

Course Information

Award: BA (Hons) Costume Construction

UCAS Code: B5L2

Location:

South Essex College of Further & Higher Education
Bob and Tamar Manoukian Costume Centre
High House Production Park,
Vellacott Close (off London Road),
Purfleet RM19 1TT

And

South Essex College Thurrock Campus
High Street
Grays
Essex
RM17 6TF

The course timetable is split between the two campuses - All year groups of students will be expected to attend both campuses.

Awarding body:

UAL (University of the Arts London)

Students who complete the course successfully will receive a degree from UAL. The agreement between South Essex College and UAL is reviewed every four years for developmental purposes and was originally validated in 2015.

Professional body accreditation:

None

Duration:

3 years (Full time)

Academic year:

Full- time Course 2019/2022

Part-time study:

No

Work placements:

Work placements are a required unit within the second year. Each student should complete a minimum of 120 hours this could be several placements throughout the second year period. If unsuccessful in obtaining a work placement, this unit will be linked to a live project brief to attain the credits required. (The live project brief will require a similar time commitment to a placement and will run alongside other on-going projects).

Timetables:

Timetables are normally available one month before registration, though we endeavor to let you know an outline as soon as possible. Please note that while we make every effort to ensure that timetables are as student-friendly as possible, scheduled teaching can take place on any day of the week. Typically year groups are expected to attend for 13 hours a week spread over two and a half days. We expect students to build on this learning through Independent Study for at least a similar period. For this time, we usually have space available within the campus or at the Forum in Southend.

Further details can be obtained from the Course Leader [Lou.Cox@southessex.ac.uk].

Entry Requirements:

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Entry requirements 2019-20:

You will need a minimum of 64 UCAS points from one or more of the following:

- At least two A-levels
- BTEC/UAL Level 3 Extended Diploma/Diploma/Subsidiary Diploma/Certificate [RQF]
- BTEC National Award/Certificate/Diploma [NQF]
- Access to Higher Education Diploma (15 credits at Merit or above)
- International Baccalaureate
- AQA Baccalaureate
- Progression Diploma
- Advanced Diploma

You will also need GCSE English at grade C (old specification) or Grade 4 (new specification) or above OR a Level 2 equivalent such as functional skills qualification.

To find out how many points your qualifications are awarded, [view the UCAS Tariff tables](#).

You will also be required to undertake a portfolio-based interview. Portfolios should include examples of recent project work and may reference a variety of media.

Exceptional Entry:

Applications from mature students who do not possess the entry requirements as listed above, but who possess related professional experience or professional qualifications are welcome to apply. You will

need to demonstrate by interview, exceptional entry portfolio (this is likely to include evidence of paid or unpaid work experience) and/or written assessment that you are suitable for the course. In the first instance, we suggest you contact HEAdmissions@southessex.ac.uk to discuss your application.

International applicants:

If English is not your first language you will need an IELTS score of 6.0 with a minimum score of 5.5 in each component (Reading, Writing, Listening and Speaking), or an equivalent English Language qualification.

Additional requirements:

Credit transfer and accreditation of prior learning or experience:

If you have achieved a qualification such as a foundation degree or HND, or have gained credit another higher education institution, you may be able to enter the course at level 5 or level 6. For further information please visit our Credit Transfer page [link]. Other qualifications and relevant work experience may also count for academic credit. Further information is available at in the Higher Education Admissions Policy for students studying on the University of Arts London Degree.

Course Overview:

Course Name: BA (Hons) Costume Construction

A unique opportunity in partnership with the Royal Opera House. Combining all the expected areas of study with the additional benefits of working alongside professionals from one of the most prestigious theatres in the world. The course emphasises the cut and construction techniques for costume in the following areas: performance art, theatre, opera, dance, music, musical theatre, film and television. Work-related learning is uppermost and includes live projects, competitions, vocational projects and work experience placements. Visits are organised to exhibitions, galleries and professional studios. The course includes workshops from professionals from the Royal Opera House, giving insight into real industry practice. The course leaders also work with local employers to ensure that students gain a broad understanding of the creative industries to enhance employment prospects. The course will be delivered from specialist workshops in the new Bob and Tamar Manoukian Costume Centre at the High House Production Park in Purfleet and in our new Costume Studio within our Grays campus. The course operates on a unit basis that provides flexibility and choice. Most units count for 15 or 30 academic credits, although some, such as the Live Exhibition in your final year, are weighted and count for 45 credits. Total study time includes scheduled teaching, independent study and assessment activity.

All students take a total of 120 credits per level and 360 credits for the degree as a whole. Your overall grade for the course and your degree classification are based on the marks obtained for units taken at level 6.

