

Course Title	BA (Hons) Fashion
Final Award	BA (Hons) Fashion BA (Hons) Fashion (Digital Technology for Fashion Pathway)
Interim Awards	Certificate of Higher Education in Fashion Diploma of Higher Education in Fashion Diploma of Higher Education in Fashion (Digital Technology for Fashion Pathway) BA Fashion BA Fashion (Digital Technology for Fashion Pathway)
Awarding Body	Ravensbourne University London
Teaching Institution	Ravensbourne University London
UCAS Code	W230
HECOS code (with Subject percentage Splits if applicable)	
QAA Subject Benchmark	Art & Design (2019)
External Accrediting Bodies	None
Apprenticeship Standard used to inform the development of the course (if applicable)	N/A
Accelerated Degree Option	<input checked="" type="checkbox"/> No
Level 6 Top Up Option (online only)	<input checked="" type="checkbox"/> No
Study Load	<input checked="" type="checkbox"/> Full-time <input checked="" type="checkbox"/> Part-time
Mode of study	<input checked="" type="checkbox"/> Face-to-Face
Delivery Location(s)	<input checked="" type="checkbox"/> Ravensbourne University campus
Length(s) of Course(s)	3 years FT 6 years PT
Type (open/closed)	Open
Validation period	Five years (September 2022 – September 2027)
Intended First Cohort Start Date	September 2022
Date produced/amended	Jan 2022/July 2022
Course Leader	Gurmit Matharu
Course Development Team Members	Gurmit Matharu, Anne Brennan, Adam Andrascik, Mio Jin, Stuart Stockdale.
Course Administrative Contact	Laura Lynch

#### Course Description

The BA (Hons) Fashion course at Ravensbourne has a strong heritage and international reputation for producing highly employable graduates with a distinctive personal design identity. Students have gone on to secure positions at brands such as Alexander McQueen, Burberry, Chloe, Givenchy, Louis Vuitton, Oscar De La Renta, Stella McCartney, Victoria Beckham, ACNE studios and Maison Margiela. The fashion course prides itself on providing a mirror image of the fashion industry, students will experience at first hand the realities of working within a challenging evolving creative industry.

This innovative course offers designers of the future the opportunity to study traditional craft and cutting-edge digital technologies within design, pattern cutting and sampling. With advancements in digital technology transforming the fashion world, students have the option to choose the Digital Technology for Fashion Pathway at level 5.

The Digital Technology for Fashion Pathway prepares designers for this new age of communication, production and showcasing. Students on this pathway will utilise a more sustainable and efficient design process using CLO 3D and various new technologies within the industry, focusing on zero waste, digital pattern nesting, digital toiling / draping, manufacturing and textile placement. This pathway also carries the unique prospect of cross disciplinary collaboration between existing courses within the university as well as the wider industry landscape. Students will be encouraged to build their projects with a distinct emphasis on collaboration with varying disciplines from animation, gaming, to architecture, whether university or industry wide, to produce work that is professional in quality and innovative in scope. As new digital technology is adopted within the industry, this course will evolve to not only prepare prospective students within this new landscape by upskilling them in the most relevant tools, but will also give them the ability to innovate and lead through the use of these tools in as of yet unrealized ways, widening their career prospects beyond the scope of traditional fashion employment or entrepreneurship and into arenas as diverse as gaming, tech or promotion.

Fashion at Ravensbourne will nurture creatively brave, forward-thinking designer-practitioners with a strong fashion design philosophy and a critical awareness of current areas of debate such as ethics, sustainability, diversity, and inclusion. The development of creative individuality is underpinned by a rigorous foundation encapsulating practical/technical and digital skills. These foundations are innovatively interrogated through a spectrum of briefs including live industry briefs and competitions – national and international.

The broad aims of the course are to provide a creative and practical holistic education that cultivates not only essential vocational skills but life skills including resilience and self-efficacy and measured confidence. The course provides a rigorous intellectual examination of the key issues surrounding the industry and develops the specialist skills to allow you to enter one of industry's main specialisms namely womenswear, menswear or fashion textiles, or digital technology for fashion.

The emphasis of this course is on conceptual design skills balanced with strong product awareness and an understanding of the product development cycle from concept through to production. The course aims to produce graduates who can, not only analyse the past but

create the future. Students will learn to integrate conceptual design thinking with commercial awareness to create challenging high-end design solutions informed by market knowledge and business acumen.

