

ual:

APPROVED

BA (Hons) Costume for Performance

Awarding Body	University of the Arts London
College	London College of Fashion
School	School of Media and Communication
Programme	Performance Programme (L021)
Course AOS Code	LCFBACFPF01
FHEQ Level	Level 6 Degree
Course Credits	360
Mode	Full Time
Duration of Course	3 years
Valid From	September 1st 2020
QAA Subject Benchmark	Art and Design
Collaboration	N/A
UAL Subject Classification	Performance and design for theatre and screen
JACS Code	W451 - Theatrical wardrobe design
UCAS Code	W451
PSRB	N/A
Work placement offered	N/A
Course Entry Requirements	<p>The standard minimum entry requirements for this course are:</p> <ul style="list-style-type: none">• Minimum of 2 A Levels at Grades A*- C to total 96 new UCAS tariff points (preferred subjects)

include Art, Design, English, Drama and Film Studies);

- Merit, Foundation Diploma in Art & Design (Level 3 or 4) would 'normally' expect Foundation plus at least one A-level, with a total of at least 96 tariff points;
- Merit, Merit, Merit at BTEC Extended Diploma preferred subjects Art & Design;
- Merit at UAL Extended Diploma; or Access Diploma or 96 new UCAS tariff points from the Access to HE Diploma;
- 96 new UCAS tariff points (equivalent to 240 old UCAS tariff points) from a combination of the above qualifications or an equivalent full Level 3 qualification;
- **or** equivalent EU or non-EU qualifications such as International Baccalaureate Diploma;
- **and** three GCSE passes at grade A*-C or grade 9-4.

Entry to this course will also be determined by assessment of your portfolio.

APEL (Accreditation of Prior (Experiential) Learning)

Applicants who do not meet these course entry requirements may still be considered in exceptional cases. The course team will consider each application that demonstrates additional strengths and alternative evidence. This might, for example, be demonstrated by:

- Related academic or work experience
- The quality of the personal statement
- A strong academic or other professional reference
- OR a combination of these factors

Each application will be considered on its own merit but we cannot guarantee an offer in each case.

English Language Requirements

IELTS level 6.5 with a minimum of 5.5 in reading, writing, listening and speaking. Please check our main [English Language Requirements](#).

Selection Criteria	<p>The course team seeks to recruit students who can demonstrate:</p> <ul style="list-style-type: none">• A strong interest in design and the performing arts• The potential for creative problem solving• An approach suited to the demands of the course and the projected career pathways in the chosen field of studies, i.e. Costume.
Scheduled Learning and Teaching	<p>During your course you will engage with learning and teaching that includes both online and face-to-face modes. The advertised scheduled activity for the course will be delivered through a combination of live, synchronous and asynchronous on-line learning. This is often described as blended learning.</p> <p>Definitions of our learning and teaching modes can be found here.</p>

Awards and Percentage of Scheduled Learning

Year 1

Percentage of Scheduled Learning	22
Awards	Credits
Certificate of Higher Education (Exit Only)	120

Year 2

Percentage of Scheduled Learning	19
Awards	Credits
Diploma of Higher Education (Exit Only)	240

Year 3

Percentage of Scheduled Learning	17
Awards	Credits
Bachelor of Arts	360

Course Aims and Outcomes

The Aims and Outcomes of this Course are as follows:

Aim/Outcome	Description
Aim	Consider emerging practice, and to create entrepreneurial artists with a strong sense of their own practitioner identity.
Aim	Generate excellence in your technical abilities and skills, but also with the confidence to lead, create and realise a project.
Aim	Develop a robust identity, able to demonstrate emotional intelligence, academic rigour, and resilience.
Aim	Support to see, interact with, and debate performance in a myriad of venues.
Aim	Develop a community where you can consider practice that is new, innovative, and that challenges perceptions.
Aim	Give students the confidence to test and experiment with materials, process, language and collaboration.
Outcome	An ability to make an in depth analytical and critical response to a chosen topic of a historical or cultural nature related to your chosen field of study, researched in detail using both primary and secondary research sources.
Outcome	An ability to re-interpret narratives and to conceptualise your design ideas into a negotiated project proposal and develop a strategy to fully realise the design concept through research.
Outcome	The application of technical skills and craft methods and techniques learnt.
Outcome	To analyse, consolidate, extend and apply specialist knowledge and understanding to initiate and to produce work that reflects your own individuality and depth of learning to a professional standard.
Outcome	An ability to research and to experiment with new materials and techniques to develop your own design concepts and production processes for contemporary performance.
Outcome	Communication of information, ideas, problems and solutions at critiques and assessment.
Outcome	An awareness of the context of contemporary performance.
Outcome	An ability to reflect on prior learning, to analyse, consolidate, extend and apply specialist knowledge and understanding to

	produce work that reflects your own individuality and depth of learning to a professional standard.
Outcome	An ability to communicate and produce work collaboratively and that reflects your own individual ideas, skills development and career aspirations to specialist and non-specialist audiences.
Outcome	An ability to situate practice within cultural and historical contexts and debates.
Outcome	Evidence of engagement with relevant principles and attributes outlined in the UAL Creative Attributes Framework.

