



## MODULE SPECIFICATION

Part 1: Information				
Module Title	Pattern Cutting and Costume Construction (2)			
Module Code	UAMPE5-40-2	Level	2	
For implementation from	September 2019			
UWE Credit Rating	40	ECTS Credit Rating	20	
Faculty	Arts, Creative Industries and Education	Field	Stage Management	
Department	Film and Journalism			
Contributes towards	FdA Costume for Theatre, TV and Film			
Module type:	Professional Practice			
Pre-requisites	None			
Excluded Combinations	None			
Co- requisites	None			
Module Entry requirements	None			

Part 2: Description
<p>At level 2 you will continue your pattern cutting and construction learning, building on previously learned skills and increased use of your initiative. You will take on the role of cutter and maker of costumes. You will work on public productions potentially making a range of costumes from different periods and styles. Further production specific specialist skills will be taught by costume tutors. This is a yearlong module taught over the three academic terms</p> <p>You will learn to manage your assigned costume production deadlines at the same time as studying other Course modules. You will develop your interpretation and research skills through either design for performance or area of personal interest.</p> <p>You will learn how a costume works through seeing your costume in use in a professional context. You will aim to reach a professional level of fit and finish in the garments you construct.</p> <p>The majority of scheduled learning for this module will include supervised time in studios, demonstration, work based learning and practical classes and workshops. You will be expected to take initiative to research and collaborate with other students to fulfil your project requirements.</p>
Part 3: Assessment
<p>This is a Professional Practice module with only one component of assessment. This component has only one element of assessment and is Pass/Fail.</p> <p>Assessment will be a continuous process over the duration of the second year. You will interpret Costume Designs through creating a mood board and manipulating a set of individually drafted paper pattern blocks. This will result in the realisation of robust, well-fitting Costumes for production(s).</p>

Identify final timetabled piece of assessment (component and element)		Component A	
% weighting between components A and B (Standard modules only)		A:	B:
		Pass/Fail	
First Sit			
Component A (controlled conditions) Description of each element		Element weighting (as % of component)	
A portfolio to include: <ul style="list-style-type: none"><li>Mood Board</li><li>Paper Patterns</li><li>Student made costumes</li></ul>		Pass/Fail	
Component B Description of each element		Element weighting (as % of component)	
1. N/A			
Resit (further attendance at taught classes is not required)			
Component A (controlled conditions) Description of each element		Element weighting (as % of component)	
A portfolio to include: <ul style="list-style-type: none"><li>Mood Board</li><li>Paper Patterns</li><li>Student made costumes</li></ul>		Pass/Fail	
Component B Description of each element		Element weighting (as % of component)	
1.N/A			
Part 4: Learning Outcomes & KIS Data			
Learning Outcomes	On successful completion of this module you will be able to: <ul style="list-style-type: none"><li>Undertake appropriate research to accurately interpret a costume design;</li><li>draft a set of paper patterns to individual measurements reflecting chosen design elements and period detailing;</li><li>compare suitable methods of construction in relation to the rigours of the performance process;</li><li>Accurately cut and construct a costume to a professional standard, demonstrating a professional level of finish which is suitable to be used in public performance or for the graduate exhibition</li></ul>		

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<b>First Approval Date (and panel type)</b>	17/10/2009			
<b>Revision ASQC Approval Date</b>	PER Panel 23/05/2019	<b>Version</b>	5	<a href="#">Link to Workspace ID 4922</a>