Level 4 introduces students to the fundamental creative and technical process and practice related to fashion design. Students will benefit from introductions and inductions to ensure that they understand and can take advantage of all the resources and facilities we offer.

Students will learn about the history, context and structure of the fashion industry and better understand the breadth and complexity of the sector. In parallel modules, through project briefs designed to challenge and experiment, students learn technical skills & creative skills in research and design, textile design, fabric manipulation pattern cutting, creative cutting and manufacturing in order to encourage the development of a unique personal design aesthetic. Technical skills in the application of Photoshop, illustrator and 3D technologies allow for the integration of the old with the new. Level 4 students will be introduced to digital fashion technologies such as CLO 3D, Marvelous Designer and CAD drawing which will allow students to make an informed decision in their choice of pathway specialisation heading into Level 5. All these skills will be further developed during level 5.

Level 5 is an outwardly industry facing experience – industry year and will focus on the development of the student's personal professional practice, and the development of skills for industry. It will provide the opportunity for students to work directly within a specific sector of the fashion industry and experience the realities of operating within it. Live industry briefs set by a range of prestigious brands and designers present the opportunity to originate unique and innovative design solutions for identified target consumers with the benefits and supervision of experienced industry mentors.

Students undertaking the Digital Technology for Fashion Pathway will be set a range of live briefs in which the outcomes will be situated in the realm of digital design, with a keen emphasis on how 2D design (draping, sketching, fabrication sampling) and 3D are interrelated and how 2D plays an integral part in how successful a 3D outcome or proposition is. Level 5 also includes work-based learning where students can test their learning in a professional environment. In these 'real work' situations, students can craft, hone, perfect, develop and integrate their existing skills within industry practice while building key industry contacts for the future.

Level 6 is an exit platform in preparation for employment. We recognise that students are not a single homogenous group, we offer the opportunity for two separate modes of study in the final year. There are two alternative options:

**Collection Option:** this option focuses on the creation of a ready to wear final year collection for selection for a high-profile catwalk show. Innovative cutting and manufacture of a 3-6 outfit conceptual design proposal will be the key focus, supported by a strong portfolio.

**Industry Innovation Option:** this option gives students the opportunity to work in partnership with industry and design for a chosen brand and market level. Or students have an opportunity to write a negotiated project brief/s to inform their desired employment goals. There is a strong emphasis on a diverse exit portfolio and CAD skills.

Students on the **Digital Technology for Fashion Pathway** will undertake and utilise their skillset of deploying digital asset representations of IRL work in a self-negotiated project where they will lay out their desired proof of concept and medium(s) (AR / VR / XR etc) for presentation. The student will be allowed to use any digital technology required as well as encouraged to collaborate university and industry wide to ensure a result that is professional in quality and execution. Further pipeline support will be given where necessary. A project proposal must be presented and submitted for sign-off.

The two options and digital pathway allow students to integrate all the skills learned in levels 4 and 5 and to push boundaries towards the production of an exceptional body of work in readiness for the world of work. Research, concept development, design, cut and make will feature. An exit portfolio module will engage students in career planning activities and will be designed to show case design projects, competitions, interview projects etc. A varied portfolio of design outcomes will assist in securing suitable employment post-graduation.

#### Course Aims

- Enable the development of creative, technical and professional identity and skills relevant to employment in the fashion industry and related areas; including skills in research, analysis, problem-solving, critical reflection, visual, written and verbal communication.
- Enable the student to develop an understanding and respond to key critical, social, cultural, historical, and business concepts, issues and debates including equality, diversity, and inclusion relevant to contemporary fashion.
- Develop a comprehensive knowledge of contemporary professional practice and the creative process in their chosen areas of specialism, and an awareness of current areas of development, innovation and sustainability.
- To equip students with a strong ability to make creative use of and experiment with current and future technologies in order to be confident and ambitious in the workplace.

- Embed a clear vision of where a student’s creative strengths lie and how these can be utilised and applied to the changing needs of an international fashion industry to further potential career opportunities.
- Develop personal confidence and abilities to enter employment within a chosen fashion sector, respond to professional opportunities or entry to postgraduate study or research.

