

ual:

APPROVED

BA (Hons) Costume for Theatre and Screen

Awarding Body	University of the Arts London
College	Wimbledon College of Arts
School	University of the Arts London
Programme	Performance Design and Technologies (L074)
Course AOS Code	WIMBACTSF01
FHEQ Level	Level 6 Degree
Course Credits	360
Mode	Full Time
Duration of Course	3 years
Valid From	September 1st 2019
QAA Subject Benchmark	Art and Design, Dance, drama and performance
Collaboration	N/A
UAL Subject Classification	Performance and design for theatre and screen
JACS Code	W451 - Theatrical wardrobe design
UCAS Code	W453
PSRB	N/A
Work placement offered	Yes
Course Entry Requirements	The standard minimum entry requirements for this course are one or a combination of the following qualifications:

- Pass at Foundation Diploma in Art and Design (Level 3 or 4)
- 2 A Levels at grade C or above
- Merit, Pass, Pass (MPP) at BTEC Extended Diploma
- Pass at UAL Extended Diploma
- Access to Higher Education Diploma
- Or equivalent EU/International qualifications, such as International Baccalaureate Diploma
- And 3 GCSE passes at grade 4 or above (grade A*-C)

Entry to this course will also be determined by the quality of your application, looking primarily at your portfolio of work, personal statement and reference.

APEL - Accreditation of Prior (Experiential) Learning

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:

- Related academic or work experience
- The quality of the personal statement
- A strong academic or other professional reference
- A combination of these factors

Each application will be considered on its own merit but we cannot guarantee an offer in each case.

English language requirements

All classes are taught in English. If English isn't your first language you must provide evidence at enrolment of the following:

	<ul style="list-style-type: none">• IELTS level 6.0 or above, with at least 5.5 in reading, writing, listening and speaking (please check our English language requirements)
Selection Criteria	<p>We look for:</p> <ul style="list-style-type: none">• An interest, commitment and motivation for studying the subject• An ability to work imaginatively and creatively in 2D and 3D visual media, materials and processes• An ability to create and develop new ideas• A desire to learn and an ability to investigate and develop ideas independently• An ability to communicate your ideas visually, verbally and in writing• Potential for creative problem solving• An ability to self-direct and evaluate your own work• An ability to engage with the idea of character in the context of a dramatic situation• Visual awareness and an understanding of the creative process• Cultural and historical awareness of costume• Motivation for working in costume industry• A desire to succeed

Awards and Percentage of Scheduled Learning

Year 1

Percentage of Scheduled Learning	41
Awards	Credits
Certificate of Higher Education	120

Year 2

Percentage of Scheduled Learning	38
Awards	Credits
Diploma of Higher Education	240

Year 3

Percentage of Scheduled Learning	37
Awards	Credits
Bachelor of Arts	360

Course Aims and Outcomes

The Aims and Outcomes of this Course are as follows:

Aim/Outcome	Description
Aim	Provide an opportunity to explore, create and understand costume in relation to historical, contemporary and conceptual contexts.
Aim	Develop an understanding of costume through characterisation and its role in presenting narratives and coherence in visual story telling.
Aim	Provide a supportive learning environment that enables each student to fulfil and expand their creative potential.
Aim	Provide opportunities to develop a breadth of technical, conceptual, critical, collaborative and communicative skills across a range of media.
Aim	Prepare each student, through engagement with reflection, critical evaluation and self-awareness for a diverse range of graduate careers and/or further study.
Outcome	Demonstrate specialist knowledge, vocabulary and skills that supports individual and collaborative practice within the professional world of costume.
Outcome	Apply research and use critical evaluation to build confidence in creating costume design and realisation.
Outcome	Inspire curiosity, develop creativity and seek out new perspectives and practice based on a growing understanding of costume within theatre and screen environments.
Outcome	Show an independent and professional approach to collaborative and self-generated briefs; combining the ability to innovate, evaluate and experiment with the confidence to adapt, communicate and deliver.
Outcome	Demonstrate personal and transferable attributes that enable practice within the broader creative and cultural industries.

