Programme Specification

A Programme Specification provides a concise summary of the main features of a programme and its intended learning outcomes. It is intended to be used by prospective students, current students, academic staff and potential employers.

Programme Title:	
BA (Hons) Costume Design and Making / BA (Hons) Costume Design and Making with Foundation Year	
Programme (AOS) Code(s):	BA1CDM1; BA1CDM4
UCAS Code:	CODM
Name of Final Award:	Bachelor of Arts with Honours, BA (Hons)
Level of Qualification:	Level 6
Regime of Delivery:	Attendance
Mode(s) of Delivery:	Full Time
Typical Length of Study (Years):	3 years (4 years with foundation year)
Professional Body Recognition / Accreditation (including specific requirements where applicable):	N/A

Brief Description of the Programme

Creativity, innovation, critical, independent thinking and the development of the student's personal design philosophy are at the core of this Costume Design and Making programme. The course aims to develop the student's knowledge and skills in costume design on both an artistic and professional level. Students will be encouraged to research, interpret and develop their own appreciation of the use of traditional techniques, new technologies, materials and innovative design solutions and apply their knowledge and understanding to the range of professional environments where their practice can be developed, from film and television productions, to theatre and media performances.

Across the duration of their course, students will learn approaches that will enable them to understand the design process from concept, through design to production and product placement. The foundation year, for those students on the 'with Foundation Year' version of the programme, will introduce the students to the costume design and making process, to give them the grounding to enter Level 4.

Level 4 will deliver the core fundamentals, including contextual studies, 2D and 3D, pattern cutting, manufacturing, illustration and introducing the student to a range of processes and materials, and importantly, to apply these skills into character representation through script and story interpretation.

Level 5 will continue to develop the student, with a focus on the fashion, theatre and film industry, through a series of design and live industry projects, advanced pattern cutting, manufacturing, processes and materials workshops. Level 5 will include a professional studies

module, which will begin to build industry ready portfolios whilst developing project management and promotional skills. It will also offer a deeper understanding of contextual issues, including social and ethical implications of costume design and making for the creative industries, which will help the student to build their design philosophy.

Level 6 will enable the student to develop their aesthetic style, leading to the completion of a final collection, an industry ready portfolio and promotion package, as well as written work contextualising their practice, demonstrating their design philosophy and showing how their work is addressing social and ethical matters.

Students will be graduating with the skills and experience in creative problem-solving strategies and techniques in pattern cutting, manufacturing, processes and materials, and a clear understanding of how these can be applied to create innovative and informed design solutions in response to a range of character briefs.

Some practical workshops on this programme will be based at Pinewood Studios. Whilst all Level 4 delivery will be based at the BNU campus in High Wycombe, study trips and visit days organised will allow students to familiarise themselves with the Pinewood environment, as well as engage with the wider industry. Practical modules at Levels 5 and 6 will be taught at Pinewood Studios.

Programme Aims

1	Provide a context where students can explore and develop their own creative identity as individual, innovative and effective costume designers and practitioners
2	Enable students to understand and to critically analyse and reflect on the cultural, political, social, ethical and historical issues relevant to costume design and the creative industries (film, theatre, performance)
3	Produce highly skilled individuals with a clear understanding of their creative strengths, contemporary professional practices and how these can be used in product development and in their future careers or in research at postgraduate level
4	Facilitate student's communication skills in a variety of practical, visual, oral and written formats appropriate to contemporary costume design
5	Provide opportunities for professional engagement, collaboration and work-related learning experiences to support transition into industry

Programme Learning Outcomes

The Bucks Graduate Attributes focus on the development of innovative leaders in professional and creative capacities, who are equipped to operate in the 21st Century labour market and make a positive impact as global citizens. The attributes are developed through the programme.

