

# **MA Pattern and Garment Technology**

## **Programme Specification 21/22**

<b>Awarding Body</b>	University of the Arts London
<b>College</b>	London College of Fashion
<b>School</b>	School of Design and Technology
<b>Programme</b>	Materials Programme: Applied contemporary technique (L056)
<b>Course AOS Code</b>	LCFMAPGTF01
<b>FHEQ Level</b>	Level 7 Masters
<b>Course Credits</b>	180
<b>Mode</b>	Full Time
<b>Duration of Course</b>	15 months
<b>Valid From</b>	September 1st 2021
<b>QAA Subject Benchmark</b>	None
<b>Collaboration</b>	N/A
<b>UAL Subject Classification</b>	Fashion making and pattern cutting
<b>JACS Code</b>	None
<b>UCAS Code</b>	N/A
<b>PSRB</b>	N/A
<b>Work placement offered</b>	N/A
<b>Course Entry Requirements</b>	<p>The standard entry requirements for this course are as follows:</p> <p>An Honours degree at 2.1 or above from a fashion based course, supported by a digital portfolio evidencing abilities in pattern development and garment construction to intermediate level;</p> <p>OR equivalent qualifications in an alternative subject will be considered if supported by a digital portfolio which demonstrates significant evidence of technical skills.</p>

	<p><b>APEL (Accreditation of Prior (Experiential) Learning)</b></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"> <li>• Related academic or work experience (minimum of three years)</li> <li>• The quality of the personal statement</li> <li>• A strong academic or other professional reference</li> <li>• OR a combination of these factors</li> </ul> <p>Each application will be considered on its own merit but we cannot guarantee an offer in each case.</p> <p><b>English Language Requirements</b></p> <p>IELTS level 6.5 with a minimum of 5.5 in reading, writing, listening and speaking.</p>
<p><b>Selection Criteria</b></p>	<p>The course seeks to recruit students who can demonstrate:</p> <ul style="list-style-type: none"> <li>• a clear interest in the study of innovative approaches to pattern and garment technology;</li> <li>• an interest in developing creative technical solutions to current and future industry problems;</li> <li>• relevant experience of fashion pattern development and garment construction;</li> <li>• a capacity for intellectual enquiry and reflective thought;</li> <li>• a developed and mature attitude to independent study and intellectual growth.</li> </ul> <p><b>Admissions Procedures</b></p> <p>The course seeks to recruit students from diverse socio-economic and cultural backgrounds, and welcomes applications from mature students. The selection procedures for the course fully comply with the Equal Opportunities Policy of UAL.</p>

**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. Scheduled learning and teaching activity may include lectures, seminars, studio and workshop briefings, tutorials, external visits and project briefings.

## **Awards and Percentage of Scheduled Learning Year 1**

<b>Percentage of Scheduled Learning</b>	<b>39</b>
<b>Awards</b>	<b>Credits</b>
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:

<b>Aim/Outcome</b>	<b>Description</b>
Aim	Develop your ability to master a complex and speculative area of knowledge and independence by advanced research skills relevant to pattern and garment technology;
Aim	Develop your intellectual, imaginative, and technical skills and innovative thinking through the synthesis of theoretical and practical approaches to learning;
Aim	Enable you to define, extend and develop your knowledge and conceptual understanding within your chosen specialism;
Aim	Develop your independence of judgement and foster an inquiring and analytical approach to the study and/or practice of pattern cutting and garment technology in the wider global context of cultural, technological and economic change;
Aim	Provide an opportunity for you to develop a personal and professional focus at postgraduate level within your chosen specialism.
Outcome	Apply a systematic understanding and critical analysis of manual and digital pattern cutting skills, with emphasis on the digital mode.
Outcome	Utilise a high level of knowledge and skill in pattern and garment technology and the utilisation of relevant technologies, apply critical evaluation to textiles and components.
Outcome	Identify, investigate, analyse and interpret issues with both an academic and vocational focus; respond to industrial and technological demands and opportunities by identifying issues in pattern and garment technology and proposing innovative solutions.
Outcome	Clearly communicate ideas both in writing and orally and, through presentation to peer review, reflect critically on your own practice and that of your peers.
Outcome	Work independently to conduct original research, identifying and utilising appropriate methodologies and to build relevant networks for collaborative work.
Outcome	Realise a body of work through independent study, which demonstrates an original and creative approach in the field of pattern

