

ual:

APPROVED

BA (Hons) Fashion Sportswear

Awarding Body	University of the Arts London
College	London College of Fashion
School	School of Design and Technology
Programme	Product Programme (L054)
Course AOS Code	LCFBAFSWS01
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	Fashion design
JACS Code	W230 - Clothing/fashion design
UCAS Code	W232
PSRB	N/A
Work placement offered	Yes
Course Entry Requirements	<p>The standard minimum entry requirements for this course are:</p> <p>One or a combination of the following accepted full level 3 qualifications.</p>

	<ul style="list-style-type: none"> • Two A Level Passes at Grade C or above (preferred subjects include English, Maths, Art, Design, Textiles and Science); • Pass at Foundation Diploma in Art and Design; • Merit, Pass, Pass at BTEC Extended Diploma (preferred subjects Art & Design); • Pass at UAL Extended Diploma; • Access Diploma or 64 new UCAS tariff points from the Access to HE Diploma; • 64 new UCAS tariff points (equivalent to 160 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. <p>Entry to this course will also be determined by assessment of your portfolio.</p> <p>APEL (Accreditation of Prior (Experiential) Learning)</p> <p>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:</p> <ul style="list-style-type: none"> • Related academic or work experience • The quality of the personal statement • A strong academic or other professional reference • OR a combination of these factors <p>Each application will be considered on its own merit but we cannot guarantee an offer in each case.</p> <p>English Language Requirements</p> <p>IELTS level 6.0 with a minimum of 5.5 in reading, writing, listening and speaking. Please check our main English Language Requirements.</p>
Selection Criteria	The course team seeks to recruit students who can demonstrate:

	<ul style="list-style-type: none"> • A current awareness of fashion sportswear in terms of material developments, new designers and fashion trends • A potential to achieve a high standard of technical manufacture • An ability to record and develop design ideas through the vehicle of drawing • The ability to work as a member of a team • The ability to work independently to develop your own knowledge and skills acquired on the course
<p>Scheduled Learning and Teaching</p>	<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	31
Awards	Credits
Certificate of Higher Education (Exit Only)	120

Year 2

Percentage of Scheduled Learning	33
Awards	Credits
Diploma of Higher Education (Exit Only)	240

Year 3

Percentage of Scheduled Learning	27
Awards	Credits
Bachelor of Arts	360

Course Aims and Outcomes

The Aims and Outcomes of this Course are as follows:

Aim/Outcome	Description
Aim	Nurture your knowledge and skills development in the sportswear and fashion field.
Aim	Encourage an analytical approach to fashion sportswear research and design to consider new ways of problem solving.
Aim	Challenge your learning and interpretation of concepts of function, fit, fashion and sportswear to define your own creative identity and outcomes.
Aim	Advance your understanding of fashion sportswear design within social, historical, economic and commercial contexts.
Aim	Foster your growth as a creative, practical and strategic self-reliant critically-reflective practitioner.
Aim	Develop your confidence and abilities to prepare you for employment, entrepreneurial and professional opportunities or to access postgraduate study or research.
Aim	Provide industry-relevant, collaborative and/or team working opportunities to enhance your awareness and professional development.
Outcome	Research through enquiry, exploration and investigation using multiple design, commercial and cultural resources.
Outcome	Ability to evaluate and critique selected sources to deepen your understanding of fashion design related to a specific fashion apparel market.
Outcome	Informed decision making and contributions in industry by synthesising your knowledge.
Outcome	The application of creative, strategic and practical principles and techniques involved in design and development within Fashion Sportswear.
Outcome	Articulation and communication through your personal visual language, the aesthetic awareness of materials, brands, form and processes at specified market levels.
Outcome	An awareness of issues affecting economical sound and sustainable outcomes in relation to the fashion sportswear and lifestyle industries.

Outcome	An ability to situate practice within cultural and historical contexts and debates.
Outcome	Critical reflection and evaluation of your own personal, professional development within the wider social, educational and professional contexts.
Outcome	The relevant skills required in order to make an impact as a creative product designer/developer and practitioner.
Outcome	Evidence of engagement with principles of the Creative Attributes Framework (CAF) by developing, analysing and reflecting on personal practice.

Distinctive Features	
1	The course values both the creativity of sportswear design and technical skill of product making which results in a highly employable graduate profile.
2	It is one of three sportswear specialist courses in the UK and the only sportswear specialist course in London and the South East. Furthermore, the unparalleled position within a fashion focused college offers a unique perspective of creative design as well as design for purpose.
3	There is a strong relationship with industry: the curriculum is developed in consultation with industry partners; fashion and sportswear design practitioners regularly teach on the course; and two live industry briefs take place during the second year.
4	The unique curriculum offers a diverse approach and interpretation of sportswear, from performance based apparel to more contemporary streetwear and leisurewear.
5	The third year of the course culminates in a rounded approach to building a marketable brand. This includes research, design developments, sampling, testing, branding, art direction, marketing, production and supply chains, which is all underpinned by critical contextual studies.
6	An industry-based scholarship offered to cover tuition fees (total value of £27,000 divided across three years).