Distinctive Features	
1	An "Art School" context for studying Costume, including an emphasis on illustration and visual communication techniques, developing a high level of specialist skills developed through costume research and construction methodologies including historically accurate production techniques.
2	A contemporary and challenging approach to costume and its related industries and theories including innovative approaches to costume through experimental media and digital resources.
3	Excellent collaborative opportunities with external partners which have resulted in events and installations at institutions such as the V&A and National Theatre, archives and curatorial strategies e.g. Rambert, V&A, Museum of London, Costumiers such as Cosprop and Sands.
4	Links to excellent industry work placement opportunities through a vast network of Wimbledon Graduates and professional contacts including opportunities in film, theatre and related industries. These have included The Royal Opera House, National Theatre, Pinewood and Shepperton Studios as well as at events such as London Fashion Week.
5	Opportunities to engage with national and international competition entry such as The Patterns of Fashion Prizes, Merchant Taylors Golden Shears and Costume Society Research grants (Design and Interpretation)

Course Diagram

Level 4 – Year 1

BLOCK 1 [Sept-Feb]	BLOCK 2 [Feb-June]
Unit 1 Introduction to Costume for Theatre & Screen (20 Credits)	Unit 4 Exploring Ideas (40 Credits)
Unit 2 Designing and Making: Part 1 (20 Credits)	Unit 5 Who Are You? Establishing Practice (20 credits)
Unit 3 Designing and Making: Part 2 (20 Credits)	

Level 5 Year 2

BLOCK 3 [Sept-Feb]	BLOCK 4 [Feb-June]
Unit 6 Practice as a Laboratory (20 Credits)	Unit 8 Where in the World? Part 1 (40 Credits)
Unit 7 Collaborative and Collective Practices (40 Credits)	Unit 9 Where in the World? Part 2 (20 Credits)

Optional Sandwich Year Diploma in Creative Computing/Diploma in Professional Studies

Level 6 Year 3 / 4

BLOCK 5 [Sept-Feb]	BLOCK 6 [Feb-June]
Unit 10 Finding your Voice: Portfolio Design, Crafting, Research Skills and Career Planning (60 Credits)	Unit 11 Show your Work: Independent Practice (60 Credits)

Course Detail

The course at Wimbledon views costume as a broad, developing and ever-changing industry. Both specialisms will encourage you to explore and build confidence in both traditional and innovative approaches to costume design and realisation, through new and emerging media and digital presentation techniques.

A collaborative approach and engagement with live and industry focused projects as an embedded part of delivery ensures you receive a real experience throughout your study.

What to expect

- To gain an understanding of the essential elements of costume
- To explore, create and understand costume in relation to historical, contemporary and conceptual contexts
- To work on studio and performance based live projects. These might be costume design for historical or contemporary texts and opera. Or they could be for site-specific production, dance, film or theatre
- To gain experience through live projects. In the past the course has worked with The National Gallery, Victoria and Albert Museum and Windsor Castle
- To explore colour and texture through mixed media experimentation for 2D design and textile work
- To take a creative approach to problem solving during construction
- Teaching from industry professionals. They will ensure you develop a realistic working process, that's informed by current practices and debates
- An introduction to a broad range of skills and technical areas. These include analysing texts and characters, corsetry, developing a visual language, drawing, millinery, pattern cutting, research, textile manipulation, garment construction and fabrication
- A contextual studies programme. This builds your knowledge and understanding of film, television and the arts
- To have access to Wimbledon's shared workshops. View the Wimbledon facilities

The first year is a challenging and exciting exploration of the subject area of costume. You will have an introduction to research methods, practical approaches, design strategies and conceptual and creative problem solving. You will make your costume specialism choice by the end of your first year. The 2 disciplines of Costume Design and Costume Interpretation are very different.

Costume Design

Costume Design is concerned with visual storytelling.

- Students should have an interest in people, history and geography
- Students will use a range of sources, including text, images and music to analyse and create characters
- There is a focus on drawing and communicating ideas in 2D, whilst 3D construction skills are also developed to a high level

Costume Interpretation

Costume Interpretation is the process of making costumes from a visual reference and developing skills to a very high level.

- It requires imagination, sensitivity, an understanding of context, and excellent interpersonal skills
- At Wimbledon we use historical and traditional construction processes and skills to provide the foundation for contemporary approaches to a wide range of costume realisation
- You will have the opportunity to learn specialist traditional skills, such as tailoring and millinery
- Students may also go on to make contemporary work that utilises techniques such as moulding, casting, textile experimentation, metal and leatherwork

Work experience and opportunities

As a result of the college's London location and industry links students have the chance to undertake professional work placements during their studies.

Former students have worked for the Royal Opera House, The Globe, Hampton Court Palace, the Rose Theatre and Secret Cinema. They have also worked on the London Olympic ceremonies, the Warner Bros film 'The Huntsman' and Netflix productions 'Game of Thrones' and 'The Crown'. Others have worked with highly respected freelance designers and film directors.

Students will have the opportunity to take part in the Erasmus scheme to study abroad for a term in the second year of their degree.

Mode of study

BA Costume for Theatre and Screen is offered in full-time mode. It is divided into 3 stages over 3 academic years. Each stage consists of 30 teaching weeks. You will be expected to commit an average of 40 hours per week to your course, including teaching hours and independent study.

