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**MA Costume Design for Performance**

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| **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** | LCFMACDPF01 |
| **FHEQ Level** | Level 7 Masters |
| **Course Credits** | 180 |
| **Mode** | Full Time |
| **Duration of Course** | 15 months |
| **Valid From** | September 1st 2020 |
| **QAA Subject Benchmark** | None |
| **Collaboration** | N/A |
| **UAL Subject Classification** | Performance and design for theatre and screen |
| **JACS Code** | None |
| **UCAS Code** | N/A |
| **PSRB** | N/A |
| **Work placement offered** | N/A |
| **Course Entry Requirements** | The standard entry requirements for this course are as follows:<br><br>• An Honours degree at 2.1 or above in a related discipline. Applicants with a degree in another |

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| | subject may be considered, depending on the strength of the application;<br>• OR Equivalent qualifications;<br><br>**APEL (Accreditation of Prior (Experiential) Learning)**<br><br>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:<br><br>• Related academic or work experience (for a minimum of three years)<br>• The quality of the personal statement<br>• A strong academic or other professional reference<br>• OR a combination of these factors<br><br>Each application will be considered on its own merit but we cannot guarantee an offer in each case.<br><br>**English Language Requirements**<br><br>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** | The course seeks to recruit students from diverse socio-economic and cultural backgrounds, and welcomes applications from mature students.<br><br>The course seeks to recruit students who can demonstrate:<br><br>• The potential to develop their practical and critical abilities through academic study;<br>• Critical knowledge of a subject area;<br>• A capacity for intellectual enquiry and reflective thought;<br>• An openness to new ideas and a willingness to participate actively in their own intellectual development;<br>• Initiative and a developed and mature attitude to independent study. |

**Extra information required for applications to this course**

When you are submitting your application form, you will also need to provide the following pieces of documentation in support of your application:

**Curriculum vitae**

You will be required to submit a Curriculum Vitae (C.V.) in support of your application. This should include your full education and employment history.

**Personal statement**

The personal statement is your opportunity to tell us about yourself and your suitability for the course that you intend to study.

Some key points to consider:

- Make sure that personal statement is your own work and is about you.
- Explain why you want to study the course you are applying to.
- Try to link your skills and experience required to the course.
- Demonstrate your interest and enthusiasm for the course and link these with your personality.
- Make sure it is organised and literate (grammar, spelling, punctuation check).

**Study proposal**

Your study proposal should be no more than 400 words (excluding research sources and bibliography). It should:

- describe the performance context of the proposal, demonstrating your knowledge of the historical and contemporary context of your area of study;
- suggest the area of study in your project proposal, e.g. a particular text(s)/ subject area(s) you might be interested in exploring/devising around;
- consider that the study proposal does change in consultation with tutors; however we need to

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| | ensure that you are thinking on the right level for MA study.<br><br>**Portfolio**<br><br>You will be required to submit a digital portfolio with a maximum of 30 images that you consider would help support your application. Submit your portfolio via the university's digital portfolio tool, PebblePad. More details will be sent to you after you have submitted your application. Please include digital versions of drawings, photographs of realised designs, speculative design, sketch work, process, photographs, etc. Label and present any visual work with care, including dates and captions. |
| **Scheduled Learning and Teaching** | 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.<br><br>Definitions of our learning and teaching modes can be found [here]. |

**Awards and Percentage of Scheduled Learning**

**Year 1**

| Percentage of Scheduled Learning | 28 |
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| Awards | Credits |
| Postgraduate Certificate (Exit Only) | 60 |
| Postgraduate Diploma (Exit Only) | 120 |
| Master of Arts | 180 |

