

ual:

Programme Specification 2018/19

BA (Hons) Costume for Theatre and Screen

**camberwell
college of arts**

**chelsea
college of arts**

**wimbledon
college of arts**

APPROVED

Course AOS Code	10256
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FHEQ Level	Level 6 Degree
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Course Credits	360
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No. of Terms	9
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QAA Subject Benchmark	Art and Design, Dance, drama and performance
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Term Duration	1 Week(s)
Valid From	September 1st 2018 (June 2018)
Programme	Wimbledon Theatre and Screen Programme (L009)
JACS Code	W451 - Theatrical wardrobe design
UCAS Code	Code W453
Work placement offered	Yes
Course Entry Requirements	<p>Applicants will have, or are expected to achieve, either: 2 A levels, grade C or higher or equivalent e.g. International Baccalaureat 24 points.</p> <p>All classes are conducted in English. If English isn't a students' first language they must provide evidence at enrolment of the following: IELTS level 6.0 or above, with at least 5.5 in reading, writing, listening and speaking.</p>

Selection Criteria	<p>An interest, commitment and motivation for studying the subject.</p> <p>An ability to work imaginatively and creatively in 2D and 3D visual media, materials and processes.</p> <p>An ability to create and develop new ideas.</p> <p>A desire to learn and an ability to investigate and develop ideas independently.</p> <p>An ability to communicate your ideas visually, verbally and in writing.</p> <p>Potential for creative problem solving.</p> <p>An ability to self-direct and evaluate your own work.</p> <p>An ability to engage with the idea of character in the context of a dramatic situation.</p> <p>Portfolio advice:</p> <p>A range of visual recording, such as drawing, life drawing, photography.</p> <p>Experimentation which demonstrates idea generation and development.</p> <p>Visual work which uses form, colour, texture, structure and space.</p> <p>Design development showing how problems are solved.</p> <p>Any costume designs or costumes.</p>
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	<p>An interest in contemporary and historical clothing.</p> <p>Include your sketchbooks and notebooks.</p> <p>At Interview applicants will be expected to demonstrate the following:</p> <p>Visual awareness and an understanding of the creative process.</p> <p>Cultural and historical awareness of costume.</p> <p>Motivation for working in costume industry.</p> <p>A desire to succeed.</p>
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Distinctive Features	
1	An "Art School" context for studying Costume, including an emphasis on Drawing
2	High level of specialist skills in period costume research and construction
3	Significant focus on conceptual / socio-political understanding of visual story-telling.
4	Top end industry professionals in costume construction and realisation as key VL's.
5	Highly experienced professional designers and directors with teaching expertise.
6	Links to excellent industry work placement opportunities through a vast network of Wimbledon Graduates.
7	Links with archives, e.g. Rembert, V&A Museum of London. Graduate internships e.g. with Jasmin Vardimon Company (dance theatre) and Costumiers Cosprop.
8	Graduating Student Prizes and sponsorships e.g. Past Pleasures (International costume interpretation company), Cosprop (International Costumiers) Ann Hollywood Prize (for Design). Professional specialist costume discipline faculty

Years

Year 1

Credits 120 **Percentage of Scheduled Learning** 26

Exit Awards Bachelor of Arts
Certificate in Higher Education (Exit Only)

Year 2

Credits 240 **Percentage of Scheduled Learning** 17

Exit Awards Diploma in Higher Education (Exit Only)

Year 3

Credits 360 **Percentage of Scheduled Learning** 14

Exit Awards Bachelor of Arts

Aims and Outcomes

Aim/Outcome	Description
Aim	Provide an opportunity to explore, create and understand costume work in relation to historical and contemporary contexts.
Aim	Develop knowledge through researching and creating characters with a social and cultural awareness of how costume plays its part in storytelling.
Aim	Provide a supportive learning environment that enables you to fulfil your individual creative potential.
Aim	Support you in developing technical, conceptual, critical, collaborative and communication skills.
Aim	Prepare you, through reflection and self-awareness, for a diverse range of graduate careers and or further studies.
Outcome	Demonstrate specialist knowledge and skills in costume for theatre and screen that support practice within the professional field.
Outcome	Apply research methods and critical skills to comprehend and support your practice, synthesising your knowledge and skills to make costume design work.
Outcome	Be curious, creative thinkers and practitioners seeking out new perspectives and building on your existing knowledge of costume in theatre and screen.
Outcome	Work independently and professionally on self-generated and collaborative projects, demonstrating the potential to innovate, evaluate, adapt and deal with uncertainty.
Outcome	Demonstrate attributes that enable practice within the broader creative and cultural industries.

Introduction to Course

The Costume for Theatre and Screen course offers the two specialisms of Design and Interpretation for which Wimbledon College is held in high esteem across the industry. Costume Design at Wimbledon defines itself by putting visual language and its role in storytelling at the centre of the curriculum. Essential to this is developing a sensitivity to character through understanding historical, geographical and socio-political contexts. Costume Interpretation sets high standards of costume making where historical and traditional construction processes and skills provide the foundation for contemporary approaches to creating all aspects of costume.

