

# This Version is No Longer Current

The latest version of this module is available here

#### MODULE DESCRIPTOR **Module Title Design For Client** Reference BS2289 Version 3 Created SCQF Level SCQF 8 April 2017 SCQF Points Approved June 2018 30 Amended **ECTS Points** 15 June 2018

#### **Aims of Module**

To introduce the student to the fashion buying role, providing the ability to identify specific demands of the consumer, client and brand, and to channel this information into creative solutions, presented to a professional standard.

# **Learning Outcomes for Module**

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

- Generate designed outcomes for selected project work which have specific demographic references, exploring the intrinsic relationship of contemporary design and culture.
- 2 Develop creative ideas by analysing both traditional and non-traditional design solutions, including accessing IT software to aid the sourcing of reference material.
- 3 Define brand identity by the ability to analyse design problems and design solutions.
- Present selected project work to a professional standard, defining factual information, concepts and solutions, both visually and orally.

#### **Indicative Module Content**

The module will introduce students to the range of customer profiles and customer demands in the retail market place focussing on the role of the fashion buyer and range building function. These will typically include: working to a client brief, research methods and problem solving, using research databases, trend forecasting providers and digital imaging software.

# **Module Delivery**

The module is computer lab based and supported by appropriate lectures, however the emphasis will be on the learners applying previously learned skills (from other modules) to solve a client problem. Projects are introduced and expanded upon using relevant background material, which may include DVD and/or visits to and from professional practitioners and retailers.

Module Ref: BS2289 v3

Indicative Student Workload	Full Time	Part Time
Contact Hours	36	36
Non-Contact Hours	264	264
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	300	300
Actual Placement hours for professional, statutory or regulatory body		

#### **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

Description: Individual Portfolio Assessment

#### **MODULE PERFORMANCE DESCRIPTOR**

# **Explanatory Text**

The module is assessed by one component: C1 - Coursework - 100% weighting. Module Pass Mark = Grade D (40%)

Module Grade	Minimum Requirements to achieve Module Grade:
Α	70% or above
В	60% - 69%
С	50% - 59%
D	40% - 49%
E	35% - 39%
F	0% - 34%
NS	Non-submission of work by published deadline or non-attendance for examination

# Module RequirementsPrerequisites for ModuleNone.Corequisites for moduleNone.

# **INDICATIVE BIBLIOGRAPHY**

**Precluded Modules** 

- 1 BRADDOCK, S., 2007. Techno textiles 2. London: Thames and Hudson.
- 2 CELENTE, G., 1991. Trend tracking. New York: Warner Books.
- 3 EASEY, M., 2009. Fashion marketing. 3rd ed. Oxford: Wiley-Blackwell. ebook
- 4 GOWOREK, H., 2007. Fashion buying. 2nd ed. Oxford: Blackwell.
- 5 JACKSON, T. and SHAW, D., 2009. Mastering fashion marketing. Basingstoke: Palgrave Macmillan.
- 6 UNDERHILL, P., 1999. Why we buy: the science of shopping. London: Orion Business.

None.

WGSN - online subscription to Worth Global Style Network trend forecasting service - accessible to students from all on-campus computers: www.wgsn.edu.com.