**Course Learning Outcomes**

<p>The course provides opportunities for students to develop and demonstrate knowledge and understanding, qualities, skills and other attributes in the following areas.</p> <p>On completion of the <b>BA (Hons) Fashion</b> students will be able to:</p>	
<b>Explore</b>	<p>Evidence and contextualise capacity for utilising and synthesising Fashion specific knowledge, critical thinking and reflection, supporting problem solving and development. (CLO1)</p>
<b>Create</b>	<p>Critically engage with the iterative development of ideas, materials, tests and outcomes that may inform practical and theoretical development in physical, written and oral forms aligned to Fashion.</p> <p>Evidence ability to synthesise idea development, experimentation, and technical ability supporting fully resolved outcomes with consideration of audience/user regarding communication and presentation for Fashion. (CLO2)</p>
<b>Influence</b>	<p>Evidence a methodical working approach and ethos that critically identifies consideration of social, ethical and environmentally responsible working methods and how this aligns and supports personal development and professional working practices in relation to Fashion (CLO3)</p>
<b>Integrate</b>	<p>Evidence a critical ability to successfully synthesise collaboration, industry interactions &amp; practices and professional working models in order to facilitate self-efficacy, personal agency and professional development in relation to Fashion. (CLO4)</p>

<p>Where a student does not complete the full course, but exits with an Ordinary Degree, they will have had the opportunity to develop and demonstrate knowledge and understanding, qualities, skills and other attributes in the following areas.</p> <p>On completion of the <b>BA Fashion</b> students will be able to:</p>	
<b>Explore</b>	<p>Evidence and contextualise capacity for utilising and synthesising Fashion specific knowledge, critical thinking and reflection, supporting problem solving and development. (CLO1)</p>
<b>Create</b>	<p>Evidence ability to consider ideas, materials, tests and outcomes that may inform iterative practical and theoretical development in physical, written and oral forms aligned to Fashion.</p> <p>Evidence ability to synthesise idea development, experimentation, and technical ability supporting resolved outcomes with consideration of audience/user regarding</p>

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	communication and presentation for Fashion. (CLO2)
<b>Influence</b>	Evidence a coherent working approach and ethos that identifies consideration of social ethically and environmentally responsible working methods and how this aligns and supports personal development in relation to Fashion. (CLO3)
<b>Integrate</b>	Evidence ability to effectively synthesise collaboration, industry interactions & practices and professional working models in order to facilitate self-efficacy, personal agency and professional development in relation to Fashion. (CLO4)

Where a student does not complete the full course, but exits with a Diploma in Higher Education, they will have had the opportunity to develop and demonstrate knowledge and understanding, qualities, skills and other attributes in the following areas.

On completion of the **Diploma of Higher Education in Fashion** students will be able to:

<b>Explore</b>	Evidence evolving ability to utilise research and critical reflection to support developing understanding of subject knowledge and ability to problem solve in relation to Fashion. (CLO1)
<b>Create</b>	Evidence capacity to combine ideas, materials, tests and outcomes into solutions that inform and guide iterative practical and theoretical development in physical, written and oral forms aligned to Fashion.  Exhibit developed technical competencies, supporting ideation, communication and presentation with consideration of audience/user for Fashion. (CLO2)
<b>Influence</b>	Evidence developing working processes that identify consideration and interpretation of social, ethically and environmentally responsible working methods and how this guides personal professional practice in relation to Fashion. (CLO3).
<b>Integrate</b>	Evidence evolving ability to engage with collaborative working to support academic development, industry interactions & practices to enhance and progress self-efficacy and professional development in relation to Fashion. (CLO4).

Where a student does not complete the full course, but exits with a Certificate of Higher Education, they will have had the opportunity to develop and demonstrate knowledge and understanding, qualities, skills and other attributes in the following areas.

On completion of the **Certificate of Higher Education in Fashion** students will be able to:

<b>Explore</b>	Demonstrate capacity for engaging with research and critical thinking, developing Fashion specific knowledge and emerging ability to problem solve. (CLO1).
<b>Create</b>	Demonstrate capacity to consider ideas, materials, tests and outcomes that may inform iterative practical and theoretical development in physical, written and oral forms in relation to Fashion.  Exhibit emerging technical competencies, supporting ideation, communication and presentation with consideration of audience/user for Fashion. (CLO2).

