



## **Programme Specification**

### **Fashion Textiles [Sep][FT][Bower][3yrs]**

Version: 2022-23, v2.0, 31 Mar 2022

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## Section 1: Key Programme Details

### Part A: Programme Information

**Programme title:** Fashion Textiles [Sep][FT][Bower][3yrs]

**Highest award:** BA (Hons) Fashion Textiles

**Interim award:** BA Fashion Textiles

**Interim award:** DipHE Fashion Textiles

**Interim award:** CertHE Fashion Textiles

**Awarding institution:** UWE Bristol

**Affiliated institutions:** Not applicable

**Teaching institutions:** UWE Bristol

**Study abroad:** No

**Year abroad:** No

**Sandwich year:** No

**Credit recognition:** No

**Department responsible for the programme:** ACE Dept of Art & Design, Faculty of Arts Creative Industries & Education

**Contributing departments:** Not applicable

**Professional, statutory or regulatory bodies:**

Creative Skillset

**Apprenticeship:** Not applicable

**Mode of delivery:** Full-time

**Entry requirements:** For the current entry requirements see the UWE public website

**For implementation from:** 01 September 2021

**Programme code:** W23B-SEP-FT-BA-W23B

## Section 2: Programme Overview, Aims and Learning Outcomes

### Part A: Programme Overview, Aims and Learning Outcomes

**Overview:** UWE Fashion Textiles delivers a holistic understanding of the Fashion Textile Design process and encourages students to develop design outcomes and solutions for range of Fashion Textile contexts. As students' progress through the course they can specialize onto one of the creative platforms, which may include for instance: Fashion Design, Textile Design or Fashion Textile Futures.

The course ethos is driven by creativity and the development of an experimental playful approach to the exploration and resolution of ideas. This is underpinned by a robust core of technical, digital and conceptual skills development, and a pattern cutting curriculum to support the translation of ideas from 2D – 3D.

**Educational Aims:** Broad Aims of the Fashion Textiles undergraduate modular scheme:

To provide an opportunity to develop a creative practice within fashion textiles and its related areas;

To provide an experience of higher education in fashion textiles, and its related areas, that offers students choice and independence in determining their abilities and ambitions;

To equip students with the intellectual, practical, critical and creative skills necessary for them to locate themselves and their practice within professional, social, historical and cultural contexts;

To give students the confidence to develop informed and independent critique relevant to the subject area;

To deliver key/transferable and professional practice skills as an integrated part of the curriculum;

To respond to the demands of industry; namely fashion textiles and its related areas;

To equip students with the necessary understanding of research techniques and appropriate methodologies;

To sustain an environment in which individual students may realise their full potential.

Specific Aims of the Fashion Textiles undergraduate modular scheme.

The Fashion Textiles programme aims to enable students to:

Develop clear, effective, creative and critical research and engagement with the practical, ethical, historical, social, cultural and professional issues which impact on Fashion Textile practice.

Generate, test, develop and resolve creative ideas, practical outcomes, concepts, proposals, solutions and arguments in response to set briefs, design problems and / or as self-initiated activity;

Demonstrate an understanding of the interrelationship between the requirements of industry and the development of fashion textile work appropriate to that industry;

Implement processes of critical reflection, analysis and evaluation in the development of their creative practice;

Gain the transferable and professional skills necessary to be able to work effectively and creatively in the fashion textile and associated creative and cultural industries;

Develop confidence, initiative and an independent approach to fashion textile

practice

Communicate and present ideas and work using materials, processes and technology to develop and present professional solutions.

Engage in industry/work related experience as part of the curriculum.

### **Programme Learning Outcomes:**

On successful completion of this programme graduates will achieve the following learning outcomes.

### **Knowledge and Understanding**

- A1. The nature, purpose and value of Fashion Textiles in the 21stC
- A2. The range of professional contexts within which they may work
- A3. Research methods and their application, including: sourcing, selecting, retrieving, analyzing, evaluating and critiquing information from a variety of sources
- A4. Historical and contemporary fashion textile contexts, including current theories, debates and critical perspectives, and their place within them
- A5. The ways in which they can analyse tasks, and implement strategies to develop and realize creative design solutions
- A6. The value of reflection, analysis and critique in relation to identified aims and outcomes
- A7. A range of intellectual, creative and technical skills which they can apply in the development of their fashion textile practice

### **Intellectual Skills**

- B1. Generate ideas, concepts, proposals, solutions and arguments independently in the context of Fashion Textiles
- B2. Locate their practice within the broader contexts of the fashion culture and fashion textile industries
- B3. Employ both broad and subject specific modes of research and analysis in the processes of investigation, experimentation, visualization and realization

- B4. Select, test and make appropriate use of materials and processes in the exploration of ideas and realization of concepts of outcomes
- B5. Select, test and implement an appropriate research methodology in the development and realisation of concepts and outcomes

### **Subject/Professional Practice Skills**

- C1. Apply their intellectual and creative curiosity in response to set briefs and self-initiated activity
- C2. Identify, explore and develop fashion textile design solutions for set tasks, independent projects and live briefs
- C3. Explore creative approaches to the development of new ideas
- C4. Work effectively in independent, collaborative and professional contexts
- C5. Identify, select and apply a range of technical and creative skills and processes appropriate to a brief

### **Transferable Skills and other attributes**

- D1. Able to manage their own learning, accessing and utilising an appropriate range of knowledge, skills and resources to facilitate their development
- D2. Flexible and adaptable in meeting the challenges implicit within set tasks and independent and professional creative practice
- D3. Able to clearly communicate their ideas visually, verbally and in writing in a variety of creative and professional contexts
- D4. Able to recognize their own strengths and identify areas for continued development
- D5. Resourceful and entrepreneurial in developing and applying their skills in learning and professional contexts

## **Part B: Programme Structure**

### **Year 1**

The student must take 120 credits from the modules in Year 1.

