



SECTION 1: KEY PROGRAMME DETAILS

PROGRAMME INFORMATION	
Final Award Title	Foundation Degree Arts (FdA) Costume for Theatre, Television and Film
Default Award Title (Exit Award)	None
Interim Award Titles (Exit Awards)	Cert HE Costume for Theatre, Television and Film
Awarding Institution	UWE Bristol
Teaching Institutions	Bristol Old Vic Theatre School
Partner Institutions	Bristol Old Vic Theatre School
Delivery Locations	Bristol Old Vic Theatre School
Study Abroad / Exchange / Credit Recognition	None
Faculty Responsible For Programme	Arts, Creative Industries and Education
Department Responsible For Programme	Film and Journalism
Professional Statutory or Regulatory Body (PSRB) Links	N/a
Apprenticeship	N/A
Mode of Delivery	FT (attendance)
Entry Requirements	<p>The University's Standard Entry Requirements apply with the following additions/exceptions</p> <p>Normal academic entry requirements would be; General Art and Design Foundation Course or equivalent Level 3 qualification; or equivalent practical experience.</p> <p>Specific skills: competent sewing, well organised.</p> <p>Would normally demonstrate interest in areas such as film and theatre craft, and recreational sewing. Have a background in school / amateur theatre productions. Applicants will be interviewed by two members of staff, including the Head of Costume. They are required to bring a portfolio with examples of their work. Applicants will be given an</p>

PROGRAMME INFORMATION	
	opportunity to ask questions of staff and current students and will be shown the facilities at the School. All applicants are seen.
For Implementation From	September 2019
Programme Codes	W451

PART B: FOR STUDENT AND ACADEMIC SERVICES COMPLETION ONLY	
First UVP Approval Date	September 2000
Date of Last Revalidation (through Programme Enhancement Review)	May 2019
Next Programme Enhancement Review Date	2025/26

SECTION 2: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES**PART A: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES****1. (Programme) Overview (c. 400 words)**

You will find that this intensely practical and vocational two year course will enable you to experience all the different aspects of the costume professionals role across stage and screen. You will be given the opportunity to learn a range of practical skills and applications to enable you to fulfil the various roles within the costume Industry, including; Assistant costume supervisor, costume supervisor and costume maker for both stage and screen.

You will work to realise given designs, this may include sourcing costumes and fabrics, drafting patterns and making garments. All of the above follow safe working practices with relevant equipment. We aim to encourage a good flow of communication, work to deadlines and work towards independently producing items of costumes. All of the school's public productions will be staffed by the students, which number between 12 and 16. Training is applicable to a wide range of employment in theatre, film and TV and is taught by costume tutors and Industry professionals at Downside rd and on location.

You will work through the various costume roles building on experience within the School's live productions. All of these roles happen within the environment of a professional production under the guidance of the Costume tutors.

All of the roles and skills that you encounter in your first year enable you to assess and consider your strengths and preferences as you move forward into your second year.

You will gain confidence as you progress through each stage of the creative process, challenging yourself in your technical abilities and working towards a level of autonomy. Having experienced all of the different roles during your time at BOVTS you are equipped with knowledge and skills to be able to contribute and engage proactively within a variety of costume workplaces. The immersive nature of this course produces graduates with a high level of critical problem solving ability coupled with resilience and determination. To provide students with a foundation in all major management, technical and craft skills found in costume departments.

To help students understand the history of dress and textiles in their social and dramatic context.

To train students to a professional standard whether they decide to pursue a career in costume cutting and making, or as wardrobe supervisors.

To give students the experience of working closely with designers and interpreting their work to a high level of technical expertise in costume construction.

To provide students with the opportunity to learn by participating in public productions or tv recordings, working to professional disciplines and deadlines.

To allow students to gain further professional experience through short work placements.

To equip students for employment in costume departments.

To develop, through practical application, the student's ability and confidence to lead or be part of a team working on productions, to learn to communicate and interact within production departments and to execute their own role effectively.

To equip students for direct employment at assistant level in theatre or television costume or for further study at BA Hons level.

2. Educational Aims (c. 4-6 aims)

- We aim to produce robust, resilient individuals who have gained a good grounding in basic and specialist skills.
- We aim to impart knowledge that gives them the confidence in their abilities to creatively and practically problem solve.
- We aim to, through emphasis on practical work placements, equip the student with the opportunities to make work contacts in order to gain employment on graduation.
- We aim to empower the student in their self directed learning journey to consider opportunities for personal growth and careers progression.