The full-time course has one start point in October and completes at the end of May

A copy of the rules and regulations governing the course is available <https://www.southessex.ac.uk/higher-education/higher-education-policies>

Unit Information:

Unit map

Year 1 (Level 4)

Year 1 for full-time students (Level 4) develops the underpinning knowledge and skills in areas such as concepts of design, pattern cutting and garment production techniques.

- **Unit DCC110 - Costume In Context** - **Compulsory Unit - 15 Credits**

This unit offers a theoretical understanding of the history of dress and how gender, identity, class and cultural issues impacted on the basic silhouettes of clothing through the eras. It is not intended to provide a comprehensive review of the area, but to introduce students into the theory of the changes of dress and for them to develop, utilise, recognise and analyse the factors involved with this to support their own design and manufacturing work. This unit will also introduce new technologies in production techniques and ideas.

- **Unit DCC111 - Textiles for Costume Construction** - **Compulsory Unit - 30 Credits**

This unit aims to offer a broad exploration of the basic and more developed methods, application and processes of textiles techniques. Students will be introduced to a range of materials, media and processes in relation to both contemporary and traditional applications of textiles construction. Students will be initiated into the use and skill of colour mixing, fabric properties, dyeing and the application of textiles.

- **Unit DCC112 - Costume Construction I** - **Compulsory Unit - 30 Credits**

This unit introduces the fundamental skills of fabric properties, technical skills, pressing and manufacturing studies in relation to costume construction.

The unit also allows for opportunity to progressively develop individual creative solutions by underpinning construction, with an understanding of traditional stitch techniques, technical methodology, relating to pattern cutting, pressing and manufacturing within costume construction.

- **Unit DCC113 - Costume Construction II** - **Compulsory Unit - 30 Credits**

This unit provides the knowledge to translate two-dimensional designs/images into three-dimensional costume. You will be introduced to historical and advanced pattern cutting and manufacturing techniques to enable you to identify appropriate methods to produce a final garment for costume.

- **Unit DCC114 - Costume Design I** - **Compulsory Unit - 15 Credits**

This unit offers the opportunity to obtain a design skill that emerges from a process of script breakdown, character analysis based on a particular text. These concepts will be created through visual methods, which will be developed through a variety of media, methods and processes within mark making techniques, enabling the broadening of visual language and help in developing a personal style.

Year 2 (Level 5)

Year 2 for full-time students (Level 5) begins the process of specialisation in areas including construction and finish of garments, construction for performance, costume conservation and work placements.

- **Unit DCC210 - Costume Construction III** - **Compulsory Unit - 30 Credits**

This unit will provide the opportunity to further develop their skills in the application of pattern cutting and construction techniques from previously delivered units from year one & year two. This will be achieved through a range of advanced processes of grading, draping on the stand, and soft tailoring. Students will be required to demonstrate skills gained through the production of a fully finished garment. (There will be opportunity to engage with simulated work based learning within the unit and to mirror good employment practices)

● **Unit DCC211 - Costume Interpretation** - **Compulsory Unit - 30 Credits**

This unit will enable the understanding and development of skills within the processes of construction interpretation for costume, covering the manufacture and deconstruction of garments, considering the principles of body shapes through alteration and fitting processes, movement requirements during performances, alterations and flexible construction. The acquired knowledge will be applied to create a garment for a specific performance. (There will be opportunity to engage with simulated work based learning within the unit and to mirror good employment practices)

● **Unit DCC212 - Costume Conservation** - **Compulsory Unit - 15 Credits**

This unit will enable the understanding and application of skills in the care and possible conservation of costume, and an ability to distinguish historical referencing for costume productions, which will not be limited to garments.

This will be achieved through a range of both practically based activities, which will include; packaging, storing, cleaning and theory based practice on historical authenticating, to ensure that all costumes are able to be safely stored, moved, referenced, archived and guarded for future generations.

● **Unit DCC213 - Work Placement** - **Compulsory Unit - 30 Credits**

This unit will provide the opportunity to develop and demonstrate a dedicated and professional work ethos through understanding of the roles within costume construction/designer/textiles or conservation. This could be within one of the following areas: performance art, theatre, opera, dance, music, musical theatre, film and TV. The placement will give awareness to the business of costume construction/design/textiles or conservation and allow students to analyse the roles, responsibilities and the necessities of communication, teamwork and the development of their own personal skills within the industry. The student should complete a minimum of 120 hours this could be several placements throughout the 2nd year period. If unsuccessful in obtaining a work placement, this unit will be linked to a live project brief to attain the credits required. (The live project brief will require a similar time commitment to a placement and will run alongside other on-going projects)

● **Unit DCC214 - Costume Design II** - **Compulsory Unit - 15 Credits**

This unit will allow you to demonstrate design skills for costume, which will emerge from a range of research and script analysis from a given text, allowing you to articulate and debate how a range of context may shape and inform the production and interpretation of works'. This will help develop a level of intellectual rigour and make connections between theory and practice, along with the broader cultural context. This will include; creative analysis, prototyping, and a range of design development; fabric choices, colour ways, textile design, but not limited too. This will enable you to develop a clear understanding of the requirements for costume design. (There will be opportunity to engage with simulated work based learning within the unit and to mirror good employment practices)

Year 3 (Level 6)

Year 3 for full-time students (Level 6) focuses on advancing construction and working to expand and accelerate professional level construction skills for entry into a competitive workplace.

- **Unit DCC310 - Cultural and Historical Study** - **Compulsory Unit - 30 Credits**

This unit allows for the opportunity to develop a critical awareness, in-depth research, and to form a sustainable argument for an area of investigation. Students will negotiate with a supervisor a line of enquiry that is relevant to their chosen field of study and undertake an avenue of research that could, but is not limited to conservation of costume, performance art, theatre, opera, dance, music, musical theatre, film and TV.

- **Unit DCC311 - Live Exhibition Development** - **Compulsory Unit - 15 Credits**

This unit will allow individuals to establish and produce a theme/subject/issue relevant to costume construction. The unit will enable learners to produce an in-depth research and development programme which will include; originality, creative analysis, prototyping, textiles, design work, productivity with other learners and generic skills to support learning. This will enable students to have a clear progression route for their live exhibition. The context of the unit will be defined by the learner; through consultation and on-going communication with tutors. It will actively encourage independent learning, self-directed research and time planning and necessitate a rigorous approach.

- **Unit DCC312 - Professional Portfolio** - **Compulsory Unit - 30 Credits**

This unit will underpin professional practice by supporting the student's understanding of the roles, creative responses and potential progression routes within the Theatre, Film & Television Industry. Students will explore the Theatre, Film & Television industry and their progression areas, investigating the principles of self-promotion and presentation techniques for freelance work, theatre/performance production employment, theatre/performing arts companies and TV & Film employment. Particular attention will be given to an ongoing portfolio build, where consideration of standards of presentation will impinge directly on the working process.

- **Unit DCC313 - Live Exhibition** - **Compulsory Unit - 45 Credits**

This unit will provide a platform for the realisation of the knowledge, skills and understanding gained from the design and exploration within DCC312 Live Exhibition Development research outcomes. Students will be expected to work to current commercial and industrial standards and articulate their ideas through suitable construction processes. The unit will encourage students to push the boundaries of creative construction and design by implementing and executing a range of skills and knowledge gained during the programme. The work produced will be of a high level of sophistication and fluency, along with evidence of a dedicated and professional work ethos.

Teaching and Learning:

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Teaching

The BA (Hons) Costume Construction course places an emphasis on the knowledge and use of both historical and current pattern cutting, construction, print and finishing techniques. These are applied and accurately tailored to fit a modern day figure whilst effectively interpreting a certain shape, silhouette or

era of a given design. Areas of study will include opera, dance, theatre, musical theatre, performance art, film and television.

Teaching is undertaken in small groups (Between 15 - 30), with a studio/making focus.

Teaching/learning/ assessment methods:	Description:
Presentations/lectures	Presentations/lectures provide students with knowledge and theory. These are supplemented with reading lists.
Workshops	Workshops provide a forum for discussion, role-play, peer-to-peer learning and team working. Students work with conflicting ideas and build confidence and skills in group facilitation and presentation.
Seminars	Students present their own work with the support of the group. Encourages active learning and peer-to-peer learning.
Tutorials	Individual tutorials allow students to discuss specific projects, respond to feedback and reflect on learning and practice.
Case Studies & Educational Visits	Case studies in class and visits enable students to link theory to practice and work through examples.
Independent Study	Independent study and reading enables students to develop skills in working autonomously and to identify, plan and carry out a project.
Coursework, Research & Dissertation Feedback	Students are given the opportunity for individual feedback from tutors on drafts of essays and other work before submission for assessment. This enables students to respond to feedback, develop knowledge and critical skills; as well as refining communication skills.
Student presentations	Develops skills in communication, debate, dialogue and teamwork as well as providing opportunities for peer-to-peer learning and engaging with different perspectives.