Course Units

A short description of each unit and what you can expect.

Year 1

Unit 1 - Introduction to Costume for Theatre and Screen

This unit is an introduction to your course, the college and the university.

Unit 2 - Designing and making 1

- Short projects in research, costume design, construction and exploration of character
- Lectures on costume theory that will introduce a contextual understanding of dress and its impact on society

Unit 3 - Designing and making 2

This unit will help you understand the specialism options of Design and Interpretation in preparation for you to make your choice between the 2.

- Further projects to develop your design and making skills
- Costume related lectures to help you improve your subject knowledge

Unit 4 - Exploring ideas

This unit builds on the broad range of technical processes and key ideas you have been introduced to.

- An introduction to ideas, debates and critical approaches associated with the uses of costume
- To work with a real body and creating performance
- To make your specialism choice of Design or Interpretation. Projects in this unit will support a Design or Interpretation progression into the second year

- To work on your reflective journal
- Written work

Unit 5 - Who are you? Establishing practice

In this unit you will work collaboratively in groups to develop, design and produce a fully realised outcome for presentation in a live installation.

- To use a set text that will allow you to broadly explore time, place and context.
- To work with a real body to create a performance for an invited audience.
- Tutorials and technical workshops
- To work on your reflective journal
- Written work

Year 2

Unit 6 - Practice as laboratory

This specialist unit gives you the opportunity to build upon the knowledge and skills established. You will work on a more challenging project within your chosen costume specialism.

- An introduction to more advanced skills and working methods
- To establish professional working practices including fitting, form and function
- To carry out research to support your 2D and 3D constructed work
- Lectures, talks, seminars and tutorials
- To work on your reflective journal

Unit 7 – Collaborative and collective practices

This unit aims to introduce you to different ways in which collaborative working can focus and enhance your own creative strengths. This unit has 3 core purposes:

- To engage with fellow students with different practices and interests in a collaborative project
- To engage with external audiences, participants or institutions to consider new contexts for your work

- To develop your creative attributes to enable you to take on future challenges in a variety of contexts

Unit 8 - Where in the world? 1

- A short practical project specific to your specialism
- An industry awareness programme that will focus on exploring and defining a context for your own practice
- To engage with and respond to broader concepts and themes. These might include, but are not limited to body, gender, genre, agency, authenticity, movement, audience, spatiality
- To attend and review performances and events
- To apply for work placements to be undertaken in unit 9
- To work on your CV and professional portfolio

Unit 9 - Where in the world? 2

This unit has 2 elements:

- Self-directed project - will give you the opportunity to select what and how you want to learn
- Work placement - will give you an insight into the diverse career opportunities available in costume

Year 3

Unit 10 - Finding

your voice: portfolio design, crafting research skills, career planning

The work generated for your final year project will be self-directed and involve extended pieces of work. The unit has 3 elements:

- Research portfolio - a visual and reflective project that demonstrates your research voice within your studio work
- Professional portfolio - development of a portfolio for potential employment that articulates your aesthetic and personal identity
- Dissertation - a research project which can be written, filmed or presented

Unit 11 - Show your work: independent practice

This final unit enables you bring together all the ideas and learning from the course.

- To continue a self-directed programme of practice and related research
- To prepare your portfolio to help you enter the costume design profession
- To present work in the college degree show

Optional Diploma between year 2 and 3

Between year 2 and 3 you can opt to undertake the Diploma in Professional Studies or the Diploma in Creative Computing.

Learning and Teaching Methods

- Lectures and talks to help students establish subject knowledge within its context and underpin research.
- Seminars to facilitating the expression of ideas.
- Learning through making 3D project work supported by specific technical demonstrations, workshops and exercises to fully apply problem solving and practical skills.
- Group and individual tutorials supporting the development of constructive critique, reflection and personal voice.
- Independent study to develop subject knowledge and the personal expression ideas in written, oral and visual forms.
- Collaborating and supporting constructive critique of peer work.
- Presentations to share research and facilitate the expression of ideas, and design concepts both orally and visually.
- Feedback – written and oral, encouraging students to collate and reflect on their individual journeys.
- Creating workbooks, sketchbooks and documentation of college and external experiences.
- Self-evaluation through personal critique and reflection supported with clear guidelines.

Assessment Methods

- Dissertation Project
- Essay
- Evaluative Report
- Collaborative Group Project
- Presentation
- Project Work
- Reflective Journal

- Research Portfolio
- Review / Poster / Critique
- Self-Evaluation

Reference Points

- QAA Subject Benchmark statements
- QAA Framework for Higher Education Qualifications
- CCW Common Credit Framework
- UAL Creative Attributes Framework

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