Module Specification

Pattern Cutting and Costume Construction 2

Version: 2023-24, v5.0, 06 Jun 2023

Contents

Part 1: Information

Module title: Pattern Cutting and Costume Construction 2

Module code: UAMPE5-40-2

Level: Level 5

For implementation from: 2023-24

UWE credit rating: 40

ECTS credit rating: 20

Faculty: Faculty of Arts Creative Industries & Education

Department: ACE Dept of Creative & Cultural Industries

Partner institutions: Bristol Old Vic Theatre School

Field: Stage Management (BOVTS)

Module type: Professional Practice

Pre-requisites: None

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: Not applicable

Features: Not applicable

Educational aims: 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

Outline syllabus: 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.

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.

Part 3: Teaching and learning methods

Teaching and learning methods: 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.

Module Learning outcomes: On successful completion of this module students will achieve the following learning outcomes.

MO1 Undertake appropriate research to accurately interpret a costume design;

MO2 Draft a set of paper patterns to individual measurements reflecting chosen design elements and period detailing;

MO3 compare suitable methods of construction in relation to the rigours of the performance process;

MO4 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

Hours to be allocated: 400

Contact hours:

Independent study/self-guided study = 300 hours

Face-to-face learning = 100 hours

Total = 400

Reading list: The reading list for this module can be accessed at readinglists.uwe.ac.uk via the following link

https://rl.talis.com/3/uwe/lists/BFA58A1D-69A3-41D5-ABFF-A933B4B77FFF.html?lang=en&login=1

Part 4: Assessment

Assessment strategy: This module has only one assessment task, which is Pass/Fail.

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).

Assessment tasks:

Portfolio (First Sit)
Description: A portfolio to include:

Research
Paper Patterns
Student made costume

(Pass/fail)
Weighting:
Final assessment: Yes
Group work: No
Learning outcomes tested: MO1, MO2, MO3, MO4

Portfolio (Resit)

Description: A portfolio to include:

Research

Paper Patterns

Student made costume

(Pass/fail)

Weighting:

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Costume for Theatre, Television and Film [BOVTS] FdA 2022-23