MODULE DESCRIPTOR

Module Title

Digital Fashion Project

Reference	CB3056	Version	2
Created	April 2024	SCQF Level	SCQF 9
Approved	June 2021	SCQF Points	30
Amended	April 2024	ECTS Points	15

Aims of Module

To provide students with a digital project, enabling them to apply practical, theoretical, technical and conceptual previous learning in the production of a creative output.

Learning Outcomes for Module

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

1	Participate in a structured group task and evaluate individual contributions to the group effort.
2	Apply skills and techniques to communicate effectively in order to commence, develop, realise and document a project or event.
3	Produce forms of corporate communication for a defined purpose and audience, making effective use of designated media.

Indicative Module Content

The module provides students with the skills and knowledge to produce an effective digital project and engage with appropriate management and communication skills. Students will negotiate roles, rules and responsibilities and manage the project according to agreed aims and objectives. The project will be managed through the various stages in consultation with project group members, live clients, and academic staff. It will require the efficient organisation of resources. It engages students with UNESCO?s Education for Sustainable Development Anticipatory, Systems Thinking, Collaboration and Self-awareness competencies in terms of assessing risks and identifying hazards, recognising, and understanding relationships between disciplines, learning from others, understanding the needs, perspectives, and actions of others, group conflict resolution, and facilitating collaborative and participatory problem solving.

Module Delivery

This module is a combination of lectures, tutorials, visits and meetings. Students will be split into groups and given responsibility for the production of digital content, which may take a variety of forms. Each group will take collective responsibility for identifying and fulfilling their roles, aims and objectives, to combine overall in the production of a well-managed, visually stimulating, informative and well-produced event.

Indicative Student Workload

	Full Time	Part Time
Contact Hours	40	N/A
Non-Contact Hours	260	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	300	N/A
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
Description:	Group and Individual Practical Assessment				

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

The calculation of the overall grade for this module is based on 100% weighting of C1. An overall minimum grade D is required to pass the module.

Module Grade	Minimum Requirements to achieve Module Grade:
A	The student needs to achieve an A in C1.
B	The student needs to achieve a B in C1.
C	The student needs to achieve a C in C1.
D	The student needs to achieve a D in C1.
E	The student needs to achieve an E in C1.
F	The student needs to achieve 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.

INDICATIVE BIBLIOGRAPHY

1	To be determined by choice of group/team work task.