. This is an optional award and is in addition to the Honours degree award.

Course staff are practicing professionals or research-active and committed to the enrichment of your experience through industry-led and research-led thinking. Industry experts and specialists are a regular feature of the course, either delivering guest lectures and workshops or working more closely with you on live projects, enhancing your learning and preparing you for employment. Relevant study trips such as visits to exhibitions or live/recorded performances are also provided.

Practical modules are designed to enable you to express your ideas about character creation and construction through focused analytical, reflective and research skills, concept creation, design techniques, 3D problem-solving, transferable and communicative skills and contextual understanding. Through blending traditional and contemporary techniques and processes, you have the opportunity to use past and current technologies, including a range of software, to generate experimental costume design and innovative pattern cutting and costume making methods which incorporate exciting textiles and material surfaces.

The contextual modules are designed to develop your critical awareness and understanding of past and present influences on and debates within costume, the performance industry more broadly

and its relationship with societies and cultures worldwide. We also encourage an awareness of 'design responsibility' and an understanding of social and ethical issues relating to the global performance industry, promoting ethical and sustainable practices.

The School of Art and Design offers a rich and diverse portfolio of courses and there are potential opportunities to collaborate with students from other courses, for example, BA (Hons) Theatre Design, BA (Hons) Design for Film and Television, BA (Hons) Textile Design, BA (Hons) Photography and BA (Hons) Filmmaking. During the course you can engage in various industry and cultural activities to further develop your understanding and knowledge of contemporary professional performance practice nationally and internationally. For example, you are encouraged to participate in competitions such as the Lindbury Prize and the Costume Society awards. Year 3 culminates in a public presentation of your work, with the possibility of selection for a variety of appropriate external exhibitions and events.

Relevant study abroad opportunities are available through our international exchange Erasmus partners in Europe and through the world-wide Study Abroad scheme, and there is a wide range of other activities related to the course which you can participate in through the university and the Student's Union.

The course curriculum and teaching and learning approaches support you in navigating your own personal growth and advancing your professional direction as a costume practitioner/designer-maker through sustained engagement and application. You will have the opportunity to develop your ambition and expression through creating and building your own designs and discover the satisfaction of achieving a successful result as part of a collaborative team as well as an interpretative individual, reflecting contemporary industry practice. As well as the value of the specific subject skills you acquire, the transferable skills you develop through your study such as problem solving, visual and verbal communication, flexible working practices and self-management, will prepare you for a broad range of related employment opportunities within the cultural industries and/or postgraduate study.

7. **Course outcomes**

Course outcomes describe what you should know and be able to do by the end of your course if you take advantage of the opportunities for learning that we provide.

'(B)' shows the alignment of Course Learning Outcomes with the UK Quality Assurance Agency for Higher Education's Benchmark Statement for Art & Design, February 2017.

Knowledge and understanding

By the end of the course you should be able to:

- Comprehend and critically evaluate past, current and emerging design and making practices
- Critically analyse and evaluate historical, contemporary, cultural and theoretical influences informing practice (B)
- Build specialist knowledge and understanding of the performance industry in a global context (B)

Skills, qualities and attributes

By the end of the course you should be able to:

- Evidence analysis, evaluation and application of research to formulate concepts
- Experiment with and evaluate a variety of relevant approaches and techniques to develop your design skills
- Experiment with and evaluate a variety of relevant approaches and techniques to develop your making skills
- Select and demonstrate appropriate strategies for effective communication of theory and practice (B)
- Demonstrate a professional, responsive and flexible approach to self-management over the duration of complex tasks
- Reflect upon your professional practice to inform your personal direction in the performance / cultural industries (B)

8. Learning and teaching methods

The course combines a diverse range of teaching and learning methods aligned with the Course Learning Outcomes to develop your 'knowledge and understanding' and 'skills, qualities and attributes'. Staff-student interactions could include staff feedback, peer feedback, tutorials, seminars, presentations, practical workshops, projects, critiques, briefings, lectures, study visits, workshop inductions, technical demonstrations, self-evaluation, e-learning, independent studio practice, self-directed research, personal development planning and the NTU Online Workspace virtual learning environment (NOW).

