



## 12. Learning Outcomes of the Programme

### Knowledge and understanding of:

- A1 the way costume can be used in a variety of contexts;
  - A2 how the study of the history of apparel, as applied to different genres and performance styles, informs the contemporary uses of costume;
  - A3 current materials and technologies and their application to the design and construction of costume;
  - A4 at least one specialist area within the field of costume.
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- B1 engage critically with semiotics of costume and its application within scenography;
- B2 undertake in-depth exploration, both practical and theoretical, of an aspect of creating costume for performance;
- B3 explore and evaluate practical and theoretical, of

### **13. Teaching and learning methods and strategies**

*\*The texts and reference lists attached to each Module Descriptor will be reviewed each year and updated as required.*

#### Level One

and diverse field of costume and balances the practical with the creative, introducing basic knowledge of industry practice with the broader cultural context.

Introduction to Wardrobe Practice (year-long) focuses on a specific skill set which equips the student to begin participating as a team member in the holistic studio work, described as -year group teams of approximately 12 students are responsible for creating and delivering complete costume packages for a range of clients both within QMU and from the local arts sector). As a part of this module (Semester 1) the Level I students have classes and projects grounding them in the cut and construction of historic garments, three-dimensional construction for mask making, basic wardrobe management and maintenance, and the fitting and dressing of actors. Semester 1 also sees students take Introduction to Theatre Production in which they study alongside the BA (Hons) Drama and BA (Hons) Theatre & Film students, combines theory and practice placing the role of the costume department into the wider production context.

trainees and put these skills into practice gaining hands-on experience in how a busy production wardrobe operates. Running across both semesters, Introduction to Costume Design gives students an essential grounding in the history and cultural significance of clothing, fashion and costume. As a part of this module, weekly classes develop their drawing skills, equipping them to undertake a final assignment that is to develop a complete set of costume designs for a classic text. This assignment develops their understanding of the ways in which the semiotics of costume engage with narrative on stage and screen. Semester 2 is completed with the module Origins of Theatre, which is also shared with BA (Hons) Drama and is the first of two core modules in the history of theatre, both of which include a significant production element.

#### Level Two

The core of this year is the year-long module Professional Practice as a Wardrobe Assistant. Students are now competent and essential makers attached to the show teams led by Level 3 students. They are allocated one show in each semester for a 3 or 4 week period and are required to be in the workroom for four days a week during this period. These allocations are designed to give students a variety of experience; for example in Semester 1 they might work on Roxanna, a short film set in 1680 while in Semester 2 they might work on Hayfever, stylised to the 1920s and one of the Acting For Stage and Screen productions.

parameters that underpin designing costume for a diversity of production, across both stage and screen. These short seminar focused projects allow the students to learn how to communicate with directors, production teams and audiences, as well as how to plan and budget. They also focus on developing a personal design style and begin to develop their profile as a professional by creating a portfolio, and webpage.

### Level Three

At the end of Level 2, in preparation for Level 3, students submit a Personal Development Plan that helps them focus on and clarify the electives and choices to come. Levels 3 and 4 are then essentially a continuous linked pathway to professional practice.

At Level 3, in the Professional Practice in a Lead Role module, a student will be able to choose to develop areas of specialism, for example, electing to take a lead role as the designer, maker or supervisor on a show team. In the Practice Informed Research module, they will be able to research and explore particular areas of interest in preparation for their final Honours study that takes place in Level 4. Examples of research topics have included armour, mask and prop making or scenography as well as historical costume exploration and reconstruction (these particular specialisms and interests can also be pursued and enhanced by making an informed strategic choice in the Level 4 module Creating your Career: Work Based Learning in which they undertake two contrasting placements).

of performing arts modules on offer or for those students with a particular objective or subject related project there is the potential to undertake the Student Initiated Module.

Finally, throughout their final year students will be developing their Honours Study (students will have a choice of how their work is weighted between the practical and written submission, either 60/40 or 40/60). This module allows them to select an area of independent exploration, which can capitalise on their specialist skills and personal passions. While it is envisioned that this project will build on that which they developed in the



Those modules shaded grey have already been validated as part of the 2019 BA (Hons) Drama validation and as such are presented here only for consideration in regards to their inclusion in the programme structure not in relation to their content, learning outcomes etc.

### Part Time Route BA (Hons) Costume Design and Construction

Y1	Sem 1	Introduction to Wardrobe Practice (40 Credits)	Introduction to Theatre Production (20 credits)
	Sem 2		Origins of Theatre (20 credits)
Y2	Sem 1	Introduction to Costume Design (40 credits)	Advanced Construction Techniques (40 credits)
	Sem 2		
Y3	Sem 1	Advanced Costume Design (40 credits)	Professional Practice as a Wardrobe Assistant (40 credits)
	Sem 2		
Y4	Sem 1	Professional Practice in a Lead Role (40 credits)	Theatre of Ideas and the Stage (20 credits)

In the case of year-long modules the two summative assessments points will be staggered across the year. In the majority of cases this will mean that a submission will be due in January and April for these modules.

## **16. Criteria for admission**

The University is committed to equality of opportunity. We seek to promote diversity amongst our students, staff and applicants. We recognise the particular contributions that are made by individuals from a wide range of backgrounds and experiences, to the achievement of our vision and strategic objectives. We aim to promote entry to a diverse range of students, whatever their background. The University seeks to provide access to its courses from as wide a range of entrants as possible, subject to the essential principle that entrants have a reasonable expectation of completing their course successfully within the normal duration of the course. In processing application for this programme the standard precepts of the University Admissions Regulations apply. Full details of both the admissions policy and contextualised admissions policy can be found at:

<https://www.qmu.ac.uk/about-the-university/quality/committees-regulations-policies-and-procedures/regulations-policies-and-procedures/>



### *Direct entry requirement for BA (Hons) Costume Design and Construction*

#### Direct Entry: Year Two

- HND in related subject with CB in the graded unit
- Scottish Higher: BC at Advanced Higher in relevant subjects plus BB at Higher
- A Level: BBB in relevant subjects

#### Direct Entry: Year Three

- Possible under limited circumstances e.g. possession of an HND in an appropriate subject and relevant professional experience. Applications at this level are at the discretion of the Programme Leader

### *Admissions Procedure*

Applicants for all levels are required to submit an e-portfolio containing 10 images. There is a 20 minute interview as part of the selection process and candidates are required to bring their general portfolio, two garments or costumes that they have made and complete a short design exercise for discussion.

## **17. Support for students and their learning**

QMU programmes normally provide the following student support:

Personal Academic Tutors

Personal Development Portfolios

Student handbooks

Access to Student Learning Services, Library and IT support

Access to Student Services: careers, counselling, disability advice

Representation through Student-Staff Committees