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<b>Influence</b>	Demonstrate emerging working approach/attitude that identifies consideration of social, ethical and environmentally responsible working methods and how this informs personal practice in relation to Fashion. <i>(CLO3).</i>
<b>Integrate</b>	Demonstrate emerging capacity to engage with collaboration, teamwork, industry interactions, and professional working practices to support self-efficacy and professional development in relation to Fashion. <span style="float: right;"><i>(CLO4).</i></span>

Ravensbourne University Assessment Criteria	
Explore	Research and Analysis Subject Knowledge Critical Thinking and Reflection Problem Solving
Create	Ideation Experimentation Technical Competence Communication and Presentation
Influence	Social Impact Ethical Impact Environmental Impact
Integrate	Collaboration Entrepreneurship and Enterprise Professional Development

### Core Competencies

Each module learning outcome should be aligned to at least one competency.

Competency	Definition	Aligned Assessment Criteria
<b>Cognitive</b>	The ability to acquire, retain and use knowledge, recognise, pose and solve problems. Attributes may include: <ul style="list-style-type: none"> <li>• Evaluate their own beliefs, biases and assumptions</li> <li>• Evaluate strengths, weaknesses, and fallacies of logic in arguments and information</li> <li>• Apply lesson from the past or learned knowledge and skills to new and varied situations</li> <li>• Perform basic computations or approach practical problems by choosing appropriately from a variety of mathematical techniques</li> <li>• Devise and defend a logical hypothesis to explain observed phenomenon</li> <li>• Recognize a problem and devise and implement a plan of action</li> </ul>	<b>Explore, Create, Integrate, Influence</b>
<b>Creative</b>	The ability to generate new ideas, express themselves creatively, innovate and/ or solve complex problems in an original way.	<b>Create</b>
<b>Professional</b>	The ability to understand and effectively meet the expectations of industry partners, through outputs and behaviours.	<b>Integrate, Influence</b>

<p><b>Emotional, Social and Physical</b></p>	<p>Emotional -The intrapersonal ability to identify, assess, and regulate one’s own emotions and moods; to discriminate among them and to use this information to guide one’s thinking and actions and where one has to make consequential decisions for oneself. Attributes may include:</p> <ul style="list-style-type: none"> <li>• Self-awareness &amp; regulation (including metacognition)</li> <li>• Mindfulness</li> <li>• Cognitive flexibility</li> <li>• Emotional resilience</li> <li>• Motivation</li> <li>• Ethical decision- making</li> </ul> <p>Social - The interpersonal ability to identify &amp; understand the underlying emotions of individuals and groups, enhancing communication efficacy, empathy and influence. Attributes may include:</p> <ul style="list-style-type: none"> <li>• Managing your audience</li> <li>• Coordinating with others</li> <li>• Negotiation</li> <li>• Creativity</li> <li>• People management</li> <li>• Leadership &amp; entrepreneurship</li> <li>• Service orientation</li> <li>• Active listening</li> <li>• Coaching and mentoring</li> </ul> <p>Physical - The ability to perceive and optimise physiological activity and responses to influence emotion, solve problems or otherwise effect behaviour. Physical intelligence engages the body to train neuron pathways to help change an inappropriate response to an appropriate response. Attributes may include</p> <ul style="list-style-type: none"> <li>• Self-discipline &amp; management</li> <li>• Attention</li> <li>• Reaction &amp; response time</li> <li>• Cognitive &amp; muscle memory</li> <li>• Managing stress</li> </ul>	<p><b>Explore, Influence, Integrate</b></p>



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	<ul style="list-style-type: none"> <li>Physical resilience</li> </ul>	
<b>Cultural</b>	The capability to relate to and work effectively across cultures including intercultural engagement, cultural understanding and intercultural communication.	<b>Influence, Integrate</b>
<b>Enterprise and Entrepreneurial</b>	The generation and application of ideas within a practical setting. It combines creativity, idea generation and design thinking, with problem identification, problem solving, and innovation followed by practical action. This can, but does not exclusively, lead to venture creation (UK Quality Assurance Agency, Enterprise and Entrepreneurship Education 2018).	<b>Create, Influence, Integrate</b>
<b>Digital</b>	The confident adoption of applications, new devices, software and services and the ability to stay up to date with ICT as it evolves. The ability to deal with failures and problems of ICT and to design and implement solutions (Jisc Digital Capabilities Framework)	<b>Explore, Create, Integrate, Influence</b>
<b>Ravensbourne Return</b>	Engagement with inhouse activities including mentoring other students, volunteering, acting as a student rep or ambassador. Demonstrate a knowledge of current events and social issues Identify their personal convictions and explore options for putting these convictions into practice Engagement with the external community through (from) employment, volunteering, participation in a Professional Life or other programme-based project.	<b>Explore, Create, Influence, Integrate,</b>