Distinctive Features	
1	Students studying costume, collaborate with the two other undergraduate Performance courses in the programme (BA (Hons) Hair, Make-up and Prosthetics for Performance, and BA (Hons) 3D Effects for Performance and Fashion), simulating collaborative practice in industry.
2	BA (Hons) Costume for Performance offers a holistic approach to the study of costume. Starting from a text or character analysis, through to research, design and realisation, the course gives special attention to period, contemporary and experimental costume for performance as well as innovation in the field of costume;
3	Students can create costume for a wide range of performance genres: dance, film and television ('authentic', HD and futuristic costume), theatre, performance art and the circus, rather than specialising in one specific area of costume for screen, or theatre. Our emphasis is on emerging practice from an interdisciplinary field of genres, venues, and the spaces between performance and fashion
4	Students can undertake industry placements that have previously included: Philip Treacy; The Royal Ballet; New York Metropolitan Opera; assisting on film shoots in locations as far afield as Mexico and with actors such as Daniel Day Lewis; working in the costume department at the National Theatre, Merlin Studios (Tussaud Studios), London Fashion Week; and designing costumes for student actors at LAMDA. Placements for previous students have included The English National Opera, The Royal Ballet School, The National Theatre, The Royal Opera House, Merlin Studios (Tussaud Studios), Shepperton Studios, Pinewood Studios and Leavesden Studios.
5	The course benefits from industry expertise via Masterclasses and sessions delivered by Jane Petrie (The Suffragettes; The Crown) Ayo Laguda, and Kathleen Ridley.

Course Detail

Introduction

BA (Hons) Costume for Performance prepares students for a career working with costume and fashion in the performance industry, by learning a specialist subject.

The course benefits from workshops and masterclasses delivered by industry practitioners and work placement opportunities.

Students create costume for a wide range of performance genres, such as dance, film and television, theatre, circus, opera and performance art.

What to expect

- The course integrates the intellectual demands of interpreting a text, or other written element, with the specialised skills required for the creation of original costumes.
- The cultural and historical context of the subject is explored, enhancing practical work. Working in performance is always a collaborative venture, where the success of the production depends upon the joint efforts of many creative specialists who work together with the director and performers.

Work experience and opportunities

Students on this course have the advantage of being able to work with students from the related disciplines of 3D effects and hair, make-up and prosthetics. Students have the opportunity to do a short work placement in the industry, and there are several industry-facing projects within the course. All the subject tutors teaching on the course are practitioners with extensive experience of the industry.

Mode of study

BA (Hons) Costume for Performance runs for 90 weeks in full time mode. It is divided into 3 stages over 3 academic years. Each stage lasts 30 weeks.

Course Units

Year one

Introduction to Design for Performance aims to introduce you to your course and its subject specialism as well as to effective learning and studentship at undergraduate level. It will orientate you to the practices and knowledge-base needed to understand your discipline and help you to develop your skills for

independent & collaborative learning, reflection and your own self development. Students come from many diverse educational backgrounds and a part of this unit will enable to reflect on your own background and how that shapes the way you approach your course.

This Unit has three core purposes:

- to introduce you to your discipline in the context of study at a Higher Education level
- to introduce you to learning skills and the requirements of effective studentship at undergraduate level
- to orientate you within your course, the College and the University

Emphasis is placed on the skills needed to locate, navigate and communicate information and ideas effectively and appropriately. You will be introduced to resources that support your studies. We will also discuss studentship, the importance of being an engaged and participatory member of the group and your own personal and professional development.

The **Introduction to Costume for Performance** unit will introduce you to some of the fundamental principles and techniques used by costume practitioners. You will be required to research and record processes and the exploration of techniques and approaches in a visually appropriate and informative way.

The unit encourages your development in technical areas underpinned by an understanding of the principles of specialist subject processes as well as exploring creative three-dimensional approaches to modifying, altering or adapting the performing body.

You will develop an understanding of how basic techniques can be used creatively and will be encouraged to develop an enquiring approach to the development of costume for performance.