**Course Aims and Outcomes**

The Aims and Outcomes of this Course are as follows:

| Aim/Outcome | Description |
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| Aim | To provide you with the ability to develop independent approaches to costume design where the inherent narrative potential of costume design for performance is explored in both theory and practice. |
| Aim | To develop your ability to independently master a complex area of knowledge using advanced research skills relevant to costume design for performance. |
| Aim | To enable you to extend and develop your practical knowledge and contextual understanding of global performance design practices with a focus on dress materiality and the body. |
| Aim | To develop your independent analytical approach to the study of theory and practice of costume design in live performance and analogue and digital media within their wider socio-cultural and historical contexts. |
| Aim | To advance your innovative thinking, experimental approaches and intellectual skills through the synthesis of theoretical approaches and practice-based methods relevant to Costume Design for Performance. |
| Aim | To provide an opportunity for you to develop a personal and professional focus at postgraduate level within Costume Design for Performance. |
| Outcome | Evidence a thorough and sophisticated knowledge of theoretical and practical approaches for Costume Design for Performance. |
| Outcome | Demonstrate a coherent and systematic understanding of the relationship between performance, dress, materiality, the body and audience. |
| Outcome | Work independently to conduct original research, develop practice-based skills, identify and utilise appropriate methodologies, and build relevant networks for collaborative work. |
| Outcome | Clearly communicate ideas visually, practically, orally and in writing, and critically reflect on your own work and that of your peers. |
| Outcome | Realise a body of work through independent study that demonstrates an original, innovative and experimental |

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| | contribution to the advancement of Costume Design for Performance as independent narrative agent. |
| Outcome | Work collaboratively and professionally with peers and colleagues from within and outside UAL. |

| | Distinctive Features |
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| 1 | This course combines theory and practice with a highly conceptual approach, challenging the traditional role of costume design and forging a new path where costumes is not in aid of, but the primary subject of the performance narrative. |
| 2 | The course promotes debates around topical contemporary issues and each student has the opportunity to contribute and develop their own position within the wider context of performance design specifically by means of dress, body, materiality and movement. |
| 3 | The course promotes the understanding of costume centred performance as a vehicle for individual artistic and broader social political expression, that is inclusive and diverse, allowing the demographic background, personal experience and skills of each student to form the basis of their work. |
| 4 | The course is at the forefront of developing costume design with an emphasis on experimentation and innovation encouraging students to develop new materials, technology and contexts for their performances. |
| 5 | Students learn to understand how costume in performance can communicate theoretical concepts effectively with continuous testing with internal and external practitioners and partner institutions from within and outside UAL, such as East London Dance, Drama Centre and MA Performance Design and Practice (CSM). |
| 6 | There are strong, proactive and progressive connections with external platforms for situating the work in the public domain; students and alumni are award winning, published, exhibited and engaged worldwide. Their work is regularly shown alongside well-established artists, costume and performance designers. The students get the opportunity to present to the public on professional platforms and other international exhibitions and festivals such as World Stage Design and Innovative Costumes of the 21st Century, World of Wearable Art and Spill Festival. |

**Course Detail**

MA Costume Design for Performance is a course where practice and theory will be taught together in a blend of academic and practical skills to reflect new ideas, methods of expression, diversity of cultural backgrounds and analogue as well as digital technologies in performance design. The aim of the course is to develop confident and experimental practitioners who will push the boundaries of the discipline. Through conceptual development, specialised design realisation, theoretical and practical-based research methods, you will explore the role of costume within contemporary performance and recorded media. The course encourages thinking and making as intrinsically linked processes and an examination of a diverse range of analytical methods such psychology, anthropology, history and culture, social and political contexts utilising technologies from photography, film, fine art, textile and product design, audio, digital and online platforms, realisation and all aspects of performance to create meaningful narratives for contemporary audiences. You will explore situations and narratives that raise attention to ethical, social and political issues as well as challenge traditional costume practices. MA Costume Design for Performance articulates the value of costume for performance as an important and distinct area of performance research and practice. You will be encouraged to read widely, attend internal and external lectures, events, exhibitions, performances and symposia, engage with UAL research hubs, collaborate across other LCF postgraduate courses and across the University of the Arts. You will engage with other disciplines such as literature, fine art, film, music/sound, dance and science to explore ways to articulate ideas through costume as conveyor of meaning, You will be encouraged to develop independent innovative responses to, and a critique of current costume and performance practices.

**Course Units**

The course is delivered over 15 months in 3 teaching blocks each lasting 15 weeks. The course is composed of the following units:

- Narrative Costume and Performance (40 credits)
- Collaborative Challenge (20 credits)
- Costume for Film (40 credits)
- Research Proposal (20 credits)
- Masters Project (60 credits)

Each unit will be completed over a period of 15 weeks (full time)

Full schemes of work are published in your Unit Handbooks available via Moodle.