### Learning, Teaching and Assessment

Learning and Teaching methods	Assessment Strategy
<p>Learning will be incremental as students' progress through from Level 4 to 5 and finally to Level 6 when students will be increasingly self-directed with the aim of producing independent, autonomous learners.</p> <p>Level 4 learning and teaching will be primarily project based. Project briefs are designed to foster creative, technical and academic skills. This is supported by varied learning and teaching methods which may include as appropriate</p>	<p>Both formative and summative assessment methods will feature.</p> <p><b>Formative assessment</b> will give students the opportunity to gain feedback on how they are progressing towards achieving the Learning Outcomes to that point. Formative Feedback will also include feed forward so that students get the opportunity to make improvements towards achieving the LOs. Formative feedback is not formal and does not involve the allocation of a grade band or predicted mark.</p>

<ul style="list-style-type: none"> <li>· Project briefings</li> <li>· Studio based lectures / Large group lectures</li> <li>· Guest speakers and visits</li> <li>· Staff and student led group seminars</li> <li>· Technical and practical workshops</li> <li>· Peer to Peer learning</li> <li>· Demonstrations</li> <li>· Critiques/Presentations</li> <li>· Individual or group tutorials</li> <li>· Self-directed study, supported where appropriate by e-learning and/or resource based learning, e.g., accessing specialist Atelier 704 and Prototyping facilities</li> </ul> <p>Level 5 learning and teaching will be primarily projects based with a focus on collaboration and interaction with industry encouraging team working and peer learning. This will involve students from other courses and direct contact and feedback from industry.</p> <p>Project briefs are designed to foster creative, technical and academic skills while progressively introducing professional contexts and constraints. This approach is student-centred, encourages deep learning, builds problem solving ability and integrates academic with professional learning.</p> <p>Projects continue to be supported by</p> <ul style="list-style-type: none"> <li>· Project briefings</li> <li>· Studio based lectures / Large group lectures</li> <li>· Guest speakers and visits</li> <li>· Staff and student led group seminars</li> <li>· Technical and practical workshops</li> <li>· Peer to Peer learning / Group work</li> <li>· Demonstrations</li> <li>· Critiques/Presentations</li> <li>· Individual or group tutorials</li> <li>· Self-directed study, supported where appropriate by e-learning</li> </ul>	<p><b>Summative feedback</b> will be given at the end of a unit. As well as providing feedback on how the student performed on the unit against the Learning Outcomes, using set Assessment Criteria, tutors will allocate a grade band to the work using grading descriptors set by Ravensbourne University.</p> <p><b>Holistic Assessment:</b></p> <p>Assessment for most units within this course will be holistic ie.100% portfolio of evidence. This means that you will receive a single overall grade for the unit. This will be a reflection of overall performance and achievement against the Learning Outcomes using given assessment criteria.</p> <p>Assessment Methods &amp; Requirements will include written, 2D and 3D components including but not exclusively:</p> <ul style="list-style-type: none"> <li>· Reflective Journal / Report</li> <li>· Market Research</li> <li>· Consumer profiles</li> <li>· Project / Design Rationale</li> <li>· Sketch book / Concept research</li> <li>· Design development</li> <li>· Concept Proposals</li> <li>· Fabric proposals / Textile samples</li> <li>· Portfolio presentation</li> <li>· Fashion Illustrations and line ups</li> <li>· Technical CAD drawings</li> <li>· Pattern cutting files</li> <li>· Technical manufacturing files</li> <li>· 3D Toiles</li> <li>· 3D Final prototype/s</li> <li>· Range Plans &amp; Branding proposals</li> <li>· Presentations/pitches</li> </ul>
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and/or resource based learning, e.g., accessing specialist Atelier 704 and Prototyping facilities

Level 6 learning and teaching will be primarily project based with a self-directed approach to hone individual research, creativity, skills and decision making to prepare for future professional life relative to the career path within Fashion.