ID	Learning Outcome
On successful completion of the programme a graduate will be able to:	
Graduate Attribute: Knowledge and its application (K)	
K1	Demonstrate a systematic knowledge of the creative industries and the roles within costume design and associated crafts

K2	Evidence highly skilled creative practice in their application of materials, technologies and processes appropriate to costume design making
K3	Demonstrate a critical awareness of key historical, social, cultural and political ideas pertaining to costume design, fashion, film and the creative industries contexts both globally and locally
K4	Evidence understanding of how scripts, texts and narratives are interpreted to realise design outcomes
K5	Demonstrate the ability to synthesise theoretical, technical and conceptual elements as part of the creative process

Graduate Attribute: Creativity (C)

C1	Analyse information through reflection, review and evaluation to form reasoned judgements and arguments
C2	Develop concepts, skills and ideas for costume design for a range of audiences or consumers
C3	Articulate ideas and strategies demonstrating creative thinking, problem solving and risk taking.
C4	Apply the technical and creative skills of sewing, tailoring, draping and associated techniques in relation to costume production.
C5	Adapt creative responses and processes to the requirements of a range of performance contexts

Graduate Attribute: Social and ethical awareness and responsibility (S)

S1	Critically evaluate the professional and cultural contexts in which costume design practice can be located in the broader field of the creative industries
S2	Critically and creatively generate lines of enquiry in relation to themes, concepts and theories relevant to costume design practice
S3	Evidence the ability to position their work historically, culturally, socially and ethically and in relation to current practices and debates within their discipline
S4	Demonstrate good professional practice in a variety of situations and contexts
S5	Demonstrate awareness of ethical and sustainable design practice from conception to production

Graduate Attribute: Leadership and self-development (L)

L1	Manage their own learning and development, demonstrating their ability to solve problems and make creative and professional decisions while being open to change and challenge
L2	Apply the skills of analysis, reflection and self-criticism to themselves and their practice
L3	Manage the progression of complex tasks, meeting deadlines and demonstrating appropriate self and time management
L4	Take responsibility for their participation in and contribution to effective group working and collaborative opportunities, taking a leading role where appropriate
L5	Communicate information, argument and analysis effectively to specialist and non-specialist audiences.

Programme Structure

Programmes are structured in stages. The number of stages will vary depending on the mode (e.g. full-time, part-time), duration and location of study which will be detailed in the Programme Handbook.

Modules are set at a specific academic level and listed as either core (compulsory) or optional. The level indicates the relative academic difficulty which will increase through the programme. Passing modules will reward you with academic credit. The amount of credits will depend on the complexity of the module and the level of effort required, which is measured in 'notional learning hours'.

Our Academic Advice webpages provide more information on the structure of taught awards offered by the University.

Please note: Not all option modules will necessarily be offered in any one year. Other option modules may also be introduced at a later stage enabling the programme to respond to sector developments.

Foundation Level (Optional for students on degree programmes)

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
FY026	Preparing for Success Knowledge and Creativity	N/A	Core	Yes
FY027	Preparing for Success Self- development and Responsibility	N/A	Core	Yes
FY028	Inquiry Based Learning	N/A	Core	Yes
FY017	Introduction to Fashion and Textiles	N/A	Core	Yes

Level Four

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
AD401	Contextual Studies 1	30	Core	Yes
AD403	Textiles for Costume	30	Core	Yes
FD404	Materials and Processes	30	Core	Yes
FD405	Design, Techniques and Concepts	30	Core	Yes

Level Five

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
AD501	Contextual Studies 2 – Research Strategies	30	Core	Yes
AD503	Live Project	30	Core	Yes
AD504	Professional Studies for Costume Design	30	Core	Yes
AD505	Independent Project	30	Core	Yes

Level Six

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
AD601	Contextual Report on Practice	30	Core	Yes
AD603	Professional Practice	30	Core	Yes
AD604	Final Major Project	60	Core	No

Learning and Teaching Activities

Please see the Academic Advice pages for a description of learning and teaching activities that are recognised by the University. Detailed information on this specific programme is outlined below:

The Art & Design sector benchmarks acknowledge that teaching, learning and assessment regimes adopted in the sector will embrace a wide range of approaches around a core of studio and workshop tuition, where currency will be maintained by strong links with allied professions and practitioners. The School's courses are practice based, supported by contextual studies, and are structured to prepare students to take increasing responsibility for the content and direction of their creative work, and to become increasingly independent in their studies as the course progresses. Such self-directed and self- initiated study approaches are the primary means by which a student's independent learning skills develop, and culminate with the public exhibition of a student's body of work.