Fashion Cultures and Histories: introduces the Cultural and Historical Studies approach to fashion and related areas. The unit provides a broad overview of the subject and introduces key concepts and ways of thinking that will form the basis of subsequent study. It will also inform decisions regarding the Cultural and Historical Studies unit that is chosen for future study.

Better Lives: London College of Fashion, UAL (LCF) is a leader in fashion design, media and business education. We have been nurturing creative talent for over a century, offering courses in all things fashion. We encourage students to examine the past and challenge the present. To have inventive, assertive ideas that challenge social and political agendas. We give students the skills, opportunities – and above all, the freedom – to put those ideas into practice. By

leading the way in fashion design, business, and the media, we influence culture, economics and our society.

This unit will provide you with a solid understanding of LCF' core values and how they connect to your practice. As part of this unit, you will explore diversity, social responsibility and sustainability, themes which you will then apply to a selected project. At this stage, the emphasis is on how you apply your thinking across these important themes to your practice. Your thinking is more important than a finished piece of work at this point. Fashion can change lives. Through teaching, specialist research, and collaborative work, this unit will get you thinking differently. We want you to use fashion to examine the past, build a sustainable future and improve the way we live. That's why we call this unit 'Better Lives'.

Collaboration One: Design and Production will enable you to integrate the research practices and principles of design, learned in the Introduction to Design for Performance Unit, into a series of collaborative and / or personal projects. It will also extend other areas of design.

You will undertake research, design development and presentation principles within a collaborative project, working with students from across the Performance Programme. Further project work will introduce you to the approaches, terminologies and processes of your specialist subject.

You will be encouraged to take an innovative approach to the design of your work using both experimental and traditional methods within a contemporary performance context.

Year two

The Cultural and Historical Studies Unit **Critical Issues in Fashion Research** will broaden or deepen your learning of areas relating to your interests in your chosen field. You will have the opportunity to participate in lectures, seminars and workshops with students from other courses within your School, and will read relevant academic texts and complete a formal academic essay for assessment.

Core Skill: Period and Contemporary Menswear Responding to a given text, this unit will develop your awareness of the relationship between research, design and technical processes within your specialist subject area. You will develop an understanding of how techniques can be used creatively and will be encouraged to develop an enquiring approach to technical development and experimentation within your work.

Situating your Practice

Situating your Practice: Industry Project

This unit aims to develop your practitioner identity and consider your personal

manifesto for performance, by completing a performance proposal for a performance event around a location, and stimulus of your choosing. This unit brings together the technical skills that you have developed and asks you to now take them further in a performance context. It will allow you to expand your understanding of the work of practitioners who you find useful, inspiring, and interesting, before then applying that knowledge in the creation of your own performance event.

Situating your Practice: Industry Placement

This unit aims to develop your professional skills within an industry environment. On your placement, you will be able to experience the pace, atmosphere and discipline of working in the industry. This will give you practical experience of the roles, functions and operations within the industry. The unit requires a minimum of 60 work placement hours.

LCF Graduate Futures provide career guidance and one to one opportunities starting in your first year at LCF, to help you plan ahead and prepare for your work experience. You will be expected to engage and be proactive in securing your own work experience and one that is suitable to your own personal development, skills, course requirements and career aspirations. This means producing an updated CV and directly applying to companies for work experience using LCF CAREERS LIVE, LCF's own job board, as well as other resources. You will also be expected to feedback on your work experience after your work experience.

During the **Collaboration Two: Interdisciplinary and Experimental** unit you will collaborate with other students to design and realise characters for a narrative. Working in a small group you will choose a context for the performance. You are encouraged to look at a context you may not have designed for previously, such as film, television, dance, theatre, opera, music video, advertising or fashion film. You are encouraged to collaborate with performers and students from other disciplines

Year three

Innovation and Design requires you to identify an area of personal interest and to investigate, research and experiment to develop your conceptual design skills. You will demonstrate your skills in the creation of an extensive body of work to show development and experimentation.

You should consider theoretical and professional contexts of your project, and the surrounding industries, to develop your chosen narrative and performance context. You will develop an appropriate methodology, and have the opportunity to explore new ideas, processes, take risks and experiment with design and production values, working to an intended performance location and audience.

The way that you structure your innovation and design work within this unit is up to you; for example, you may choose to focus on one line of enquiry or explore a range of research and design avenues and methods.