### **Year 1 Compulsory Modules**

The student must take 120 credits from the modules in Compulsory Modules.

<b>Module Code</b>	<b>Module Title</b>	<b>Credit</b>
UA1APQ-15-1	Critical Perspectives 2022-23	15
UADARX-45-1	Exploring Practice in Fashion Textiles 2022-23	45
UADARW-45-1	Introduction to Fashion Textiles 2022-23	45
UADARY-15-1	Professional Practice and Work Experience in Fashion Textiles 1 2022-23	15

## **Year 2**

The student must take 120 credits from the modules in Year 2.

### **Year 2 Compulsory Modules**

The student must take 105 credits from the modules in Compulsory Modules.

<b>Module Code</b>	<b>Module Title</b>	<b>Credit</b>
UA1APS-15-2	Creative Analysis 2023-24	15
UADAS4-45-2	Developing Practice in Fashion Textiles 1 2023-24	45
UADAS5-45-2	Developing Practice in Fashion Textiles 2 2023-24	45

### **Year 2 Optional Modules**

The student must take 15 credits from the modules in Optional Modules.

<b>Module Code</b>	<b>Module Title</b>	<b>Credit</b>
UADB3E-15-2	Collaborate 2023-24	15
UADAS6-15-2	Professional Practice and Work Experience in Fashion Textiles 2 2023-24	15

### **Year 2 Optional Modules Exchange**

Modules available for International Exchange (for incoming and outgoing international students only )

<b>Module Code</b>	<b>Module Title</b>	<b>Credit</b>
UA1APR-45-2	International Exchange 2023-24	45
UA1ASK-15-2	Professional Practice (international) 2023-24	15

**Year 3**

The student must take 120 credits from the modules in Year 3.

**Year 3 Compulsory Module Choices**

The student must take 90 credits from the modules in Compulsory Module Choices.

UADASX-30-3 Preparation for Extended Study in Fashion Textiles

OR

UADNC3-15-3 Preparation for Extended Study in Fashion Textiles

AND

UADASY-45-3 Extended Study in Fashion Textiles

OR

UADAVK-30-3 Extended Study in Fashion Textiles (minor)

AND

UA1AVJ-30-3 Independent Research Project

OR

UA1APT-15-3 Independent Research Project

<b>Module Code</b>	<b>Module Title</b>	<b>Credit</b>
UADAVK-30-3	Extended Study in Fashion Textiles (Minor) 2024-25	30
UADASY-45-3	Extended Study in Fashion Textiles 2024-25	45
UA1APT-15-3	Independent Research Project 2024-25	15
UA1AVJ-30-3	Independent Research Project 2024-25	30



UADASX-30-3	Preparation for Extended Study in Fashion Textiles 2024-25	30
UADNC3-15-3	Preparation for Extended Study in Fashion Textiles 2024-25	15

### Year 3 Compulsory Modules

The student must take 30 credits from the modules in Compulsory Modules.

Module Code	Module Title	Credit
UADAS3-30-3	Professional Practice and Work Experience Fashion Textiles 3 2024-25	30

### Part C: Higher Education Achievement Record (HEAR) Synopsis

This is an industry facing programme that encourages students to engage in the development of fashion textiles using a range of materials, technologies and software alongside the traditional skills, techniques and craftsmanship of Fashion and Textile design. The translation of ideas from 2D to 3D is an essential part of the curriculum and students will develop garments, textile designs, fashion products and digitally enabled outcomes for application in the fashion textile industries. Students can opt to take a sandwich year at the end of Level 2.

A successful graduate will be able to work across a number of areas in the creative industries which may include for instance fashion designer, textile designer, product developer and pattern cutter.

### Part D: External Reference Points and Benchmarks

This programme has been developed in relation to the following reference points:

QAA Benchmark Statement for Art and Design and History of Art, Architecture and Design

SEEC Credit Level descriptors for HE

QAA National Qualifications Framework

UWE Vision, Mission and Strategy

UWE Learning and Teaching Strategy

UWE Assessment Policy

Feedback from alumni

UWE QMEF requirements (15/45 credit structure)

Student Feedback SRSF meetings

Staff Feedback via formal and informal meetings

Diversity and Disability profiles (sector-wide and department specific).

The programme structure, curriculum content, professional skills and industry engagements have been successfully scrutinised by professionally engaged external examiners and HE Teaching, Learning and Assessment in Creative Practices specialists.

### **Part E: Regulations**

Approved to University Regulations and Procedures.