The teaching and learning methodologies used within the School and detailed below, are consistent with those described in the Benchmarks. Contextual and theoretical based projects as well as practical studio-based projects are the principal vehicle for teaching and learning. These are either tutor-initiated or live industry projects comprising the presentation of a creative problem, resolved through information delivered by lecture or seminar, supported by personal research and informed by studio-based activities. Learning is further developed through interactive lectures and reading seminars, group critique, and through personal development supported by individual tutorial. Students are expected to undertake independent study which includes wider reading, preparation for lectures / seminars, ongoing studio practice, and engagement with industry (both cultural and commercial).

The teaching strategies employed throughout the course are those judged to be the most appropriate for each module at each stage and Level of the course. They include the following:
- Lectures
- One-to-one and Group Tutorials and group critiques
- Studio-based lectures (staff and student led)
- Masterclasses
- Group seminars (staff and student led)
- Technical or practical workshops
- Demonstrations
- Visits to and from industry professionals and practitioners
- Live projects and competitions
- E-Learning (BlackBoard) and Resource based learning
- Self-directed study

Work-Based Learning
Although work experience is not essential for the completion of the course, it is recommended for

the summer period following the completion of level 5 of the course. Additionally, students are very much encouraged to engage with work-related learning opportunities at Levels 5 and 6 of the course, which will contribute to their development on the Professional Studies and Professional Practice modules. Whilst individual initiative is encouraged, students will be given support on locating a suitable position and on making a professional application.

Additional Course Costs

There are costs associated with all studies, additional to the tuition fee, which require consideration, when planning and budgeting for expenditure. Costs are indicative and for the total length of the course shown unless otherwise stated and will increase with inflation; depending on the programme they may include equipment, printing, project materials, study trips, work experience activities, DBS and/or other security checks.

There are additional costs associated with all studies, which require consideration, when planning and budgeting for expenditure. The costs shown are for the **total length of the course** shown unless otherwise stated.

Books and other Texts:
Students may be required to purchase texts and journals to support their study programme. The minimum, average cost of books for students studying on a degree course is assumed as £100 **per year (optional)**

Printing:
We recommend a minimum budget of £50 **per year** for printing costs including dissertation printing and binding. This relates to the printing of written documents through the photocopiers. Where relevant, the printing of artworks (draft and finished) will incur additional costs between £50 - £300 for sketchbooks, portfolios etc. dependent on project content.

In year or end of year exhibitions, projects and performances:
Where a course contains exhibitions, major projects or performances additional costs will be incurred. These costs can be discussed in detail with your course teams and some will be linked to a professional skills element of the course where organised fundraising for such activities may be included. An indicative cost for exhibitions is £200 - £400. Optional extra costs of £300. Fundraising organised by the year group can contribute to some / all of these costs.

Equipment/Material costs:
For 3 years of study, this is estimated between £600 and £800. An additional £500 to £1500 is estimated for further optional costs. Extra costs are dependent on the student's choice of purchases in terms of: materials, fabric printing, supplies and other equipment.

Study Trips and tours:
Compulsory study tours and trips will be up to £100 - £200 per year with optional overseas study trips estimated up to £1000.

Graduation:
Graduation costs per student are estimated at £100 - £200 total. This is an optional cost for all students as attending graduation is not a requirement in order to have a degree conferred.

Contact Hours

1 unit of credit is the equivalent of 10 notional learning hours. Full time undergraduate students study 120 credits (1200 hours) and full-time postgraduate students study 180 credits (1800 hours) per year or 'stage' of the course.

Course Stage	Scheduled Activities (Hours)	Guided Independent Study (Hours)	Placement / Study Abroad / Work Based Learning (Hours)
Foundation Year	336	864	0
Year One	400	800	0
Year Two	340	860	0
Year Three	302	898	0

Assessment Methods

The Assessment and Examination webpages provide further information on how assignments are marked and moderated, including a description of assessment activities. These also include further information about how feedback on assessed work is provided to students, including our commitment to ensure this is provided to students within 15 working days (the 'three-week turnaround').

The course operates a regime of formative and summative assessment, which allows students to develop their work continuously with clear tutorial guidance.