Following on you will complete a major piece of written work for the **Cultural and Historical Studies Dissertation** unit. The overall aim of the dissertation is to provide an opportunity for you to demonstrate your understanding of the critical and analytical perspectives developed within cultural and historical theory and your ability to apply those perspectives in a specific study. You will research a topic of your choice that has relevance to the discipline of cultural and historical studies. This may relate to your course discipline and should elaborate knowledge developed in prior cultural and historical studies units. You will undertake a substantial piece of structured primary and secondary research that critically engages with cultural issues relating to fashion, the body, performance, or the media and communications industries and which reflects on the critical debates and concerns addressed in your course.

Personal Performance Project

Building on your previous design portfolio created for the Innovation and Design unit, you will now realise your ideas. You will test your ability to respond innovatively to the challenges involved in your chosen performance context. This is an opportunity to demonstrate your specialist skills and specific interests through your individual body of work.

This unit will enable you to realise a personal response to your concept. The structure and outcome of your project will be determined by you. You will identify and construct individually negotiated outcomes to communicate your performance concept towards your chosen audience.

The Modelling Your Future unit will prepare you for a number of future employment or postgraduate opportunities. It will expand upon your ability to articulate your practitioner identity. You will reflect upon your professional and/or academic goals after having completed your Personal Performance Project to help you to position yourself creatively and to now construct your industry portfolio accordingly. This unit requires you to evaluate, restructure, and position your work effectively as you create a professional roadmap to your chosen future career.

Learning and Teaching Methods

The following teaching and learning methods are employed to support the integrated achievement of the course outcomes:

- Lectures.
- Demonstrations.
- Group-discussions
- Practical workshops.

- Seminars.
- Critiques.
- Design workshops.
- Peer assessment.
- Briefings.
- Student-directed study.
- Video screenings
- Presentations.
- Visiting speakers.
- Performance project.

Assessment Methods

The following assessment methods are employed to support the integrated aims of the course outcomes:

- Essays.
- Presentations.
- Written reports.
- Dissertation.
- Technical process log books.
- Written self-evaluations.
- Sketchbooks.
- Designs submission.
- Realisation

Reference Points

The following reference points were used in designing the course:

- FHEQ <http://www.qaa.ac.uk/en/Publications/Documents/Framework-Higher-Education-Qualifications-08.pdf>
- UK Quality Code: <http://www.qaa.ac.uk/assuring-standards-and-quality/the-quality-code>
- QAA subject benchmark statements: <http://www.qaa.ac.uk/assuring-standards-and-quality/the-quality-code/subject-benchmark-statements>
- UAL Learning, Teaching and Enhancement Strategy 2015-2022: <https://myintranet.arts.ac.uk/media/arts/about-ual/teaching-and-learning-exchange/2015---2022-Learning,-Teaching-and-Enhancement-Strategy.pdf>
- UAL Assessment Strategy: <https://myintranet.arts.ac.uk/staffonly/ual-strategy-2015-22/>

- UAL Creative Attributes Framework: <http://www.arts.ac.uk/about-ual/teaching-and-learning/careers-and-employability/creative-attributes-framework/>
- UAL Tutorial Policy: <http://www.arts.ac.uk/study-at-ual/academic-regulations/tutorial-policy/>

Course Diagram

BA Costume for Performance – PLEASE NOTE DUE TO VACATION DATES, SPECIFIC DELIVERY WEEKS MAY CHANGE.

S=summative assessment

E1, E2=summative element assessment

LEVEL 4 – Stage 1																														
BLOCK 1															BLOCK 2															
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Introduction to Design for Performance (20 credits)					S																									
					Introduction to Costume for Performance (40 credits)																									
Collaboration One: Design and Production (20 credits)										S																				
															Fashion Cultures and Histories (20 credits)										S					
															Better Lives (20 credits)										S					

LEVEL 5 – Stage 2																														
BLOCK 1															BLOCK 2															
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Critical Issues in Fashion Research (20 credits)											S																			
Core Skill: Period and Contemporary Menswear (40 credits)													S																	
															Situating Your Practice (20 credits)					S										
															Collaboration Two: Interdisciplinary and Experimental (40 credits)										S					

LEVEL 6 – Stage 3																														
BLOCK 1															BLOCK 2															
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Cultural and Historical Studies Dissertation (40 credits)											S																			
Innovation and Design (20 credits)						S																								
												Personal Performance Project (40 credits)										S								
															Modelling Your Future (20 credits)										S					

The University will use all reasonable endeavours to provide the Course and the services described in this Output. There may be occasions whereby the University needs to add, remove or alter content in relation to your Course as may be appropriate for example the latest requirements of a commissioning or accrediting body, or in response to student feedback, or to comply with applicable law or due to circumstances beyond its control. The University aim to inform you of any changes as soon as is reasonably practicable