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<p><b>Title of the Module / Unit</b></p>	<p><b>FASHION ILLUSTRATION &amp; TEXTILE PRACTICES – FAS400</b> <b>15 ECTS</b></p>
<p><b>Module / Unit Description</b></p> <p>Provide a brief description of the module.</p>	<p>This module will provide a clear outline of the various creative concepts in Basic Fashion Illustration &amp; Textiles. The students will learn about the fashion croquis and various fashion illustration techniques using appropriate coloring media. In addition to this, the students will also gain insights on properties of fabrics, their weights, and appropriate uses. Various fashion and fabric ornamentation techniques will be dealt in depth in this module which will guide the students throughout the entire course program. The module will be treated with an ethical method of study and practice (such as employing organic dyes for printing or even proper fabric consumption techniques), wherein the students will understand the various techniques that needed to be employed whilst completing their works in the assignments and even going forward in practicality as well.</p>
<p><b>Learning Outcomes</b></p>	<p>Competences: – at the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p>
	<ul style="list-style-type: none"> <li>a) Develop a creative ability in observing and understanding various fashion concepts.</li> <li>b) Experiment different techniques in fashion creative drawing and rendering.</li> <li>c) Establish a clearer approach to analyzing textiles.</li> <li>d) Explore specialist areas of fashion and textiles practice; through historical and contemporary precedent research.</li> <li>e) Produce a collection of illustration samples using different rendering methods and creative illustration techniques using fabrics, materials, and processes in response to a brief.</li> <li>f) Develop a range of fashion illustration and textiles outcomes in response to a given brief.</li> <li>g) Shows Creativity in managing projects and managing the junior designers</li> <li>h) Manage projects independently that require problem-solving techniques</li> </ul>
	<p>Knowledge – at the end of the module/unit the learner will have been exposed to the following:</p>
	<ul style="list-style-type: none"> <li>a) Employ various creative techniques that are benchmark as best practices in the fashion world.</li> <li>b) Understanding the various Elements and Principles of fashion and textile design.</li> <li>c) Have in-depth clarity in various fashion illustration and fabric designing</li> </ul>

	<p>techniques used across the fashion world.</p> <p>d) Analyze changes in Fashion and Textiles Practices through history, supported by precedent research.</p>
	<p>Skills – at the end of the module/unit the learner will have acquired the following skills:</p>
	<p><b>Applying knowledge and understanding</b> The learner will be able to:</p> <p>a) Understand fashion and textiles practice and their application</p> <p>b) Develop a portfolio of creative illustration techniques.</p> <p>c) Creative fabric development techniques, its uses and benefits</p> <p>d) Proper analyses and further application of the above learned concepts in a creative outline for a project.</p> <p>e) Develop three-dimensional samples that reflect a fluency in the use of different materials and processes, resulting in a collection based on critical evaluation of technical and aesthetic properties.</p> <p>f) Produce finished fashion &amp; textiles outcomes, based on evaluation of testing results, aesthetic quality and meeting the needs of the brief.</p> <p>g) Demonstrate transfer of theory and practical knowledge in creating solutions to problems.</p> <p>h) Communicate ideas in a well-structured manner to peers, supervisors and clients using qualitative information.</p>

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<p><b>Title of the Module / Unit</b></p>	<p><b>PATTERN CUTTING &amp; GARMENT CONSTRUCTION – FAS401</b> <b>15 ECTS</b></p>
<p><b>Module / Unit Description</b></p> <p>Provide a brief description of the module.</p>	<p>The process of garment making, following from the pattern, relies on skills in the understanding of pattern, use of textile and skill in sewing and assembly. The main purpose of this unit is to provide students with opportunities to develop skills in the production of contemporary fashion and innovative pattern cutting. Students will carry out fabric sourcing and use various technologies in the development of structured and unstructured clothing. They will learn the skills of design research, design interpretation and three-dimensional realisation, presentation, fit alteration, pattern drafting and adaptation, construction, and manufacture. They will also carry out fabric sourcing and develop an awareness of sustainability and ethical issues.</p>
<p><b>Learning Outcomes</b></p>	<p>Competences: – at the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p>
	<ul style="list-style-type: none"> <li>a) Research the properties and characteristics of fabrics and fibers, in the production of garments, through historic and contemporary precedents.</li> <li>b) Create a pattern, based on body measurements, using industry standard signs and symbols, in response to a given brief.</li> <li>c) Create toiles and final garments; demonstrating the safe use of equipment and relevant health and safety regulations.</li> <li>d) Produce a finished garment, evaluate, and carry out quality checks.</li> <li>e) Manage projects independently that require problem-solving techniques</li> <li>f) Show creativity in managing projects and managing a team</li> </ul>
	<p>Knowledge – at the end of the module/unit the learner will have been exposed to the following:</p>
	<ul style="list-style-type: none"> <li>a) Justify choice of fabrics and fibers for a given garment type, with reference to contextual research.</li> <li>b) Evaluate bespoke patterns and associated cutting requirements to select fabrics and fibers.</li> <li>c) Refine a bespoke pattern, in relation to a brief; clearly documenting and justifying modifications throughout the process and thereby produce finished garments, based on pattern cutting and toile experiments, that communicates the integration of a creative process with an understanding of form, fabric and sewing processes</li> <li>d) Appropriate methods of marker utilization and sustainable solutions in the</li> </ul>