Formative, summative and diagnostic in-situ assessments are regarded as positive learning tools and constructive, feed-forward feedback from assessment offers students clear guidance with regard to future development. Assessment strategies support students' understanding of their learning processes and are designed to foster a deep approach to learning. Strategies also promote autonomous learning and self-evaluation as vital elements within the overall learning process. Self- and peer-evaluation constitute an important part of formative assessment and, on occasion, of the formal summative assessment process. Assessment criteria accommodate the speculative enquiry common to most disciplines in art and design and provide fair and accurate assessment of teamwork and individual contributions to the overall outcome of collaborative projects. Oral and written feedback on assessed work is an important feature of students' learning. Art and design has a strong tradition of providing students with comprehensive oral feedback through tutorials and critiques, but written feedback has increasingly supplemented this predominantly oral tradition, reflecting the art and design community's awareness of good practice in teaching, learning and assessment. Support systems at institutional and discipline levels identify student needs and provide relevant help and advice for both academic and pastoral matters. Research indicates that dyslexia is more prevalent amongst students of art and design than in other subjects, and the university has a Learning Development Unit and Student Services who are experienced in enabling support for individual needs.

The following assessment activities are used on this programme:
Summative:
- Presentations
- Written assignments (essays, blogs)
- Sketchbooks
- Finished pieces in studio

- Portfolios

Formative:
- Essay/presentation/digital assessment drafts
- On-going studio work

Feedback type (type depends on the nature of each assignment):
- Written via Blackboard/Turnitin and/or feedback forms
- Oral

Assignments will be marked according to the grading descriptors for each level of study.

Feedback and marks for assignments will be available and provided to students within 15 working days.

Classification

Calculation of final award:	Level 5 – 33% / Level 6 – 67%

For full details of assessment regulations for all taught programmes please refer to our Results webpages. These include the criteria for degree classification.

Admissions Requirements

Please see the Application webpages for more information on how to apply, including a statement on how we support students from a variety of backgrounds. Please also see our general entry requirements for taught programmes. Applicants who do not meet our published entry requirements are encouraged to contact our admissions team for further advice and guidance.

Typical applicant profile and any programme-specific entry requirements

Applicants will typically have achieved one of the following:
- Two full A-Levels and GCSE Maths and English at Grade C or above
- UCAS Tariff score of 80-96
- Foundation Diploma in Art and Design
- BTEC, National Diploma or equivalent

Applications are welcome from those who may not possess formal entry qualifications, mature students, or with qualifications different to those listed on the website. Such applicants should demonstrate their potential to complete the course successfully at interview stage:
- Successful applicants will attend an interview with portfolio.
- International students may be Skype interviewed or may send and electronic portfolio.

Do applicants required a Disclosure and Barring Service (DBS) Check?	No

Opportunities for students on successful completion of the programme

Employability is key to the programme, which is designed so that the students are introduced to relevant areas of the creative industries. Each of the modules at every level of study on the programme will enable the student to engage with costume design and making, reflecting upon the knowledge and skills learnt so they can graduate with a portfolio of work tailored to the relevant sector of the creative industries suited to them. This is achieved through live briefs, workshops, talks with industry practitioners, competitions, external events and working in our studios and workshops.

Opportunities available for students after completion of the award:
- Costume Designer for the creative industries (e.g. film, theatre, live dance/performance)
- Design Assistant
- Pattern Cutter
- Costume Developer
- Garment Technologist
- Textile Artist
- Costume Buyer
- Costume curator/archivist
- Studio Manager / Costume Design Co-ordinator / Wardrobe supervisor
- Film/theatre/performance Stylist
- Film Illustrator
- PR / Marketing
- Post Graduate Study
- Education

Recognition of Prior Learning

Previous study, professional and / or vocational experiences may be recognised as the equivalent learning experience and permit exemption from studying certain modules. Please refer to our Credit Accumulation webpages for further guidance.