You are also supported by industry professionals and guest lecturers with national and international links within the performance industry. You will experience a rich and stimulating climate of enquiry, informed by staff research and professional experience, direct links with industry and a vibrant university culture. You will be encouraged to participate in project work, industry visits and work experience to make the maximum use of these links.

We provide modern and well equipped facilities for all aspects of the course and create a culture in which you are encouraged to experiment and explore ideas creatively. We offer a dynamic curriculum which encourages you to make the best of every opportunity on the course.

9. Assessment methods

Assessment is conducted according to the School 'Assessment and Feedback Principles and Guidelines' which ensures that appropriate academic standards are made clear. The course runs year-long modules based on 100% coursework and assessment is holistic. The Module Learning Outcomes for each module at each level are aligned with the Course Outcomes. As you progress through the course, the assessment methods used both reflect industry practice and allow you to demonstrate how you have met the Module Learning Outcomes at each level.

Formative feedback at interim points helps you to form an impression of how you are progressing and to evaluate your learning and develop your work with the aim of meeting Module Learning Outcomes. Summative feedback at the end of a module is the formal feedback provided as a summary of your learning, where a piece of completed work is submitted and assessed against the Module Learning Outcomes. You will be assessed at formative and summative points through each module using an appropriate mixture of the following assessment methods:

- visual and verbal presentation of physical and/or digital work to peers, staff, visiting practitioners
- submission of written work
- submission of practical work

Work for formative or summative assessment might consist of collections of visual research images, theoretical research, sketchbooks, reflective journals, design development work, 3D development work, design portfolios, finished costumes, written reports and evaluations, essays, verbal and visual presentations in a variety of formats.

Formative and summative feedback is provided through an appropriate mixture of verbal, voice-recorded, videoed and written indications of progress and through personal development planning/tutorial record sheets. Your sustained level of engagement throughout a module is a contributing factor in ensuring that you are able to meet the Learning Outcomes. Personal reflection is encouraged in order to assist your understanding of the formative and summative feedback you receive and in order to develop actions that can support your own learning. If you are unable to pass modules to the required standard, you will be provided with advice directly relating to the University Common Assessment Regulations.

10. Course structure and curriculum

The course is studied on a full-time (3 years) basis, with the option of a sandwich placement between years two and three.

All students must complete 120 credits at each level to achieve 360 credits for the BA Honours Costume Design and Making degree award.

Compulsory full year module titles and credits (October to June):

LEVEL 4	LEVEL 5	LEVEL 6
100 cps Costume Design and Making: Introductions	100 cps Costume Design and Making: Explorations	120 cps Costume Design and Making: Exposition
20 cps Contextual and Critical Studies 1	20 cps Contextual and Critical Studies 2	

LEVEL 4 - Certificate of Higher Education (120 credits)

Costume Design and Making: Introductions (100 credits)

This module connects costume design with costume making and establishes key theoretical and practical approaches to character creation. Through experimentation with a variety of methods and materials, this module will provide the opportunity to develop your visual communication skills and 3D problem solving and introduce you to the fundamentals of professional costume practice within the performance industry.

Contextual and Critical Studies 1 (20 credits)

This module introduces the role of dress within a range of cultural contexts and its connection to performance costume. Critical thinking and analysis enabling the integration of findings from your independent research activities is emphasised. The articulation of your knowledge and understanding through written and/or other means of communication is key and supports your practical work.

LEVEL 5 - Diploma of Higher Education (240 credits)

Costume Design and Making: Explorations (100 credits)

This module strengthens the links between costume design and costume making through a more challenging depth of practical work which focuses on developing your personal and artistic responses. You will have the opportunity to apply theoretical and practical knowledge and skills and to consider the progression of your individual practice and artistic style, both 2D and 3D, within a broadened understanding of the performance industry. Seeking work experience is encouraged during this module.

Contextual and Critical Studies 2 (20 credits)

This module builds on your investigations around the role of costume in performance and how it can present meaning within a variety of cultural contexts. Emphasis is placed on performance analysis and costume practice within the global industry. Intellectual curiosity and critical thinking are key to the expression of your knowledge and understanding through written and/or other means of communication in support of both your practical work and your personal development as you approach and prepare for Level 6 study.