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	<p>pattern construction are to be explored so that the students may understand the various strategies to be employed while working on their projects.</p> <p>e) Develop strategic and creative responses in researching solutions in the field based on clear briefs.</p>
	<p>Skills – at the end of the module/unit the learner will have acquired the following skills:</p>
	<p><b>Applying knowledge and understanding</b> The learner will be able to:</p> <ul style="list-style-type: none"><li>a) Develop an understanding of body shapes and silhouettes.</li><li>b) Analyze the importance of adaptation techniques.</li><li>c) Apply Modification methods to basic patterns.</li><li>d) Demonstrate operational capacity using creativity.</li></ul>

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<p><b>Title of the Module / Unit</b></p>	<p><b>TEXTILE TECHNOLOGY – FAS402</b> <b>15 ECTS</b></p>
<p><b>Module / Unit Description</b></p> <p>Provide a brief description of the module.</p>	<p>This unit will introduce students to the fundamental technologies that underpin the textile industry and provide insight into both traditional manufacturing processes and new developments within the industry. On successful completion of this unit students will gain a broad understanding of a wide range of textile technologies, including the manufacture of fibers, yarns and fabrics. Each part of the textile industry, from fibers to finishing, is critical to the final product. By studying this unit students will understand how textile technologies interact to form part of a larger, interdependent system. The unit will also introduce students to current issues within the industry, including the impact of new technologies and environmental concerns.</p>
<p><b>Learning Outcomes</b></p>	<p>Competences: – at the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p>
	<ul style="list-style-type: none"> <li>a) Evaluate a given range of textile products to determine the equipment and processes used in their production, referring to yarn, composition, and structure.</li> <li>b) Create a range of fabric samples for a given context, that show a command of manufacturing and finishing processes.</li> <li>c) Analyze the suitability of fabrics for different contexts, with reference to their properties.</li> <li>d) Compare the different processes required to produce woven, knitted, and nonwoven textiles; highlighting both the common and different processes and equipment.</li> <li>e) Show creativity in managing projects and managing a team.</li> <li>f) Manage the project independently.</li> </ul>
	<p>Knowledge – at the end of the module/unit the learner will have been exposed to the following:</p>
	<ul style="list-style-type: none"> <li>a) Explain the manufacturing processes required to produce knitted, woven, and non-woven fabrics.</li> <li>b) Discuss the health and safety issues associated with textile technology and processes.</li> <li>c) Analyze the relationship between fiber composition, yarn type and fabric structure.</li> <li>d) Make judgements based on knowledge of relevant social and ethical issues.</li> </ul>
	<p>Skills – at the end of the module/unit the learner will have acquired the following skills:</p>
<p><b>Applying knowledge and understanding</b></p> <p>The learner will be able to:</p> <ul style="list-style-type: none"> <li>a) Understand functionality of textiles; comfort, appearance, special properties</li> <li>b) Assess requirements for textile for fashion, interiors, and other applications</li> <li>c) Evaluate environmental issues surrounding materials and processes.</li> </ul>	

