PROGRAMME SPECIFICATION

Every taught course of study leading to a UAL award is required to have a Programme Specification. This summarises the course aims, learning outcomes, teaching, learning and assessment methods, and course structure. Programme Specifications are developed through course validation and are formally approved by UAL Validation Sub Committee (VSC). They are available to prospective students through the course web page, and must be reviewed on an annual basis to ensure currency of information (for example, following any minor modification or local developments).

<table>
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<tr>
<th>Awarding Body</th>
<th>University of the Arts London (UAL)</th>
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<tr>
<td>Teaching Institution</td>
<td>London College of Fashion</td>
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<tr>
<td>Final Award</td>
<td>BA (Hons) Costume for Performance</td>
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<tr>
<td>Relevant QAA Benchmark Statement</td>
<td>Art and Design</td>
</tr>
<tr>
<td>Date of production/revision</td>
<td>May 2018</td>
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This section is available to provide any introductory information on the course. It might include explanation of the position of courses which form a named pathway within an ‘umbrella’ programme.

The course is located in the School of Media and Communication and within the Performance Programme area.

Course Aims
The aims of the course identify the rationale underlying the student’s educational experience and own personal achievement from studying on the course and its affect upon the student’s long term achievement and career.

This course aims to:
- consider emerging practice, and to create entrepreneurial artists with a strong sense of their own practitioner identity;
- generate excellence in your technical abilities and skills, but also with the confidence to lead, create and realise a project;
- develop a robust identity, able to demonstrate emotional intelligence, academic rigour, and resilience;
- support to see, interact with, and debate performance in a myriad of venues;
- develop a community where you can consider practice that is new, innovative, and that challenges perceptions;
- give students the confidence to test and experiment with materials, process, language and collaboration.

Course Outcomes
The course enables the student to demonstrate the following subject knowledge and understanding, intellectual and academic skills, practical subject skills, key attributes and transferable skills. Each outcome should be detailed below.

The outcomes that you will have demonstrated upon completion of the course, are:

1. 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;

2. An ability to re-interpret narratives and to conceptualise your ideas into a negotiated project proposal and develop a strategy to fully realise the design concept through research;
3. The application of technical skills and craft methods and techniques learnt;

4. 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;

5. An ability to research and to experiment with new materials and techniques to develop your own design concepts and production processes for contemporary performance;

6. Communication of information, ideas, problems and solutions at critiques and assessment;

7. An awareness of the context of contemporary performance;

8. 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;

9. An ability to communicate and produce work collaboratively that reflects your own individual ideas, skills development and career aspirations to specialist and non-specialist audiences;

10. An ability to situate practice within cultural and historical contexts and debates;

11. Evidence of engagement with relevant principles and attributes outlined in the UAL Creative Attributes Framework.

**Learning and Teaching Methods:**
Provide a summary of the relevant learning and teaching methods for the course.

Lectures, demonstrations, group-discussions, practical workshops, seminars, critiques, design workshops, peer assessment, briefings, student-directed study, visits to live performances, video screenings, presentations, visiting speakers, performance project.

**Scheduled Learning and Teaching**
This is the percentage of your time spent in timetabled learning and teaching. In each year you are expected to study for 1200 hours over 30 weeks; below is the amount of time which is timetabled activity. The rest of your learning time will be self-directed, independent study.

**Year 1 - 22%**
**Year 2 - 16%**
**Year 3 - 22%**

**Assessment Methods:**
Provide a summary of the relevant assessment methods for the course.

The following assessment methods are employed to assess the achievement of learning outcomes in an integrated approach:
- Essays; presentations; written reports; dissertation; technical process log books; written self-evaluations; sketchbooks; designs submission; realised 3D practical pieces asset in specific briefs i.e.(realisations ready for photographs, the stage, or for filming; all these make the majority of the assessable parts of the projects).

**Reference Points**
List any policies, descriptors, initiatives or benchmark statements used in the development of the course.

The following reference points were used in designing the course:
Programme Summary
Programme structures, features, units, credit and award requirements:
List the course details that constitute the agreed student entitlement for this course. This should include unit titles and credit, types of learning, learning hours per week and details of tutorial support.

You will be required to complete 360 credits at levels 4, 5 and 6 to be awarded the **BA (Hons) Costume for Performance**. After achieving 120 credits at level 4 you can opt to be awarded **Cert HE**. After achieving 240 credits (to include minimum of 120 at level 5) you can opt to be awarded **Dip HE**.

**Stage 1 (Level 4)**
The units you will study in Year 1, Stage 1, Level 4 are as follows:

- Introduction to Design for Performance (20 Credits);
- Introduction to Costume for Performance (40 Credits);
- Introduction to Cultural & Historical Studies (20 Credits);
- Better Lives Option Unit (20 credits);
- Collaboration One: Design & Production (20 Credits).

**Stage 2 (Level 5)**
The units you will study in Year 2, Stage 2, Level 5 are as follows:

- Cultural & Historical Studies Option unit (20 Credits);
- Core Skill: Period & Contemporary Menswear (40 credits);
- Situating Your Practice: Industry Placement/Project (20 credits);
- Collaboration Two: Interdisciplinary & Experimental (40 credits).

