



Programme Specification

AD-FT-HND-2023: Art & Design (Fashion and Textiles)

Pearson Higher National Certificate awarded by Blackpool and The Fylde College (FHEQ Level 4)

Pearson Higher National Diploma awarded by Blackpool and The Fylde College (FHEQ Level 5)

Programme Status: Approved | Version: 1

Introduction

This programme specification provides a summary of the main features of the Art & Design (Fashion and Textiles) programme and includes the learning outcomes that you as a student are expected to have achieved on successful completion of the programme.

Further detailed information related to this programme and the College can be found in the following resources:

- Programme Handbook
- B&FC Admissions Policy
- Work based and placement learning handbook (for foundation degrees)
- Student guide to assessment and feedback

When undertaken as part of a Degree Apprenticeship additional information is available in the following resources:

- The Programme Delivery Plan
- The End Point Assessment Guide
- B&FC Mentor Guide
- B&FC Apprenticeship Strategy

Key Programme Information

Programme Code	AD-FT-HND-2023
Programme Title	Art & Design (Fashion and Textiles)
Teaching Institution	Blackpool and The Fylde College
Professional, Statutory and Regulatory Body (PSRB) Accreditation	None
UCAS Code	
Language of Study	English
Version	1
Approval Status	Approved
Approval Date	07 September 2023
JACS Code	
Programme Leader	Angela Young

Programme Awards

Award	Award Type	Level	Awarding Body
Pearson Higher National Diploma	Higher National Certificate	Level 4	Liverpool John Moores University
Pearson Higher National Certificate	Higher National Certificate	Level 4	Pearson
Pearson Higher National Diploma	Higher National Certificate	Level 4	Scottish Qualifications Authority
Pearson Higher National Diploma	Higher National Certificate	Level 4	Blackpool And The Fylde College
Pearson Higher National Diploma	Higher National Certificate	Level 4	Pearson
Pearson Higher National Diploma	Higher National Certificate	Level 4	Lancaster University

Pearson Higher National Diploma	Higher National Certificate	Level 4	University of Salford
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Programme Overview

The B&FC HNC and HND in Art and Design, provides a broad and creative learning experience that will help you develop as a dynamic and enterprising individual, well equipped to succeed in the diverse sector which makes up the creative industries. The programme has been designed to be wide ranging and multi-disciplinary offering learning opportunities across the arts that will support your specialism in terms of knowledge, skills and understanding. You will not only study within your own specialism but have the chance to learn alongside others in the Art and Design cluster developing an insight and proficiency across many areas. The input from our experienced tutors and the exciting range of resources that the school of art offers, will support your vision and creativity, and allow you to gather a variety of transferable skills.

The Fashion Textiles and Costume Pathway introduces you to both technical aspects and creative diversity of fashion and costume design encourages innovative approaches through all projects aiming to stretch and challenge your imagination whilst developing your practical abilities. Much of the delivery is workshop based and you will develop skills across the range of discipline specific topics, these will include design skills, visual communication and production methodology. You will have access to a unique creative environment with contemporary studios, think spaces and a stunning public gallery. Our studios are equipped with the latest technology and are beautifully presented, providing a spacious and inspiring environment in which to work. You will have access to these resources outside of class times. Class sizes are normally small and again this is very beneficial, affording the opportunity for a tailored personal learning situation and plenty of help and support. Led by a team of industry professionals, it is the aim of the programme to provide a transformational learning experience which will equip you with the competencies and skills necessary for a positive future.

Our university campus is well-positioned to the local art and design community and creative sectors which are incredibly diverse, there are many small and large-scale industry-based businesses and events for you to engage with. These vary from local galleries such as The Grundy and Abingdon Studios, Left Coast, Art B&B and Creative Lancashire,

Admission Criteria

Grade 4/C in both GCSE Maths and English, or L2 equivalent

- A minimum of 48 UCAS points in an appropriate discipline **which may include**
- 2x A Levels in appropriate discipline or
- Level 3 Extended Diploma or Merit from Level 3 Diploma in an appropriate discipline

or

- Level 3 Access to Higher Education Diploma or Foundation Diploma Art & Design or
- An international equivalent of the above qualifications

Anyone who can demonstrate relevant work/life skills or knowledge can also be considered on an individual basis. Recognised prior learning may also be considered in accordance with the awarding body's regulations.

If English is not your first language, you will need to achieve an IELTS score of at least 5.5.

The admission criteria for HND Art & Design (Fashion & Textiles) is successful completion of a HNC Art & Design (Fashion & Textiles)

Career Options and Progression Opportunities

Further Studies

The Level 4 Higher National Certificate provides a solid grounding in the disciplines of art and design, which students can build on, should they decide to continue their studies beyond the certificate stage.

The Level 5 Higher National Diploma is recognised by Higher Education providers as meeting admission requirements to many relevant art and design courses, for example:

- University of Central Lancashire (UCLan)
- University of Salford
- Manchester School of Art
- UAL CSM

Employment Opportunities include:

Fashion Design

- Assistant/Junior Fashion Designer
- Junior pattern Cutter
- Sample Maker
- Garment Technologist
- Machinist
- Studio Production assistant
- Bridal Alterations Assistant

Costume Design

- Costume Designer
- Costume Maker
- Wardrobe Assistant
- Costume Researcher

Fashion Promotion and Marketing

- Fashion Stylist Assistant
- Fashion Blogger
- Press Assistant
- Fashion PR assistant

Retail

- Store Assistant
- Supervisor
- Fashion Buying assistant
- Visual Merchandiser

Many of these roles can be developed as freelance or portfolio careers. Portfolio careers are also common in the creative industries. This means having several streams of income at the same time, often combining jobs with other freelance work

Programme Aims

- Prepare individuals with entrepreneurial understanding and art and design skills for success in a range of roles within the fine art industry.

- Enable progression to a university degree by supporting the development of appropriate academic study skills.
- Develop a wide range of technical art and design production skills and techniques and transferrable skills that are essential to succeed in the fine art industry.
- Enable students to perform effectively in their chosen field with the qualities necessary for employment in situations requiring the exercise of personal responsibility and decision-making.
- Inform creative outputs through contextual approaches and critical thinking, with a focus on current and future fine art industry practices.
- To provide an alternative route into HE for those who wish to pursue education relevant to their level of study and ability, which serves as a foundation for further study and/or the workplace.

Programme Learning Outcomes

Level 4

Upon successful completion of this level, students will be able to:

1. Evaluate their own continuing professional development in line with wider commercial awareness of industry trends and the employment market
2. Produce visual and creative outputs to industry standards and be competent with a range of technical processes
3. Plan projects and implement time management strategies
4. Collaborate with others offering different knowledge, views and experiences
5. Communicate ideas, design concepts and information to audiences using a range of presentation methods
6. Apply a range of entrepreneurial tools and techniques to create a professional marketing presence required for effective networking in the industry.
7. Develop concepts and proposals for briefs in accordance with basic theories and concepts

Level 5

Upon successful completion of this level, students will be able to:

8. Produce finished projects and creative outputs to industry standard requirements.
9. Produce creative outputs, using industry standard materials, techniques and processes in a professional context
10. Critically evaluate own work and that of others to inform and enhance their creative and professional practice
11. Communicate effectively with others to identify solutions to complex problems.
12. Communicate effectively with others to identify solutions to complex problems
13. Generate ideas, concepts and proposals independently and collaboratively in response to set briefs and self-directed projects.
14. Apply technical competencies in a variety of visual arts contexts.

Programme Structure

Module	Level	Credits	%	Category	Description	Length/Word Count	Grading Method
Stage 1							
AT/615/3519/UNIT9: Fashion & Textiles Practices (Mandatory)	4	15	100%	Coursework: Portfolio / e- Portfolio	n/a	3000	Pass/Merit/Di st
D/615/3515/UNIT4: Techniques & Processes (Mandatory)	4	15	100%	Practical: Other	n/a	0	Pass/Merit/Di st
F/615/3538/UNIT28: Communication in Art & Design (Mandatory)	4	15	100%	Coursework: Project	n/a	0	Pass/Merit/Di st
H/615/3645/UNIT7: Computer Aided Design (CAD) (Mandatory)	4	15	100%	Coursework: Portfolio / e- Portfolio	n/a	3000	Pass/Merit/Di st
L/615/3512/UNIT1: Professional Development (Mandatory)	4	15	100%	Coursework: Report	Research Journal and Report	0	Pass/Merit/Di st
M/615/3518/UNIT8: Pattern Cutting & Garment making (Mandatory)	4	15	100%	Coursework: Project	n/a	3000	Pass/Merit/Di st
R/615/3513/UNIT2: Contextual Studies (Mandatory)	4	15	100%	Coursework: Project	Project review	0	Pass/Merit/Di st
Y/615/3514/UNIT3GD: Individual Project (Mandatory)	4	15	100%	Practical: Portfolio / e- Portfolio	Final solution, a portfolio of developmental work, a reflective journal and sketchbook	0	Pass/Merit/Di st
Stage 2							
A/615/3554/UNIT42: Styling (Mandatory)	5	15	100%	Coursework: Project	n/a	3750	Pass/Merit/Di st
H/615/3547/UNIT36: Advanced Fashion Studies (Mandatory)	5	30	100%	Coursework: Project	n/a	6000	Pass/Merit/Di st
J/615/3542/UNIT32: Professional Practice (Mandatory)	5	15	100%	Coursework: Portfolio / e- Portfolio	n/a	0	Pass/Merit/Di st
R/615/3544/UNIT33: Applied Practice – Collaborative Project (Mandatory)	5	30	100%	Coursework: Project	n/a	0	Pass/Merit/Di st
R/615/3561/UNIT48: Conceptual Practice (Mandatory)	5	15	100%	Coursework: Project	n/a	3750	Pass/Merit/Di st
Y/615/3559/UNIT47: Branding & Identity (Mandatory)	5	15	100%	Coursework: Portfolio / e- Portfolio	n/a	0	Pass/Merit/Di st

Programme Delivery: Learning and Teaching

The HN Fashion, Textile and Costume programme will enable you to acquire a range of professional attributes, technical and practical skills in addition to academic and subject discipline knowledge. The academic and professional units are taught both through a central delivery allowing you to interact and collaborate with others across the creative arts curriculums but also as integrated elements of the practice-based assessment briefs thereby emulating and encouraging 'Thinking and Making' elements within the learning process. Alongside the dedicated technical modules there are many aspects of the programme that are designed to provide you with a range of transferable and sustainable skills (QAA, 2019) required to succeed as creative practitioners.

A range of teaching and learning strategies will be used to create an inclusive learning environment and through a series of assessment briefs you will target skills acquisition producing evidence against learning outcomes across multiple units in each assessment. Much of your learning and teaching will take place in the specialist studio environment delivered by the fashion and costume team, thereby mirroring the fashion and costume industry and providing opportunity for you to respond to briefs in a professional way. The remaining delivery will be through a series of common sessions within the Art and Design Cluster, topics will include drawing and digital skills, study skills, printmaking, and communication and presentation. It is anticipated that these sessions will provide a valuable framework of wider learning which will be fundamental to your progress and achievement in your specialist assessments. An example of this could be that you are given an assessment brief that asks you to carry out specialist research into a historical fashion designer and or trend, use the design cycle to develop your ideas in response to the research, communicate these ideas through evaluations, reflections and sketches, and propose final ideas in the form of CAD drawings, you may then be asked to create patterns which will be used to create prototypes and ultimately final outfits using a range of skills and techniques. This particular scenario will target learning outcomes in different units and the evidence you provide will ultimately be graded against the appropriate outcomes within each.

Throughout the programme, you will take an active role in your learning through a combination of enquiry, project, and problem-based learning, and working collaboratively and in partnership with your fellow students, lecturers and specialist practitioners. Working in partnership will support your learning processes and enable you to develop as an independent creative practitioner, peer to peer review, class discussions and seminars encourage the development of analysis, reflective thinking and self-evaluation. Processes such as problem solving, deconstructing and experimenting are all facilitated within industry relevant assignments.