Course Detail

Introduction

BA (Hons) Fashion Sportswear teaches how to design and produce activewear and sportswear, from functional to fashion-focused. You will consider how sport, science, new technologies, fashion trends and cultural contexts influence fashion retail.

What to expect

- Students can benefit from industry links through live projects. Recent projects have included collaborations with Rapha, Adidas, Puma, Sergio Tacchini, Musto and Some Ideas.
- Students will learn to create 3D outcomes and prototypes of their design concepts.
- The course is delivered with employment in the relevant industry in mind. You will study a range of units that will equip you with relevant professional, communication and business skills. Students will learn to present their ideas through portfolio creation, written reports and presentations to specialist audiences such as industry partners

Work experience and opportunities

Alongside live projects, students also have the opportunity to undertake an optional industry placement year between the second and final year of the course which will enhance the employability of students by offering valuable experience and contacts within the industry as well as earning an additional Diploma in Professional Studies qualification.

Mode of study

BA (Hons) Fashion Sportswear runs for 90 weeks in full time mode. It is divided into 3 stages over 3 academic years. Each stage lasts 31 weeks.

Course Units

In Stage 1 you are required to complete 120 credits at level 4 in order to progress to Stage 2.

- Introduction to Fashion Sportswear; 20 credits
- Product Technology, Creative Techniques; 40 credits
- Fashion Cultures and Histories; 20 credits
- Creative Product Development; 20 credits
- Better Lives; 20 credits

In Stage 2 you are required to complete 120 credits at level 5 to progress to Stage 3.

- Critical Issues in Fashion Research; 20 credits
- Professional Practice Initiation, 40 credits
- Fashion Sportswear Industry Project, 40 credits
- Fashion Sportswear Future Technologies; 20 credits

In Stage 3 you are required to complete 120 credits at level 6.

- Contextualising Your Practice; 20 credits
- Concept Development; 40 credits
- Product Design and Realisation; 60 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.

On successful completion of Stage 2 students are offered the option of a professional placement leading to an extra qualification; the Diploma in Professional Studies.

The Diploma in Professional Studies carries 120 credits, and constitutes an independent award. Credits achieved on the Diploma are not part of the final degree award.

The Diploma year is a single unit, undertaken as a form of full time study, with placement activity at its core. For those who take up the option of studying the Diploma, the experience is designed to be an integrated and assessed part of a student's journey through the course. It allows students the opportunity to experience the atmosphere, pace and discipline of working in the industry, through total involvement in the day-to-day activities of a company. It will build on the knowledge gathered through course work to practically demonstrate the roles and functions, and operations typical of the fashion industry and the student's chosen specialism.

All students are entitled to a tutorial package that comprises:

- 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.

Learning and Teaching Methods

The following blended teaching and learning methods are employed to support the integrated achievement of the course outcomes. There will be a combination of physical and virtual online delivery:

- Lectures.
- Seminars.
- Critiques.
- Group presentations.
- Studio- based workshops.
- Open access work.
- Visiting speakers.
- Field trips.
- Experimentation.
- Demonstrations.
- Self-directed study.
- A process of enquiry and exploration using multiple research resources and tools, to deepen understanding of a subject, task or field.

Assessment Methods

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

- Portfolio presentation.
- Written reports.
- Live or simulated industrial projects.
- Written assignments.
- Presentations to specialist audiences.
- 3D outcomes.
- Prototypes.

Reference Points

The following reference points were used in designing the course:

- 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/>

- Feedback from the fashion design technology industry, alumni and students
- UAL Tutorial Policy: <http://www.arts.ac.uk/study-at-ual/academic-regulations/tutorial-policy/>
- University of the Arts London Level Descriptors.
- Framework for Higher Education Qualifications.
FHEQ <http://www.qaa.ac.uk/en/Publications/Documents/Framework-Higher-Education-Qualifications-08.pdf>
- QAA Art and Design subject benchmark statements:
<http://www.qaa.ac.uk/assuring-standards-andquality/the-quality-code/subject-benchmark-statements>
- UK Quality Code: <http://www.qaa.ac.uk/assuring-standards-and-quality/the-quality-code>
- UAL Creative Attributes Framework: <http://www.arts.ac.uk/about-ual/teaching-and-learning/careers-andemployability/creative-attributes-framework/>

Course Diagram

BA (Hons) Fashion Sportswear – 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 Fashion Sportswear (20 credits)					S																													
Product Technology, Creative Techniques (40 credits)												S																						
															Fashion Cultures and Histories (20 credits)										S									
															Better Lives (20 credits)										S									
														Creative Product Development (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																		
Professional Practice Initiation (40 credits)													S																
													Fashion Sportswear Industry Project (40 credits)													S			
													Fashion Sportswear Future Technologies (20 credits)													S			

OPTIONAL DIPLOMA YEAR – LEVEL 5

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
Contextualising Your Practice (20 credits)											S																		
Concept Development (40 credits)							S																						
							Product Design and Realisation (60 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