LEVEL 6 - BA (Hons) Degree (360 credits)

Costume Design and Making: Exposition – 100% (120 credits)

This module allows you to advance your personal approaches and professional practice anticipating entry into the global performance/cultural industries. From research through development to completion of your work, you have the opportunity to respond innovatively to your area of interest within costume and demonstrate experimental, independent learning through critical inquiry and individual expression. Reflectivity, flexibility and evaluation are emphasised, combining theory,

practice and personal development through practical and written work and through engaging in a public presentation of completed work, establishing yourself as an emerging practitioner.

11. Admission to the course

Entry requirements.

For current information regarding all entry requirements for this course, please see the 'Applying' tab on the NTU course information web page.

12. Support for learning

We are committed to supporting your successful achievement of the best results possible and there is a comprehensive learner support system in operation both on the course and school-wide.

Course support includes:

- Level 4 inductions fostering a sense of community through group activities
- Level 5 and Level 6 Collaborative Engagement and Retention Team (CERT) Student Mentors who can assist students at Level 4 with personal issues
- A dedicated Module Leader and/or Year Leader at each level who can provide academic and pastoral support
- Module information accessible through NOW, including opportunities for blended learning
- Personal tutorials and Personal Development Planning through staff contact

School support includes:

- An Art & Design Senior Student Support Advisor

University support includes:

- Student Support Services
- A range of personal support through the Student Union
- The Undergraduate Student Handbook includes information on how to access Employability Services, Disability Services, Fees and Student Finance Services, Health and Wellbeing Services, International Students Support, Study Support and Individual Support

13. Graduate destinations/employability

The course offers placement opportunities to enable you to experience working in professional contexts and identify how your course / practice sits within the creative and cultural industries. The course has a dedicated Employability Tutor and, additionally, the school Employability Team continuously work closely with all course staff to expand the placement opportunities available to costume students. The Employability team also provide specialist career talks, workshops and events.

Students at all levels are encouraged to arrange short work placements, negotiated with your tutors, to build personal links with industry practitioners and prepare you for your future. There are also opportunities to make industry links through live and/or theoretical projects, visiting experts, study trips and competitions.

Graduate destinations have included costume designing and/or making for prestigious companies such as Angels Costumiers and the BBC, and freelance or in-house costume designing, making and assisting for a myriad of stage and screen companies, events and performances both large-scale and small-scale. Broader employment has included specialisms such as tailoring, and wider costume-related engagement such as stylist work or business start-up. This course also provides you with the transferable skills needed for alternative careers such as teaching and heritage work or to undertake further specialised postgraduate study in performance-related or other subjects.

14. Course standards and quality

Your experience whilst studying on the course is important to us. We would like you to contribute to the continuing development of this course and welcome your feedback which you can give in a number of ways.

You can put yourself forward for election as a course representative at the beginning of each year. As part of this role you will be invited, once per term, to attend Staff-Student Liaison Meetings and Course Committee Meetings, contributing to the discussions surrounding the continuing health of the course. The responses to any actions raised against issues identified at Course Committee Meetings are reported back to you via the next Course Committee Meeting. All students are asked to give feedback at appointed times on individual modules and may be invited to end of year meetings. At the end of each year the course team submits an evaluative Interim Course Report (ICR) to the School Academic Standards and Quality Committee (SASQC) which also contains a Course Development Plan to ensure continuous review and improvements into the future. There is also a Periodic Course Review (PCR) every three years which includes student feedback and external input.

All courses conform to university requirements and there are well established systems for managing the quality of the curriculum within the School. External Examiners, appointed to each course, review and report on the appropriateness of the curriculum and the assessment process ensuring that the standards of student work achieved are comparable with similar courses across the UK. The External Examiner attends the Board of Examiners where possible, along with the staff team and senior managers from the School of Art & Design, to confirm the final degree award of each student.

15. Assessment regulations

This course is subject to the University's Common Assessment Regulations (located in Section 16 of the Quality Handbook).

16. Additional information

Collaborative partner(s):	N/A
Course referenced to national (QAA) Benchmark Statements:	Art and Design February 2017
Course recognised by:	The Textile Institute
Date this course specification approved:	11/07/2018
	SW mode of study introduced and approved by SASQC 3 July 2019

Any additional information: