

Course Title:	Fashion Design Practice IV
Course Code:	FASD711
Descriptor Start Date:	01/01/2025
POINTS:	30.00
LEVEL:	7
PREREQUISITE/S:	FASD611, FASD612
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

Extends knowledge of Fashion Design practice through critical investigation of processes and techniques. Exploration and integration of critical theories and concepts specific into Fashion Design practice. Establishes a professionally oriented Fashion Design practice within a dynamic creative studio environment.

LEARNING OUTCOMES

1. Articulate critical knowledge in relation to Fashion Design practice.
2. Critically investigate and deploy a range of creative design processes.
3. Evaluate and synthesise concepts and resolve design work using professionally-oriented media, materials and technologies.
4. Select and critically apply a range of advanced communication strategies within a creative studio environment.

CONTENT

- Connecting individual, social and cultural histories and lived experiences to clothing.
- Global mechanisms and contexts of fashion.
- Understanding self in relation to global contexts, social, cultural, ethical histories and lived experiences.
- Fashion Design projects that are oriented to multiple contexts.

LEARNING & TEACHING STRATEGIES

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

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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