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MODULE DESCRIPTOR

Module Title

Fashion & Textile Design: Principles & Methods

Reference	AA2507	Version	3
Created	June 2017	SCQF Level	SCQF 8
Approved	August 2012	SCQF Points	30
Amended	August 2017	ECTS Points	15

Aims of Module

To further enable the student's ability to understand and apply the fundamental, theoretical and practical principles & methods relevant to Fashion & Textile Design.

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

- 1 Demonstrate a deepening knowledge of the principles and methods specific to Fashion & Textile Design.
- 2 Use a range of methods to conduct, synthesise and analyse research, to apply and present information both visually and orally for defined projects.
- 3 Generate outcomes for selected project work demonstrating an understanding of a range of design contexts applicable to the different Fashion and Textile Design specialisms.
- 4 Demonstrate a technical and creative ability to use a range of multi-media visualisation methods appropriate to communicate design concepts.
- 5 Further develop critical, contextual and conceptual exploration of ideas within workshop and studio practice.

Indicative Module Content

The module will introduce practical and theoretical aspects of Fashion & Textile Design which will typically include: Research methods and problem solving. Understanding and interpretation of a design brief. Selection and application of design methodologies. Design and contextualisation methods specific to specialist study. Design for client. Multi-media design and visualisation including CAD. Oral and written communication and presentation. Creative and critical thinking methods. Independent learning and self-directed study. Emphasis is placed on the development of a broad range of skills (materials, processes and methods) and the different practices associated with Fashion & Textile Design. The student is encouraged to discover and develop a personal response to design problems through research, discussion and experimentation. Through negotiation with staff students begin to make informed decisions regarding their own personal pathway within the Fashion and Textile Design specialisms based on interests, aptitude and acquisition of skills and knowledge.

Module Delivery

The module is studio and workshop based. It is supported by lectures, crits and seminars, both staff and student led. Projects are introduced or expanded upon using relevant background material which will typically include visits to or from professional practitioners, published material, seminars, audio-visual presentations and workshop demonstrations.

Indicative Student Workload

	Full Time	Part Time
Contact Hours	90	N/A
Non-Contact Hours	210	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	300	N/A
<i>Actual Placement hours for professional, statutory or regulatory body</i>		

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

Type:	Coursework	Weighting:	100%	Outcomes Assessed:	1, 2, 3, 4, 5
Description:	Submission of resolved 2D and/or 3D design project work and supporting portfolio of all research and development work produced within the module. This would typically include workbooks, visual diaries, drawing and visualisation, digital files and on line resources, samples, models, macquettes, documentation and any other relevant materials.				

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

In order to pass this module you must achieve a D or above.

Module Grade	Minimum Requirements to achieve Module Grade:
A	An A in C1
B	A B in C1
C	A C in C1
D	A D in C1
E	An E in C1
F	An F in C1
NS	Non-submission of work by published deadline or non-attendance for examination

Module Requirements

Prerequisites for Module	None.
Corequisites for module	None.
Precluded Modules	None.

ADDITIONAL NOTES

The Bibliography indicates core texts that are considered essential reading for this module. You will be guided to further sources of information relevant to this module through CampusMoodle. These may typically include web based materials, journals, video and presentations. Keywords Textile Design for Fashion, Printed Textiles, Knitted Textiles, Mixed- Media Textiles, Constructed textiles, Fabric Construction, Surface Print Design, Fabric and Yarn Dyeing, Fashion Illustration, Garment Manufacture.

INDICATIVE BIBLIOGRAPHY

- 1 BANKS, T., DEBO, K., STEELE V., 2014. Walter van Beirendonck: Dream the World Awake. Belgium: Lannoo. (This is also available as a digital Kindle edition)
- 2 CELANT, G., 2010. Louise Bourgeois: The Fabric Works. Milan: Skira Editore.
- 3 MENKES, S., Bondil, N., Muller, F., Gaultier, J, P., Lorient, T, M., The Fashion World of Jean Paul Gaultier: From the Sidewalk to the Catwalk: Montreal: Montreal Museum of Fine Arts and Abrams.
- 4 MENKES, S. and Bondil, N. The Fashion World of Jean Paul Gaultier: From the Sidewalk to the Catwalk. Montreal: Montreal Museum of Fine Arts and Abrams.
- 5 KINNERSLEY-TAYLOR, J., 2012. Dyeing and Screen Printing. London: A & C Black.
- 6 QUINN, B., 2009. Textile Designers at the Cutting Edge. London: Laurence King.
- 7 TELLIER-LOUMAGNE. F., 2006 The Art of Embroidery: Inspirational Stitches, Textures and Surfaces. London: Thames and Hudson.
- 8 QUINN, B., 2013. Textile Visionaries: Innovation and Sustainability in Textile Design. London: Laurence King. (Digital version also available)