The course is offered in full-time mode and students are expected to commit to an average of 40 hrs per week including teaching hours, delivered briefings, tutorials, lectures, design, workshops and other independent study time. Each unit is

supported by a range of individual and group tutorials. (see teaching hours allocation). In the Unit Handbook for each unit, specific teaching methods are summarised in the scheme of works, detailing the teaching structure of each unit.

**Credit Framework**

The credit framework conforms to the University of the Arts London framework in which the unit of credit is 20 credits (equivalent to 200 hours of student study time). All credits on the MA programme are at postgraduate level 7.

**Organisation of the Curriculum**

The first block provides the opportunity to accumulate 60 credits with the units: **Narrative Costume and Performance** (40 credits) and: **Collaborative Challenge** (20 credits) and students who successfully complete this block are eligible for the award of a PG Cert. The second block is a further 60 credits with the units: Costume for Film (40 credits) and **Research Proposal** (20 credits) and students who complete blocks 1 and 2 are eligible for the award of PGDip. The third and final block is the **Master's Project**, this is a 60-credit unit and students who successfully complete this block are eligible for the award of a Masters. The final award grading is based upon the Master's Project only.

## Learning and Teaching Methods

The course offers teaching and learning methods that enable each student to develop in areas they are less familiar with and reach a level of professional inquiry, advance their analytical independence, which are vital for their ability to further their career with a distinctive individual approach with which to challenge existing traditions. The course demands a high level of both intellectual and practical engagement. Networking, collaboration and participation in national and international performance and film festivals, exhibitions, competitions and conferences are firmly supported and promoted by the course and programme and help students to disseminate their work in the public domain.

**Methods employed for the delivery of the curriculum:**

The teaching and learning is conducted through a variety of lectures, group discussions, regular individual tutorials, presentations, experimental workshops, independent practice,  master classes, external collaborations and detailed feedback from peers and tutors. The course team also seeks to include digital platforms (Moodle) more actively in the delivery of the curriculum.

**Research and Analysis:**

Students are familiarised with intensive high level theoretical and practical research methods that allows them to situate their own work in the wider field of

art and performance design. They are provided with the foundations of postgraduate level systematic academic research that enables them to make informed analytical decisions grounded in expert knowledge. This is accompanied by prototyping, material, movement, technical and creative experimentation to develop both theory and practice together. Students are required to formulate research questions, develop meaningful messages and identify audiences, employ continuous reflection and evaluations of ideas and realisation processes throughout each project from start to completion which are discussed with tutors and peers on a regular basis.

Students often seek to utilise their existing cultural diversity and skill base to draw attention to social, political and environmental issues. Frequent discussions with tutors and peers offered through the shared MA Costume studio resources, the cross school collaborative unit, the performance research hub and the PhD Performance Dress Lab provide a platform for knowledge exchange. Students are challenged to develop conceptual approaches that questions traditional perceptions and methods to advances the discipline into new areas of investigation. Experimentations and research outcomes are encouraged to be shared on University and public platforms.

**Theory and Practice:**

In line with the UAL *Learning, Teaching and Enhancement Strategy* (2015-2022) the course pursues 'enquiry-based and object-based learning'. The course provides a close synergy between theory and practice and at the heart of both is high level research that leads, informs and promotes innovation and engagement with the wider context of art, design and performance as a means of effectively communicating to the public. Students learn to understand the fundamental principles by which a costume can convey meaning and message to audiences. This is achieved by detailed text , character and contextual analysis which often requires investigations and understanding of psychological, religious, social, historical, anthropological, political, philosophical, scientific and feminist theory as well as investigations and understanding of materials, anatomy, physics, digital and manual craft techniques which are utilised, engaged and evaluated in their ability to communicate what is intended. Theoretical concepts and ideas are tested under the guidance and in collaboration with specialist researchers and practitioners from the theatre, dance, fine art, photography and film industry.