**Stage 3 (Level 6)**
The units you will study in Year 3, Stage 3, Level 6 are as follows:

- Cultural & Historical Studies Dissertation (40 credits);
- Innovation & Design (20 credits);
- Personal Performance Project (40 credits);
- Modelling Your Future (20 credits).

A 20-credit unit is approximately equivalent to 200 hours of learning time, which includes a mixture of taught time, independent study and assessment.

All students are entitled to a tutorial package that consists of:
• one induction tutorial (group or one to one)
• one tutorial per term for the duration for their course of study at LCF;
• group tutorials as required
• an appropriate level of confidentiality.

**Distinctive features of the course:**

Identify and list those characteristics that distinguish your course from other, similar courses. Refer to both the student experience on the course and future possible career opportunities.

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 (supervising, cutting, construction and sourcing), rather than a course or pathway specialising in one of these areas. The course gives special attention to period, contemporary and experimental costume for performance as well as innovation in the field of costume;

3. As part of a Fashion College we provide excellent industry standard facilities and equipment. Costume students benefit from access to exceptional facilities at their ‘home site’ (Lime Grove) and benefit from fashion related facilities across the LCF Campus, such as a library specialising in the history of fashion and costume, a textile lab (dyeing, printing, breakdown) a material library, a millinery studio, knitting, digital printing, 3D printing, laser cutting, body scanner, film studio, and photography studio for styling, as well as special machineries for leather, stretch-wear, contour and embroidery. Along with the standard equipment such as cutting tables, industrial sewing machines, industrial irons, industrial overlockers and professional mannequins;

4. Students can design and construct 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;

5. The BA costume students’ workrooms are adjacent to the MA costume students’ ones, therefore postgraduate and undergraduate courses share tutors, technical support and expertise. Furthermore, this inspires the BA students’ work as they have the opportunity to see costume works at MA level, and encourages them to apply and possibly progress into the MA course. There is also the opportunity for collaboration and peer support and mentoring from MA students;

6. The course is located in central London, which attracts applicants and strengthens the relationship with the industry due to being very accessible to production design studios, theatres, and material suppliers, as well as the close proximity to archives, costume collections and museums;

7. 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;

8. The course benefits from industry expertise via Masterclasses and sessions delivered by industry practitioners, e.g. previous masterclasses have been delivered by Jane Petrie (The Suffragettes; The Crown) Ayo Laguda, and Kathleen Ridley.

**Recruitment and Admissions**

**Admission Policy/Selection Criteria**

Summarise relevant details contained in the validation papers i.e. list the methods used in selection such as interviewing. Selection criteria should be fully listed.
The course team seeks to recruit students who can demonstrate:

- 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.

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.

**Entry Requirements**

List the entry requirements relevant to the course.

- A Level – Minimum of 2 A Level at Grades A*-C to total 96 new UCAS tariff. Preferred subjects include Art, Design, English, Drama and Film Studies;
- or 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;
- or Merit, Merit, Merit at BTEC Extended Diploma preferred subjects Art & Design; or Merit at UAL Extended Diploma; or Access Diploma or ‘96 tariff points from the Access to HE Diploma;
- or 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;
- and three GCSE passes at grade A*-C.

Exceptionally, applicants who do not meet these course entry requirements may still be considered if the course team judges the application 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. All classes are conducted in English. **The level required by the University for this course is IELTS 6.5 with a minimum of 5.5 in each skill.**

**Admission Procedures**

The selection procedures for the course must adhere to the Equal Opportunities Policy of UAL.

The course team seeks to recruit students who can demonstrate:

- 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 design.

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.
## Course Diagram

Insert a course diagram which includes; units and their credit values, plus credit values per year/level, category of units (i.e. core or specialist), progression routes, years/levels of the course, any other relevant characteristics that distinguishes the course.

<table>
<thead>
<tr>
<th><strong>Block 1:</strong> Thinking Differently: Transition to Higher Education</th>
<th><strong>Block 2:</strong> Creativity, Experimentation, Collaboration</th>
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</table>
| **Introduction to Design for Performance**  
(20 credits) | **Introduction to Cultural & Historical Studies**  
(20 credits) |
| **Introduction to Costume for Performance**  
(40 credits) | **Better Lives** (in unit optionality)  
(20 credits) |
| **Introduction to Design for Performance**  
(20 credits) | **Introduction to Cultural & Historical Studies**  
(20 credits) |

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<tr>
<th><strong>Block 3:</strong> Core Discipline</th>
<th><strong>Block 4:</strong> Professional Practice</th>
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| Cultural & Historical Studies Option Unit  
(20 credits) | Situating Your Practice: Industry Placement/ Project  
(20 credits) |
| Core Skill: Period & Contemporary Menswear  
(40 credits) | Collaboration Two: Interdisciplinary & Experimental  
(40 credits) |

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<th><strong>Block 5:</strong> Individual Practice</th>
<th><strong>Block 6:</strong> Preparing for the future</th>
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| Cultural & Historical Studies Dissertation  
(40 credits) | Personal Performance Project  
(40 credits) |
| Innovation & Design  
(20 credits) | Modelling Your Future  
(20 credits) |