The first year will be spent acquiring a fundamental understanding, the skills and the techniques of the subject. Specialisms will be negotiated by the end of the first year. The second year consolidates and builds on the learning already achieved, with in depth specialist projects leading to professional opportunities during work placements where confidence and contacts for future careers are made. The third year provides an opportunity to explore a variety of creative challenges, building an individual portfolio that demonstrates attributes and potential for a range of careers. All projects continue to evolve in response to opportunities, feedback and change.

The confident articulation of creative ideas and problem solving is nurtured through student and tutor discussions. Well-equipped workshop and studio facilities underpin and support the materialisation of conceptual thinking. The working environment and relationships with professional costume makers, designers and directors is key to the learning experience and subsequent transition to professional life. There is a rich mix of practice and theory producing inventive and imaginative work.

Costume at Wimbledon is exciting and distinctive in its experimental creative outlook and collaborative opportunities. The focus is on showing student work, in exhibitions and Costume Parades, notably the annual event in the college theatre. There is long history of creating external parades, at places such as the Victoria and Albert Museum, Windsor Castle and Strawberry Hill House. There are many other close partnerships from which students can benefit, experiencing the appealing sense of community which is inherent in the costume industry and costume course at Wimbledon.

This course is situated in a wider context of Wimbledon College of Arts which joined the University of the Arts, London in 2006. Its ethos and approaches to teaching have grown from its Art School origins, still demonstrating today a commitment to teaching specialist art and design subjects. The Theatre and Screen programme is uniquely placed within the College and shares a campus with a complimentary programme in Fine Art. The shared facilities, intellectual relationships between the two programmes and proximity underpin the College's unique identity. This identity can be seen today in the annual Theatre and Fine Art Acts-React festival, which champions new performance paradigms.

Outline of Curriculum

Courses are divided into units, which are standard across the programme to ensure parity and flexibility. Each stage of the course consists of some units that are cross the programme and others that are course specific. Course specific units may be subdivided into projects (or components) to maximise your learning experience. There will be opportunities to develop increasingly independent approaches to your subject as you progress through the three stages of the course.

Cross-programme units include Unit 1: Introduction to Study in Theatre & Screen, Unit 6: Collaboration and its Connections and Unit 8: You Think What? Which is a critical and contextual studies unit. Drawing, in all its different forms, is also regarded as a course wide activity and provides opportunities for debate with students in other areas of the college such as Fine Art. These units give the context for all your learning and work across the subject areas, giving a broad base of knowledge, practice and skills and enabling discussions across the related areas. In this way you will also be able to develop a wide and rich network of contacts and experiences to draw upon in professional practice.

Stage 1 of the course can be regarded as a thorough introduction to your course's general subject area. You will work through a series of projects using established methods, techniques and materials used in theatre or screen production that will allow you to decide the direction of your chosen specialism. These experiences will form the foundations for your work within the course in the following two stages. Towards the end of the stage, projects will ask you to bring some of these methods together to consolidate your learning achievement.

Stage 2 of the course is a year of exploration, honing of the techniques for your chosen interests and contextualisation. Building upon the methods and interested introduced at Stage 1, your projects will be more sophisticated and give you the opportunity to experiment with ideas, materials and formats. There will also be opportunities to work outside of your subject area in collaborations and work placements, which will enhance your contextual knowledge of contemporary practice.

Stage 3 of the course is concentrated on your development as a creative practitioner. You will be required to bring together or synthesise all your knowledge and methods gained within your specialist study, to create a body of work which will include one or more pieces of finished work, supported by research, experimentation and technical information. This work will form the basis of your portfolio, enabling you to begin to move into professional practice or Masters level study.

Course Diagram

Year 1

Term 1	Term 2	Term 3
Unit 1: Introduction to Study in Theatre and Screen 20 Credits Value Starts: Week 1	Unit 4: Looking at Ideas: Debates in the Discipline 20 Credits Value Starts: Week 1	
Unit 2: Designing and Making: The Principles of Practice 20 Credits Value Starts: Week 1	Unit 5: Who Are You? Establishing a Specialism 40 Credits Value Starts: Week 1	
Unit 3: Designing and Making: Extending the Skill Set 20 Credits Value Starts: Week 1		

Year 2

Term 1	Term 2	Term 3
Unit 6: Collaboration and its Connections 20 Credits Value Starts: Week 1	Unit 10: Where in the World? - Extending Skills 20 Credits Value Starts: Week 1	
Unit 7: Practice as a Laboratory 40 Credits Value Starts: Week 1	Unit 8: You Think What? How to Research and Review Work 20 Credits Value (1 of 2) Starts: Week 1	Unit 8: You Think What? How to Research and Review Work 20 Credits Value (2 of 2)
	Unit 9: Where in the World? - My Specialism in Context 20 Credits Value Starts: Week 1	

Year 3

Term 1	Term 2	Term 3
Unit 11: Finding your Voice: Portfolio Design, Crafting Research Skills and Career Planning 40 Credits Value Starts: Week 1		
Unit 12: Show your Work: Independent Practice 80 Credits Value Starts: Week 1		