Learning Journal	Students keep a journal to relate learning to their own experience which enables active engagement between practice and learning.
Research Skills, Methods and Dissertation	Research methods and skills are delivered through dissertation preparation units. Research methods workshops develop skills in research design, planning and implementation; presentation skills and report writing, bibliographic skills; management and analysis of qualitative and quantitative data with applications relevant to the programme.
Reflective Inquiry	Reflective inquiry learning sets encourage students to take ownership of learning and encourage continual cycles of reflection, refinement, action and experimentation.
Participatory Learning Methods	A wide range of methods are used to enable experiential and embodied learning and to link theory to practice.

Independent learning:

When not attending lectures, studio sessions or other timetabled sessions, students will be expected to continue learning independently through self-study. Typically, this will involve reading journal articles and books, working on individual and group projects, undertaking research in the library, preparing coursework assignments and presentations, and preparing for garment construction. Your independent learning is supported by a range of excellent facilities, including the library, HE Breakout rooms and the two professional standard costume studios.

Overall workload:

Your overall workload consists of class contact hours of around 13 hours per week, including assessment activity plus group critiques as well as a similar amount of independent learning, with each credit taken equating to a total study time of around 8 hours. (120 credits per year).

The following information gives an indication of how much time you will need to allocate to different activities at each level of the course.

Level 4:

50% of your time is spent in timetabled teaching and learning activities

Teaching, learning and assessment: 390 hours

Independent learning: 390 hours

Level 5:

50% of your time is spent in timetabled teaching and learning activities

Teaching, learning and assessment: 390 hours

Independent learning: 390 hours

Level 6:

45% of your time is spent in timetabled teaching and learning activities

Teaching, learning and assessment: 330 hours

Independent learning: 450 hours

Assessment & Feedback:

Assessment:

Coursework is assessed in a range of different ways in order to accommodate a variety of learning styles and aptitudes including portfolio and sketchbook submissions, group presentations, written essays and research folders.

There are no examinations.

Percentage of the course assessed by coursework:

Year 1

100% coursework: 88% Studio based with a written element 12%

Year 2

100% coursework: 88% Studio based with a written element 12%

Year 3

100% coursework: 75% Studio based with a written element 25%

Feedback:

You will receive formative feedback as part of your one-to-one sessions with your unit teachers. You will also receive summative feedback on all formal assessments undertaken by coursework. Feedback is intended to help you learn and you are encouraged to discuss it with your unit leader tutor. Feedback can

be given in a range of different ways in order to accommodate a variety of learning styles and aptitudes including group critiques, recorded verbal feedback and written feedback.

We aim to provide you with feedback within 20 working days of hand-in (for all formal studio based coursework assessment). For the third year Dissertation Unit you will receive feedback and grades at the same time as your Final Creative Output Unit.

Academic Support:

Our Academic Support Team provides help in the following areas:

- Study skills (including reading, note-taking and presentation skills)
- Written English (including punctuation and grammatical accuracy)
- Academic writing (including how to reference)
- Research skills (in conjunction with the library)
- Critical thinking and understanding arguments
- Revision, assessment and examination skills (including time management).

Our Disability Advice and Support Service helps students with additional needs resulting from disabilities such as sensory impairment or learning difficulties such as dyslexia.

Teaching Staff :

You will be taught by an experienced teaching team whose expertise and knowledge are closely matched to the content of the units on the course. The team includes senior academics, professional practitioners with industry experience, co-ordinators and technical officers. Our teaching is informed by the research and consultancy we undertake, and all of our lecturers have a teaching qualification or are working to acquire one.

Course Cost:

Course Name: BA (Hons) Costume Construction

Duration: 3 years (Full Time)

Fees

For the academic year 2019-20 the tuition fees for this course are:

	UK/EU
Full-time	£9000

Part-time N/A (Full-time route only)

The following course-related costs are included in the fees:

- Annual £30 printing allowance

- Car Parking at Purfleet Campus
- Third Year students will showcase their work at the end of their studies. Exhibition costs (with the exception of costumes developed for the FMP) will be funded by the Faculty of HE.

The following course-related costs are not included in the fees:

- Purchase of fabrics and basic materials required to develop and produce costume outcomes (around £150 per year, on average)
- Additional visits to museums, productions and exhibitions in the UK
- Additional printing over and above the £30 annual allowance
- The cost of books that you might wish to purchase.
- Car Parking at Grays Campus

Accommodation and living costs not included in the fees:

This information can be obtained from our Accommodation Services home page

<https://www.southessex.ac.uk/higher-education/accommodation>

Sources of financial support:

If you receive funding from Student Finance you may be eligible to apply for additional benefits.

Details can be obtained from our Student Services home page <https://www.southessex.ac.uk/higher-education/fees-and-funding>