3. Programme Learning Outcomes (c. 6-8 outcomes)

On successful completion of this programme you will be able to:

Programme (Learning) Outcomes (POs)

No.	PO Text
PO1	facilitate the smooth running of a costume department throughout the rehearsal process, production week and into performance to realise the Designer's vision.
PO2	evaluate the different roles and responsibilities pertinent to a costume professional in a Production Department.
PO3	identify the social, dramatic and historical context of Costumes
PO4	use pattern cutting and costume construction techniques to realise an accurate and robust interpretation of a Costume Design.
PO5	take accurate measurements as part of the Costume fitting process to facilitate the hire and construction of a Costume;
PO6	Evaluate the performance text to determine the costume requirements for a production;
PO7	Collaborate with other departments to identify, articulate and plan for any Costume related matters on a production;
PO8	Produce a Costume Bible and a Continuity File;
PO9	Promote yourself to potential employers;
PO10	Undertake and produce practical samples of core and specialist skills to complement the costume interpretation process and for use on productions.

4. Programme (Learning) Outcomes (POs) Mapping

Programme Outcomes:	UAMPD8-40-1; Assistant costume supervision in performance	UAMPD9-40-1: Basic millinery and foundation skills	UAMPE3-40-1: Pattern cutting and costume construction (1)	UAMPE4-40-2: Costume supervision	UAMPE5-40-2: Pattern cutting and costume construction (2)	UAMPE6-20-2: Millinery and specialist skills	UAMPE7-20-2: preparing for employment and work placement
PO1: facilitate the smooth running of a costume department throughout the rehearsal process, production week and into performance to realise the Designer's vision				/			
PO2: evaluate the different roles and responsibilities pertinent to a costume professional in a Production Department	/	/	/	/	/	/	/
PO3: identify the social, dramatic and historical context of a Costume	/	/	/	/	/	/	
PO4: use pattern cutting and costume construction techniques to realise an accurate and robust interpretation of a Costume Design			/		/	/	
PO.10 Undertake and produce practical samples of foundation and specialist skills to compliment the costume interpretation process and for use on productions		/		/	/	/	
PO5: take accurate measurements as part of the Costume fitting process to facilitate the hire and construction of a Costume.	/	/	/	/	/	/	
PO6: Understand the importance of the written text to determine the costume requirements for a production.	/	/	/	/	/	/	
PO7: Collaborate competently with representatives of other departments to identify, articulate and plan for any Costume related matters on a production	/			/			
PO8: Produce a Costume Bible and a Continuity File				/			
PO9: Promote yourself to potential employers							/
PO10: Undertake and produce practical samples of core and specialist skills to compliment the costume interpretation process and for use on productions.							

PART B: PROGRAMME STRUCTURE**1. Structure (Full-time)**

This structure diagram demonstrates the student journey from entry through to Graduation for a typical **full time student** including:

- level and credit requirements
- interim award titles
- compulsory and optional modules

Year: 1

Interim award: Cert HE in Costume for Theatre, Television and Film requires 120 credits at the appropriate level. Please refer to UWE Academic Regulations for details.

Compulsory modules

Module Code	Module Title	Level	Credit
UAMPD8-40-1	Assistant Costume Supervision in Performance	1	40
UAMPD9-40-1	Basic Millinery and Foundation Skills	1	40
UAMPE3-40-1	Pattern Cutting and Costume Construction (1)	1	40

Year: 2

Highest award: Foundation Degree Costume for Theatre, Television and Film requires 240 credits at the appropriate levels. Please refer to UWE Academic Regulations for details.

Compulsory modules

UAMPE4-40-2	Costume Supervision	2	40
UAMPE5-40-2	Pattern Cutting and Costume Construction (2)	2	40
UAMPE6-20-2	Millinery and Specialist Skills	2	20
UAMPE7-20-2	Preparing for Employment and Work Placement	2	20

Optional modules - None

Module Code	Module title	Level	Credit

PART C: HIGHER EDUCATION ACHIEVEMENT RECORD (HEAR) SYNOPSIS

Students studying this course will have gained the core skills of pattern drafting, pattern cutting flat and on the stand. Graduates will be able to interpret a costume design take accurate measurements, consult relevant research material and make pertinent design decisions. Students will be experienced in safe machine handling and instruction in sewing techniques. They will have gained specialist skills including millinery, tailoring, fabric-dyeing and costume breakdown.

PART C: HIGHER EDUCATION ACHIEVEMENT RECORD (HEAR) SYNOPSIS

Working in a professional capacity, students will have experienced all the roles available within the field of Costume both for Stage and Screen, working in local theatres, on film sets and industry placements.

PART D: EXTERNAL REFERENCE POINTS AND BENCHMARKS

[QAA UK Quality Code for HE](#)
National qualification framework
Subject benchmark statements
Qualification characteristics for [Foundation degrees](#)
[University strategies and policies](#)
University teaching and learning policies
Employer interaction/feedback
QAA benchmarks relevant to this subject. Of only limited use in this intensely vocational area

PART E: REGULATIONS

A: Approved to [University Regulations and Procedures](#)

B: Approved variant to University Academic Regulations and Procedures:-

That all programmes delivered by Bristol Old Vic Theatre School (BOVTS) that lead to a UWE award are limited to pass. Academic Board 4th July 2018