**Experimentation and Innovation:**

The course offers an environment which fosters peer to peer learning. Students can test out ideas and prototypes with each other as audience and performers which encourages reflection and discussion. Practice is both independent and supervised allowing for support where needed. The Performance Programme resources and technical support enable experimentation with analogue and offers guidance and expertise. Students can access media facilities

where advanced digital construction and interactive technologies for performance are tested and made available. The knowledge by staff and emphasis on students to experiment with materials, shape and form encourages innovation. As a result, students have won recent awards in the categories of innovation and avantgarde design at WoW in New Zealand and participation in Exhibitions such as *Evolution of Performance Design* (Beijing, Shanghai 2016), *Innovative Costume for the 21st Century: The New Generation*, (Moscow 2019).

**Technical Skills and Prototyping:**

In order to enable students to advance their practice, the course offers a series of technical workshops that are embedded in the delivery of the course. Traditional methods such as corsetry, tailoring, padding, millinery, lingerie and material surface manipulation are delivered by technicians and industry specialists. Alongside those, other skills such as film editing, studio lighting, camera operation and life drawing are offered by academic staff and media technicians. Students also have access to performance and textile design technicians who are specialists in areas such as, knitting, embroidery, print, sculpting, casting, puppetry, masks, animatronics, make-up and hair which provides inspiration and support for experimental prototyping. LCF digital learning will provide workshops on using Workflow. The LCF digital learning lab will provide inductions to 3 D printing, body scanning, conductive materials and sensors. LCF digital learning will provide workshops for professional use of online platforms such as professional marketing tool.

**Collaboration:**

Collaboration is firmly embedded in the course curriculum. Especially the 3 core units: *Costume for Live Performance*, *Costume for Film* and *Master's Project* as well as the Collaborative unit, all have substantial collaborative components, enabling the students to develop additional skills in directing, producing, management and postproduction. The *Costume for Live Performance* and *Costume for Film* unit offer the opportunity to work with collaborators in a professional situation where their costume narrative is developed, tested, performed and recorded. For the *Master's Project*, students work with collaborators towards a public facing showcase.

**Process Records:**

The documentation of research, analysis, concept, design, realisation development processes and methods in form of portfolios, technical logs/costume bible and realised costumes form the key components of the unit delivery by students. These are delivered in analogue and digital form to enable students to develop digital presentation skills for future use. Guidance and support is

provided by staff with an outward facing ethos, encouraging students to record their practice with relevant methods to meet advanced professional standards.

**Summary of Teaching and Learning Methods:**

- briefings
- lectures
- seminars
- individual tutorials
- master classes
- material and technical workshops
- presentations
- Practical testing
- collaborative and independent practice
- formative feedback
- critically reflecting on processes of communicating interpretations and narratives of the realised costumes.

## Assessment Methods

Formative assessment feedback is provided during:

- Presentations to staff and peers
- Tutorials
- Reviews of work in progress
- Final reviews
- Workshops

Summative Assessment is provided for Unit submission based on the hand in details for each unit specified in the unit descriptors which can include:

- Portfolios and sketchbooks including a range of final costume designs
- Technical log books
- Final realised costume(s) in action
- Written project evaluation
- Essays
- Records of evidence for live performance and film

## Reference Points

The following reference points were used in designing the course:

- Consultations with internal and external staff, students, alumni and independent industry practitioners

- Credit framework
- The Master's Degree Characteristics (QAA, September 2015) benchmark statements have been consulted in order to support the development of the course learning outcomes, inform the indicative content in the curriculum and to further develop teaching and learning methods and assessment.
- Creative Attributes Framework, UAL
- Better Lives agenda, LCF

**Course Diagram**

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

S=summative assessment

E1, E2=summative element assessment

| LEVEL 7 | | | |
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| **BLOCK 1** | **BLOCK 2** | **BLOCK 3** | |

| 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 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 |
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**Collaborative Challenge (20 credits)** — weeks 1–12, S at week 12

**Narrative Costume and Performance (40 credits)** — weeks 1–14, S at week 14

**Costume for Film (40 credits)** — weeks 16–29, S at week 29

**Research Proposal (20 credits)** — weeks 19–26, S at week 26

**Masters Project (60 credits)** — weeks 31–43, S at week 43

*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*