Projects continue to be supported by

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- Project briefings
- Studio based lectures / Large group lectures
- Guest speakers and visits
- Staff and student led group seminars
- Technical and practical workshops / technical support in making and production
- Demonstrations
- Critiques/Presentations
- Preparation for show and final presentation
- Individual or group tutorials
- Self-directed study, supported where appropriate by e-learning and/or resource based learning, e.g., accessing specialist Atelier 704 and Prototyping facilities
- technical support in making and production

**Work-Based Learning**

We encourage all our students to think about their design signature from the very start but also ensure that students are highly employable through constant industry engagement and live project briefs throughout the different levels of the course. To ensure and embed relevance, every student will be supported in securing an accredited work-based learning. This allows students to practice their learning in an industry context. Students typically secure work-based learning opportunities in London, Antwerp, Paris, Milan and New York at internationally recognised fashion brands or independent labels such as Molly Goddard, Erdem, Craig Green, Ann Demeulemeester, Haider Ackermann, Givenchy, Ermenegildo Zegna and Calvin Klein.

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The industry-led experience will be supported by the careers team at Ravensbourne. All Level 5 students have the opportunity to undertake this during Semester 2. A common module descriptor will ensure parity of assessment that places an emphasis on individual critical reflection, but individual experiences can be tailored to specific subjects and their aligned industries.

### Course Structure – BA (Hons) Fashion

Module Code	Module Title	Shared Module	Mandatory / Elective	Credits
Level 4				
FAS22101	CONCEPT 1: Research, Design & Portfolio		Mandatory	20
FAS22102	FORM & SILHOUETTE 1		Mandatory	20
FAS22104	CONCEPT 2: Research, Design & Portfolio		Mandatory	20
FAS22105	FORM & SILHOUETTE 2		Mandatory	20
PLP22103	Professional Life Practice: Developing Your Practice	x	Mandatory	20
PLP22106	Professional Life Practice: Exploring Your Practice	x	Mandatory	20
			Total	<b>120</b>
Level 5				
FAS22201	INDUSTRY PROJECT 1: Product Innovation		Mandatory	20
FAS22202	INDUSTRY PROJECT 2: Innovation & Collaboration	x	Mandatory	20
FAS22204	INDUSTRY PROJECT 3: Contemporary Tailoring		Mandatory	40
PLP22203	Professional Life Practice: Applying Your Practice	x	Mandatory	20
FAS22205	Work-Based Learning		Mandatory	20
				<b>120</b>
			Total	<b>240</b>
Level 6				
FAS22301	PRE-COLLECTION: Concept Development & Prototyping		Mandatory	40
PLP22302	Professional Life Practice: Situating Your Practice	x	Mandatory	20
FAS22303	FINAL COLLECTION: Realisation		Mandatory	40
FAS22304	PORTFOLIO		Mandatory	20
				<b>120</b>
			Total	<b>360</b>

**BA (Hons) Fashion (Digital Technology for Fashion)**

Module Code	Module Title	Shared Module	Mandatory / Elective	Credits
Level 5				
FASD22201	DIGITAL INDUSTRY PROJECT 1: Product Innovation	x	Mandatory	20
FASD22202	DIGITAL INDUSTRY PROJECT 2: Innovation & Collaboration	x	Mandatory	20
FASD22204	DIGITAL INDUSTRY PROJECT 3: Contemporary Tailoring		Mandatory	40
PLP22203	Professional Life Practice: Applying Your Practice	x	Mandatory	20
PLP22205	Work-Based Learning		Mandatory	20
				<b>120</b>
			Total	<b>240</b>
Level 6				
FASD22301	DIGITAL PRE-COLLECTION: Concept Development & Prototyping		Mandatory	40
PLP22302	Professional Life Practice: Situating Your Practice	x	Mandatory	20
FASD22303	DIGITAL FINAL COLLECTION: Realisation		Mandatory	40
FASD22304	DIGITAL PORTFOLIO		Mandatory	20
				<b>120</b>
			Total	<b>360</b>

