Course Title:	**Fashion Design Practice I**
Course Code:	**FASD511**
Descriptor Start Date:	**01/01/2023**
Descriptor End Date:	**31/12/2024**

POINTS:	**30.00**
LEVEL:	**5**
PREREQUISITE/S:	**DESN511**
COREQUISITE/S:	**None**
RESTRICTION/S:	**None**

LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

Total learning hours: 300

PRESCRIPTOR

Introduces and explores principles, processes and techniques for Fashion Design, alongside fundamental theories and contexts. Establishes Fashion Design practice within a creative studio environment.

LEARNING OUTCOMES

1. Apply creative and iterative design processes and techniques in design practice.

2. Explore and discuss fundamental design theories and contexts in relation to design practice.

3. Synthesise ideas and concepts using appropriate media, materials and technologies to communicate outcomes through a range of media and approaches.

4. Contribute to a cooperative studio environment underpinned by the guiding principles of mātauranga Māori (Māori-knowledge of the Māori world).

CONTENT

• Storytelling and clothing narratives.
• Relationship of clothing to the body: principles of proportion and scale.
• Clothing as personal biography.
• Introduction to contemporary contextual positioning of clothing.
• Design projects are oriented to personal, whānau, familial and community contexts with theoretical and practical learning.

Disclaimer: Course descriptors may be amended between teaching periods/semesters

LEARNING & TEACHING STRATEGIES

The pedagogical approach will emphasise student-centred learning through a blended work environment. There will be a variable mix of individual and group meetings, workshops, seminars, tutorials, presentations, guest critics and the use of Canvas (Learning Management System).

ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Formative Assessment	0.00	1 - 4
Fashion Design Project	100.00	1 - 4

Grade Map	MAP1
	A+ A A- Pass with Distinction
	B+ B B- Pass with Merit
	C+ C C- Pass
	D Fail

Overall requirement/s to pass the course:

To gain a pass in this course, a student needs to submit work for all summative assessments and obtain at least a 50% passing grade overall.

LEARNING RESOURCES

No prescribed text. Recommended reading lists will be supplied.

For further information, contact: Te Ara Auaha - Faculty of Design & Creative Technologies

Principal Programme:	**AK3619, Bachelor of Design Te Tohu Paetahi mō te Hoahoa**
Related Programme/s:	**AK3352**

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