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 modifications or local developments).

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<tr>
<th>Awarding Body</th>
<th>University of the Arts London (UAL)</th>
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<tr>
<td>Professional, Statutory or Regulatory Body (PSRB)</td>
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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>MA Costume Design for Performance</td>
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<tr>
<td>Length of Course</td>
<td>15 months</td>
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<tr>
<td>UCAS code</td>
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<td>Date of production/revision</td>
<td>June 2017</td>
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MA Costume Design for Performance

MA Costume Design for Performance is a course where practice and theory will be taught together in a unique blend of academic and practical skills to reflect new ideas, methods of expression, diversity of cultural backgrounds and technologies in performance design. The aim of the course is to develop confident and experimental practitioners who will push the boundaries of the subject. Through conceptual development, specialised design realisation, theoretical and practical approaches, you will explore the role of costume within live performance and recorded media.

The course will encourage ‘making through thinking’ and an examination of a diverse range of analytical methods such as psychology, anthropology, history and culture, social and political contexts utilising technologies from photography, film, fine art, audio, digital and online platforms, garment construction and all aspects of performance to create meaningful narrative for contemporary audiences. You will explore situations and narratives that raise attention to ethical, social and political problems as well as challenge traditional costume practices. MA Costume Design for Performance articulates the value of costume for live and recorded media as an important and distinct area of performance research and practice. You will be encouraged to read widely, attend internal and external lectures, events and symposia, engage with UAL research hubs and researchers and collaborate across the University of the Arts. You will engage with other disciplines such as literature, fine art, music, dance, recorded media and science to explore ways to articulate ideas through costume as conveyor of meaning and develop very personal responses to, and a critique of current performance practices.
Projects and collaborations can be viewed at the following link:
http://www.arts.ac.uk/research/ual-research-centres/centre-for-fashion-curation/

Course Aims

- to create a unique postgraduate learning environment, within London College of Fashion as a specialist college, which stimulates debate and the exchange of ideas, through a multidisciplinary approach to fashion and the creative industries; drawing on the College’s academic excellence in Costume Design for Performance;
- to develop your intellectual, imaginative, and creative skills and innovative thinking through the synthesis of theoretical and practical approaches to learning in relation to Costume Design for Performance;
- to enable you to define, extend and develop your knowledge and conceptual understanding within Costume Design for Performance;
- to develop your independence of judgement and foster an inquiring and analytical approach to the study and/or practice of fashion or performance in the wider global context of cultural, technological and economic change;
- to provide an opportunity for you to develop a personal and professional focus at postgraduate level within Costume Design for Performance.

Course Outcomes

Upon successful completion of this course you will be able to:

1. Apply a systematic and critical understanding of contemporary performance practices with focus on costume.
2. Utilise in-depth knowledge and high level of professional skill in costume design and practice as foundation for the creation of performance.
3. Engage in cross-disciplinary discussion to enhance the cultural, political, scientific and technological dimensions of performance development;
4. Communicate ideas in written, verbal and visual formats through presentation or debate to peers, industry and collaborative partners;
5. Critically reflect on the relationships between aspects of performance design and practice leading to the application of innovative concepts and critical values in costume design development;
6. Work independently to conduct original research, identifying and utilising appropriate methodology whilst building relevant professional networks for collaboration.
7. Realise a body of work through independent study which demonstrates an original and creative approach in the field of costume design, and which will either be of direct value to the industry or education, or have the potential to be developed for research at higher degree level.

Learning and Teaching Methods:
Course content is delivered through a blend of face-to-face and online methods, providing an accessible and flexible space to interact with course and school activity.

One-to-one tuition, lectures, seminars, discussions, tutorials, workshops, demonstrations, critiques, peer review, PPD activities, and workshops take place across a variety of campuses, from academics, practitioners and visiting lecturers and presentation; numeracy and media skills, research and negotiation methods focused towards start-up businesses, freelancing and consultancy are integrated across the School.

Scheduled Learning and Teaching

Scheduled Learning and Teaching – this is the percentage of your time spent in timetabled learning and teaching. You are expected to study for 1800 hours over 45 weeks; below is the amount of time which is timetabled activity. The rest of your learning time will be self-directed, independent study.

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Percentage of time spent in timetabled learning and teaching – 14%

Assessment Methods:

Final summative assessments are supported by a range of formative, holistic feedback points: peer assessment, group and individual crits and tutorials. Collaborative practice is encouraged alongside one-to-one provision as valued principles of MA study. Individual development and progression is monitored through face-to-face and online tutorials which are also a first contact for pastoral support.

Language and study support systems are also offered to maintain our quality of learning.

Reference Points

The following reference points were used in designing the course:

- UAL Learning and Teaching Strategy
- UAL Assessment Strategy
- The Learning and Teaching Policies of UAL
- National Framework for Higher Education Qualifications Level Descriptors

Programme Summary

Programme structures, features, units, credit and award requirements:

Modes of Attendance
Students who attend full time start in September and normally have their taught sessions over two days per week. The emphasis at post graduate level is on independent study and in addition to taught sessions you will be expected to engage in extensive self-directed research and experimentation and to utilise the library and open access facilities. Details of the contact hours for your course are available via Myarts –http://mycontacthours.arts.local/.

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.

**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 Course is divided into three 15 week stages (full-time) and 30 week stages (part-time). The first stage is 60 credits and students who successfully complete this stage are eligible for the award of a PG Cert. The second stage is a further 60 credits and students who complete stage 1 and 2 are eligible for the award of PGDip. The third and final stage is the Masters Project, this is a 60 credit unit and students who successfully complete this stage are eligible for the award of a Masters. The final award grading is based upon the Masters Project only.

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<th>Distinctive features of the course:</th>
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<td>• 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;</td>
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<td>• The course is at the forefront of developing costume design with an emphasis on experimentation and innovation encouraging students to develop new materials and contexts for their performances;</td>
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<td>• The course is situated amidst highly specialist workshop facilities where, in addition to the costume specific studio with all the necessary machines for garment manufacture, the students have access to specialised textile facilities such as CAD and analogue embroidery and knitting, screen printing and dye. Access is also available to sculpture workshops, such as clay moulding, and all casting processes including fibre, resin and vac form, with supporting specialised technicians in each of the areas enabling the students to develop 5 new designs based on realisation techniques that go far beyond traditional costume design paving the way for innovation;</td>
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<td>• The students collaborate regularly with performers and choreographers from various London based performance institutions such as Laban London Contemporary School of Dance and Drama Centre London at CSM where they can test their design ideas and concepts on the body and in movement;</td>
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<td>• The students get the opportunity to develop their own performances or films</td>
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which are presented to the public on a professional platform such as at Sadler’s Wells and the V&A. For the performances and films they collaborate with professionals from outside and within UAL.

Recruitment and Admissions

Selection Criteria

The course seeks to recruit students who can demonstrate:

- the potential to develop their practical and critical abilities through academic study;
- critical knowledge of a subject area;
- a capacity for intellectual enquiry and reflective thought;
- an openness to new ideas and a willingness to participate actively in their own intellectual development;
- initiative and a developed and mature attitude to independent study.

Entry Requirements

- An Honours degree at 2.1 or above in a related discipline. Applicants with a degree in another subject may be considered, depending on the strength of the application;
- Equivalent qualifications;
- Relevant and quantitative industrial experience for a minimum of three years.

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.

Course Diagram