**Learning Hours**

Learning Hours (per 20 credit module excluding the Work-Based Learning)			
Staff – Student Contact Hours		Independent Study Hours	
Taught hours	48	Independent Study, Self-Directed Study and Assessment	152
<b>Total</b>			<b>200</b>

**Course Regulations**

Entry Requirements
<i>Please refer to the institutional regulations on the expected minimum entry requirements (found under Section 5 of the General Academic Regulations found on the website <a href="#">here</a>), and the course page on the <a href="#">Ravensbourne University website</a> for course specific entry requirements.</i>
Accreditation of Prior Learning (if applicable)
Applications are welcomed from those who may not possess formal entry qualifications, mature students, those with work experience or with qualifications other than those listed above. Such applicants should demonstrate sufficient aptitude and potential to complete the course successfully. Applicants will be assessed at interview in accordance with Ravensbourne’s Accreditation of Prior Learning Policy and Procedure and Student Transfer Plan.

**Conditions for Progression**

Students will be deemed to have passed a module if they achieve a 40% for undergraduate students; or a 50% for postgraduate students.

A student who has passed all assessments to date but has not yet reached the end of a level (or stage) will be permitted to proceed into the following term by the Interim Assessment Board.

**Reassessment of Failed Elements**

Failure in any component will result in a Fail grade for the component.

Non-submission in any component will result in a non-submission for the component.

Students must then successfully retrieve the failed or non-submitted component by resubmission of assessment in order to pass the module.

Where a student does successfully retrieve a component failure, the grade for the component will be capped at 40% (undergraduate) or 50% (postgraduate) (except where Extenuating Circumstances have been approved). The overall grade for the module will be calculated using all achieved grades where there are 2 or more components.

**Conditions for the Granting of Awards**

A student who completes an approved course of study, shall be awarded BA (Hons) Fashion or BA (Hons) Fashion (Digital Technology for Fashion Pathway).

Those students who exit the Course without completing it may be entitled to exit with an award of either a:

1. Certificate of Higher Education in Fashion, provided they complete an approved course of modules and the learning outcomes for such award as set out in the Course Specification.
2. Diploma of Higher Education in Fashion or Diploma of Higher Education in Fashion (Digital Technology for Fashion Pathway), provided they complete an approved course of modules and the learning outcomes for such award as set out in the Course Specification.
3. BA Fashion (ordinary degree) or BA Fashion (Digital Technology for Fashion Pathway), provided they complete an approved course of modules and the learning outcomes for such award as set out in the Course Specification.

**Any derogation(s) from the Regulations required?**

**N/A**

Student Support	<a href="https://www.ravensbourne.ac.uk/student-services">https://www.ravensbourne.ac.uk/student-services</a>
Assessment Regulations	<a href="https://www.ravensbourne.ac.uk/staff-and-student-policies">https://www.ravensbourne.ac.uk/staff-and-student-policies</a>

## COURSE SPECIFICATION

### Course Learning Outcomes – BA (Hons) Fashion

Course Learning Outcomes	CLO1	CLO2	CLO3	CLO4
Level 4 Modules				
FAS22101 CONCEPT 1: Research, Design & Portfolio	x	x		x
FAS22102 FORM & SILHOUETTE 1	x	x		x
FAS22104 CONCEPT 2: Research, Design & Portfolio	x	x	x	x
FAS22105 FORM & SILHOUETTE 2	x	x	x	x
PLP22103 Professional Life Practice Developing Your Practice	x	x	x	x
PLP22106 Professional Life Practice Exploring Your Practice	x	x	x	x
Level 5 Modules				
FAS22201 INDUSTRY PROJECT 1: Product Innovation	x	x	x	x
FAS22202 INDUSTRY PROJECT 2: Innovation & Collaboration	x	x		x
FAS22204 INDUSTRY PROJECT 3: Contemporary Tailoring	x	x		x
PLP22203 Professional Life Practice Applying Your Practice	x	x	x	x
FAS22205 Work-Based Learning	x	x		x
Level 6 Modules				
FAS22301 PRE-COLLECTION: Concept Development & Prototyping	x	x	x	x
FAS22303 FINAL COLLECTION: Realisation	x	x	x	x
PLP22302 Professional Life Practice Situating your Practice	x	x	x	x
FAS22304 PORTFOLIO	x	x		x