Programme Delivery: Assessment

The assessment strategy for the programme is very much based on process-based learning with multiple opportunities for formative feedback. The individual units are designed to complement each other and run concurrently throughout the year. This model will provide you with opportunities to approach the summative assessments in a holistic way by making real links and connections between units and recognising the relevance of their content, thereby improving the way in which you acquire and apply skills learned. It also provides opportunities for teaching and learning to be delivered in a more holistic and conceptual way, the importance of the process of learning as distinct from the outcome of learning is given more attention within this model. It can also encourage deep learning through its enhanced focus on vertical and horizontal integration of the topics being studied.

Formative assessment and feedback

Summative assessment is underpinned by a robust and explicit formative assessment and feedback process. In addition to the scheduled progress tutorials and 1:1 tutorial, there are two formative assessment points mid semester to support your learning journey. In Semester one this is week ten, this could be a tutor assessment with written or verbal feedback, a peer assessment exercise in which you will assess each other's work against the learning outcomes, or a presentation of work so far, with group critique. Each of these activities are designed to support your personal and professional development and give you a range of forward-facing targets. The semester two formative assessment point is week twenty-six and takes the form of a presentation of work linked to the synoptic assessment/final project.

Alongside these more formal opportunities for formative assessment there are weekly opportunities assessment interaction. You will be encouraged to bring ongoing creative work to sessions and the tutors will give informal feedback most weeks, these individual tutorial sessions allow for a more in-depth discussion of progress and in the workshop environment there are many opportunities to provide these.

Programme Delivery: Work Based and Placement Learning

The programme provides work-related learning opportunities which are designed to embed and develop a range of transferrable skills to prepare you for employment opportunities in a range of related creative professions. These include skills in spoken, written and visual communication, the ability to manage collaborative and independent projects, creative problem-solving. Assessments are related to scenarios that occur in the industry.

The curriculum team are also working professionals engaged in various aspects of the industry, alongside the expertise of the team, local employers will be engaged in certain aspects of the course which will be tailored to your development, skill set and knowledge. External engagement with industry representatives may include:

- field trips to local destinations and environments
- inviting members of the local creative communities to present guest lectures
- using employers to judge the quality of assessed presentations and/or products
- establishing a panel of experts who students can pitch an idea to

Programme Delivery: Graduate Skill Development

Upon completion of your programme of study not only do we want to ensure that you have a great qualification but it's important to us that you are fully ready to embark on an exciting career and join our successful graduates working in the creative industries. To ensure this, we've placed an enormous focus on developing and refining graduate attributes through teaching, learning, assessment and engagement with a wide range of peers, employers and other stakeholders. We call these graduate attributes and they're designed to help you prepare for employment and succeed throughout your career.

As a B&FC graduate, you'll benefit from these graduate attributes:

- A commitment to lifelong learning and career development
- Collaborative teamwork and leadership skills
- Personal and intellectual autonomy
- Ethical, social and professional understanding
- Communication, information and digital literacies
- Global citizenship
- Research, scholarship and enquiry skills
- Enterprise and entrepreneurial awareness and capabilities

Study Costs: Equipment Requirements

You will need to spend approximately £50 on basic materials at the start of the first year of the course a pack will be provided at cost price of the necessary resources. As you progress you will also need to purchase fabrics for individual projects. A full list of material requirements will be issued to you after enrolment. You should also be aware that there may be additional costs to consider such as optional educational visits and photocopying/printing

Study Costs: Additional Costs

There will be a variety of trips and other activities that may incur a small fee, as well as the cost of materials and basic equipment listed above

Related Courses

The college offers a range of Higher Education programmes in complementary disciplines such as Acting, Music, Filmmaking and English which offer avenues for collaborative working with other students. This ethos is at the heart of our Higher Education provision and is something that truly enhances your experience whilst you study, your ability to develop connections, internal and external to the college, and your prospects of landing the employment you seek. In addition, upon completing the course can continue with further study in this field or a related discipline. This avenue allows a more focused approach to your learning and gives you the opportunity to continue your education.