	and garment technology in the context of fashion, 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.
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<b>Distinctive Features</b>	
1	2D and 3D digital technology are embedded throughout the course and your evolving practice will incorporate these technologies with traditional techniques and processes: 2D digital technology is a fundamental tool for pattern cutting, grading and lay-planning in the industry, across the apparel sector; 3D digital sampling is increasingly present in the industry, used to reduce the volume of physical sampling in the commercial sector and to showcase designs of more niche and 'high-end' designer brands.
2	Interaction with the Digital Anthropology Lab and the Digital Learning Lab enables you to engage with digital technology to explore possibilities to advance and innovate pattern and product development processes, for example: Body scanning; 3D digital printing; Wearable technology; Augmented Reality; Virtual Reality.
3	Garment fit is a major focus of the course. Regular interactive fit sessions in small peer groups (tutor-led) in Block 2 focus on accurate diagnosis of garment fit issues. This develops your critical analysis skills through: The evaluation of the fit of a physical garment; Comparing the fit of a physical sample with that of a 3D digital sample. This focus equips you with the skills required by a garment technologist to correctly evaluate and advise on the fit of a garment, supporting an effective and efficient process in industry.
4	These evaluative and diagnostic skills also inform your pattern cutting skills, as you design patterns according to the characteristics of the body: You may specifically explore kinetic or anthropometric considerations; Your focus may be towards an under-represented demographic. The aim is to ensure that wide-ranging feasibility and function of the garment is considered, in contrast to design-oriented MA courses which most often design and fit to a more stereotypical model for the purpose of a catwalk show.
5	The course is aligned to the industrial product-development process: Strong focus is applied to the technical aspect of the course, in which production-standard documentation such as specification drawings, garment fit logs and graded size charts are generated; The construction and finish of the garment, according to the defined customer and/or market area is considered. A professional standard is expected. An embedded knowledge and understanding of these technical requirements enables you to recognise comparable and differing processes across brands and market areas and to communicate technical standards accordingly.



## Course Detail

The MA Pattern and Garment Technology will focus on creative and innovative *technical* skills rather than creative design skills. You will develop systematic knowledge and technical skills in 2D and 3D technology, along with critical awareness of current problems within the fashion industry. This will enhance your employability in a range of roles within the apparel industries. Various methods of pattern development, garment construction and finishing will be explored by incorporating 2D and 3D digital technology, and specialist machinery. You will be encouraged to experiment with a range of technologies and techniques, materials and components in order to achieve your intended outcome. Individual research, experimentation and analysis to contextualise your work will be supported by a programme of workshops, lectures and team-working activities, both course-specific and collaborative, that will enable you to develop a comprehensive understanding of techniques applicable to your research or advanced scholarship. You will also be encouraged to pursue projects and work placements through existing industrial contacts of the course or by using your own initiative and contacts. The course offers a global perspective and considers how pattern and garment technology are integrated within the global product development process.

This full-time course is a duration of 15 months (3 Blocks). Graduates from this course can seek employment across a range of product areas and markets, in a number of pattern and garment technology roles, including:

- Pattern Technologist
- Garment Technologist
- Creative Pattern Cutter
- Digital Pattern Cutter
- Product Developer

## Course Units

The course is divided into three 15 week Blocks, which are 60 credits each.

**Block 1** consists of 1 school specific 20 credit unit and 2 course specific 20 credit units:

- **Collaborative Challenge** (20 Credits)
- **Garment Technical Skills** (20 credits)
- **Pattern Technology** (20 credits)

**Block 2** consists of 1 cross-college 20 credit unit and 1 course specific 40 credit unit:

- **Research Proposal** (20 Credits)

- **Technical Analysis and Development** (40 credits)

**Block 3** is the 60 credit Masters project unit:

- **Masters Project** (60 Credits)

Each unit will be completed over a period of 15 weeks.

Students start in September and normally have taught sessions timetabled over three days per week. The emphasis at postgraduate level is on independent study and in addition to these taught sessions you will be expected to utilise the library and open access facilities across the sites in order to engage in extensive self-directed research and experimentation. Details of the contact hours for your course are available via Myarts – <http://mycontacthours.arts.local/>.

## Learning and Teaching Methods

- Lectures
- Workshops
- Peer learning
- Collaborative and team working
- Tutorials (individual and small group)

## Assessment Methods

- 2D and 3D outcomes
- Portfolio development
- Written reports
- Essays and written evaluations
- Presentations

## Reference Points

The following reference points were used in development of the course:

- Framework for Higher Education Qualifications (FHEQ) 2014:  
<https://www.qaa.ac.uk/docs/qaa/quality-code/qualifications-frameworks.pdf>
- The Master's Degree Characteristics (QAA, September 2015) benchmark statements:  
[https://www.qaa.ac.uk/docs/qaa/quality-code/master's-degree-characteristics-statement.pdf?sfvrsn=6ca2f981\\_10](https://www.qaa.ac.uk/docs/qaa/quality-code/master's-degree-characteristics-statement.pdf?sfvrsn=6ca2f981_10)
- UAL Learning, Teaching and Enhancement Strategy 2015-2022:  
[https://www.arts.ac.uk/\\_data/assets/pdf\\_file/0020/37820/Learning-and-Teaching-strategy-2015-2022-70KB.pdf](https://www.arts.ac.uk/_data/assets/pdf_file/0020/37820/Learning-and-Teaching-strategy-2015-2022-70KB.pdf)
- Feedback from the fashion design technology industry, alumni and students

- UAL Creative Attributes Framework Overview and Guidance for Course Teams :  
<https://www.arts.ac.uk/about-ual/teaching-and-learning-exchange/careers-and-employability/creative-attributes-framework>
- UK Quality Code: <https://www.qaa.ac.uk/quality-code/UK-Quality-Code-for-Higher-Education-2013-18>

# Course Diagram

**MA Pattern and Garment Technology** – PLEASE NOTE DUE TO VACATION DATES, SPECIFIC DELIVERY WEEKS MAY CHANGE.

S=summative assessment

E1, E2=summative element assessment

LEVEL 7																																																								
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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*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*