### BA (Hons) Fashion (Digital Technology for Fashion Pathway)

Course Learning Outcomes	CLO1	CLO2	CLO3	CLO4
Level 4 Modules				
FAS22101 CONCEPT 1: Research, Design & Portfolio	x	x		x
FAS22102 FORM & SILHOUETTE 1	x	x		x
FAS22104 CONCEPT 2: Research, Design & Portfolio	x	x	x	x
FAS22105 FORM & SILHOUETTE 2	x	x	x	x
PLP22103 Professional Life Practice Developing Your Practice	x	x	x	x
PLP22106 Professional Life Practice Exploring Your Practice	x	x	x	x
Level 5 Modules				
FAS22201 INDUSTRY PROJECT 1: Product Innovation	x	x	x	x

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FAS22202 INDUSTRY PROJECT 2: Innovation & Collaboration	x	x		x
FAS22204 INDUSTRY PROJECT 3: Contemporary Tailoring	x	x		x
PLP22203 Professional Life Practice Applying Your Practice	x	x	x	x
FAS22205 Work-Based Learning	x	x		x
Level 6 Modules				
FAS22301 PRE-COLLECTION: Concept Development & Prototyping	x	x	x	x
FAS22303 FINAL COLLECTION: Realisation	x	x	x	x
PLP22302 Professional Life Practice Situating your Practice	x	x	x	x
FAS22304 PORTFOLIO	x	x		x



## COURSE SPECIFICATION

### Course Diagram – BA (Hons) Fashion

	Semester 1	Semester 2	
Level 4	FAS22101 CONCEPT 1: Research, Design & Portfolio 20 credits	FAS22104 CONCEPT 2: Research, Design & Portfolio 20 credits	
120 credits	FAS22102 FORM & SILHOUETTE 1 20 credits	FAS22105 FORM & SILHOUETTE 2 20 credits	
	PLP22103 Professional Life Practice: Developing Your Practice 20 credits	PLP22106 Professional Life Practice: Exploring Your Practice 20 credits	
	Semester 1	Semester 2	
Level 5	FAS22201 INDUSTRY PROJECT 1: Product Innovation 20 credits	FAS22204 INDUSTRY PROJECT 3: Contemporary Tailoring 40 credits	FAS22205 Work-Based Learning 20 credits
120 credits	FAS22202 INDUSTRY PROJECT 2: Innovation & Collaboration 20 credits		
	PLP22203 Professional Life Practice Applying Your Practice 20 credits		
	Semester 1	Semester 2	
Level 6	FAS22301 PRE-COLLECTION: Concept Development & Prototyping 40 credits	FAS22303 FINAL COLLECTION: Realisation 40 credits	FAS22304 PORTFOLIO 20 credits
120 credits	PLP22302 Professional Life Practice Situating your Practice 20 credits		

## COURSE SPECIFICATION

### BA (Hons) Fashion (Digital Technology for Fashion Pathway)

	Semester 1	Semester 2	
Level 4	FAS22101 CONCEPT 1: Research, Design & Portfolio 20 credits	FAS22104 CONCEPT 2: Research, Design & Portfolio 20 credits	
120 credits	FAS22102 FORM & SILHOUETTE 1 20 credits	FAS22105 FORM & SILHOUETTE 2 20 credits	
	PLP22103 Professional Life Practice: Developing Your Practice 20 credits	PLP22106 Professional Life Practice: Exploring Your Practice 20 credits	
	Semester 1	Semester 2	
Level 5	FASD22201 DIGITAL INDUSTRY PROJECT 1: Product Innovation 20 credits	FASD22204 DIGITAL INDUSTRY PROJECT 3: Contemporary Tailoring 40 credits	FAS22205 Work-Based Learning 20 credits
120 credits	FASD22202 DIGITAL INDUSTRY PROJECT 2: Innovation & Collaboration 20 credits		
	PLP22203 Professional Life Practice Applying Your Practice 20 credits		
	Semester 1	Semester 2	
Level 6	FASD22301 DIGITAL PRE- COLLECTION: Concept Development & Prototyping 40 credits	FASD22303 DIGITAL FINAL COLLECTION: Realisation 40 credits	FASD22304 DIGITAL PORTFOLIO 20 credits
120 credits	PLP22302 Professional Life Practice Situating your Practice 20 credits		