Student Support

During the course of their studies, students will be supported in the following ways:

- At the start of their studies all students will receive a full **induction** to the programme which will include introduction to the staff responsible for delivering the course, and access to library and IT facilities
- The **Programme Handbook** will outline the exact nature of the course and how it is structured, including the availability of option modules
- Each student will be allocated a **Personal Tutor** who will support their academic development, be able to advise and guide them with their studies and, where necessary, give advice on study options
- Students will be able to access our full range of **support services**, including the Learning Development Unit for skills and study support, the Library, the Careers and Employability Team, Student Finance Team, Accommodation and Counselling Services

Appendices

Quality Assurance

Awarding Body:	**Buckinghamshire New University**
Language of Study:	**English**
QAA Subject Benchmark Statement(s):	• **QAA Art & Design Subject Benchmark Statement (2017)** • **QAA Framework for Higher Education Qualifications (2014)** • **QAA Education for Sustainable Development**
Assessment Regulations:	*Academic Assessment Regulations*, **accessible via the Academic Advice webpages (https://bucks.ac.uk/students/academicadvice)**
Does the Fitness to Practise procedure apply to this programme?	**No**
Ethics Sub-committee	**Art and Design**
Date Published / Updated:	**September 2020**
Date programme re-approval required:	**2025-26**

Other awards available on programme (Exit Qualifications)

Please refer to the *Academic Qualifications Framework* for Exit Qualifications recognised by the University and credit and module requirements.

Name of Exit Qualification:	**Ordinary Degree**
Full name of Qualification and Award Title:	**BA Costume Design and Making**
Credits requirements:	**300 Credits**
Module requirements:	**ALL 120 Credits at Level 4** **ALL 120 Credits at Level 5 PLUS the following Level 6 modules:** **AD604 Final Major Project**
Learning Outcome	

Demonstrate an awareness of contextual studies as an academic discipline and its relationship with debates concerning costume design and making for film and the creative industries

Demonstrate a systematic understanding of key aspects of costume design and making for film and the creative industries, including acquisition of coherent and detailed knowledge, at least some of which is at, or informed by, the forefront of defined aspects of costume design and making for film and the creative industries

Evidence an ability to deploy accurately established techniques of analysis and enquiry within costume design and making for film and the creative industries

Devise and sustain arguments, and/or to solve problems, using ideas and techniques at the forefront of cultural, historical and critical contexts of costume design and making for film and the creative industries

Describe and critically comment upon particular aspects of current research, or equivalent advanced scholarship, in costume design and making for film and the creative industries

Show an appreciation of the uncertainty, ambiguity and limits of knowledge and contribute to new understandings of costume design and making for film and the creative industries

Demonstrate the ability to manage their own learning, and to make use of scholarly reviews and primary sources

Name of Exit Qualification:	**Diploma of Higher Education (DipHE)**
Full name of Qualification and Award Title:	**Diploma of Higher Education (DipHE) in Costume Design and Making**
Credits requirements:	**240 Credits**
Module requirements:	**ALL 120 Credits at Level 4** **ALL 120 Credits at Level 5**

Learning Outcome

Demonstrate the ability to communicate effectively in an academic style, responding to the demands of professional contexts

Evidence knowledge and critical understanding of the well-established principles of costume design and making for film and the creative industries, and of the way in which those principles have developed

Demonstrate an ability to apply underlying concepts and principles outside the context in which they were first studied, including, where appropriate, the application of those principles in an employment context

Evidence an understanding of the limits of their knowledge, and how this influences analyses, interpretations and practice based on that knowledge.

Use a range of established techniques to propose solutions to problems arising from a previous analysis

Display the qualities and transferable skills necessary for employment requiring the exercise of personal responsibility and decision-making.

Name of Exit Qualification:	**Certificate of Higher Education (CertHE)**
Full name of Qualification and Award Title:	**Certificate of Higher Education (CertHE) in Costume Design and Making**
Credits requirements:	**120 Credits**
Module requirements:	**ALL 120 Credits at Level 4**

Learning Outcome

Demonstrate an ability to present, evaluate and interpret relevant information, in order to develop lines of argument and make sound judgements in accordance with basic theories and concepts of costume design and making for film and the creative industries

Evidence knowledge of the underlying concepts and principles associated with costume design

and making for film and the creative industries, and an ability to evaluate and interpret these within the context of costume design and making for film and the creative industries

Communicate the results of their study and practice accurately and reliably, and with structured and coherent arguments

Develop the qualities and transferable skills necessary for employment requiring the exercise of some personal responsibility.

Develop critical and analytical skills to enable the understanding of academic and professional contexts

Evidence an engagement with and understanding of relevant academic literature and practice