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	<ul style="list-style-type: none"> <li>d) Understand the various new age innovations that are making their way into embracing practicality and aesthetic appeal when it comes to choosing sustainable solution sin the textile world.</li> <li>e) Communicates ideas in a coherent way to peers, supervisors and clients using accurate information.</li> </ul>
<b>Title of the Module / Unit</b>	<b>COMPUTER AIDED DESIGN (CAD) – FAS403</b> <b>15 ECTS</b>
<b>Module / Unit Description</b>  Provide a brief description of the module.	This unit aims to provide students with opportunities to develop their understanding and knowledge of CAD software applications used in the creative industries, and the practical skills to utilize the technology within their own creative work. On successful completion of this unit students will be able to understand the current and prospective uses of CAD technology within creative industries, and be able to produce CAD drawing, objects, 3D environments and visualizations.
<b>Learning Outcomes</b>	Competences: – at the end of the module/unit the learner will have acquired the responsibility and autonomy to:
	<ul style="list-style-type: none"> <li>a) Discuss the role of CAD in different contexts and its influence on design and manufacturing processes in areas of specialist practice</li> <li>b) Use 2D and 3D CAD software to produce visualizations and technical drawings</li> <li>c) Present drawings and renderings, for a given project, produced using CAD software</li> <li>d) Evaluate the way in which CAD software may integrate into production processes.</li> <li>e) Shows creativity in managing projects and managing people</li> </ul>
	Knowledge – at the end of the module/unit the learner will have been exposed to the following:
	<ul style="list-style-type: none"> <li>a) Assess recent developments in CAD/CAM techniques and practices and their use in the fashion industry</li> <li>b) Produce finished 2D and 3D CAD outputs; which are accurately scaled, providing key technical information and communicating form, material and texture.</li> <li>c) Present finished 2D and 3D CAD outputs; integrating the use of related software and traditional production techniques to develop outputs that communicate the technical and aesthetic properties of a fashion design project.</li> <li>d) Has indepth understanding of the application of CAD in fashion</li> </ul>
	Skills – at the end of the module/unit the learner will have acquired the following skills:
	<p><b>Applying knowledge and understanding</b></p> <p>The learner will be able to:</p> <ul style="list-style-type: none"> <li>a) Analyze the use of Computer Aided Design (CAD) in different art and design contexts.</li> <li>b) Produce 2D drawings, exploring the technical and physical parameters of an art and design project.</li> </ul>

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	<ul style="list-style-type: none"><li>c) Develop 3D models and visualizations to experiment with form, material and texture.</li><li>d) Analyze the importance of digital inclusion in the fashion world and how it proves to be a way forward to solving issues connected to the deployment of sustainable solutions in the metaverse.</li><li>e) Identify and use data to formulate responses to well defined concrete or abstract problems.</li><li>f) Conveys ideas in a well-structured and coherent way to peers, supervisors and clients.</li></ul>
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<p><b>Title of the Module / Unit</b></p>	<p><b>ADVANCE FASHION ILLUSTRATION- MEN’S, WOMEN’S &amp; CHILDREN WEAR – FAS500</b> <b>15 ECTS</b></p>
<p><b>Module / Unit Description</b></p> <p>Provide a brief description of the module.</p>	<p>This unit aims to support students in gaining further understanding of the fashion design process and developing their personal approach. By producing a portfolio of illustrations, synthesizing research and design into working drawings or technical flats, students will follow the full cycle of fashion illustration and recreate the same using various garment construction techniques for men’s, women’s, and children wear. Students will apply skills in researching and the design process while enhancing knowledge and skills in pattern cutting and garment construction in relation to an upcoming and emerging consumer market.</p>
<p><b>Learning Outcomes</b></p>	<p>Competences: – at the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p>
	<ul style="list-style-type: none"> <li>a) Demonstrate expertise in the practice of various advanced illustration methods of various body types and features.</li> <li>b) Create a range of illustrations to be used for garment construction projects in conjunction with the evolving market trends.</li> <li>c) Demonstrate expertise in developing flats and technical sketches to provide in-depth details of the illustrations</li> <li>d) Produce Proper rendering of fabrics to be incorporated in the garment construction process.</li> <li>e) Show creativity in managing projects</li> </ul>
	<p>Knowledge – at the end of the module/unit the learner will have been exposed to the following:</p>
	<ul style="list-style-type: none"> <li>a) Analyze the importance of illustration in the fashion industry with relation to the works of famous illustrators and artists.</li> <li>b) Create a wide variety of illustrations based on various themes and intricate details.</li> <li>c) Choosing appropriate designs to be constructed and realized into final patterns and garments.</li> </ul>
	<p>Skills – at the end of the module/unit the learner will have acquired the following skills:</p>
<p><b>Applying knowledge and understanding</b></p> <p>The learner will be able to:</p> <ul style="list-style-type: none"> <li>a) Understand in-depth the various illustration and rendering techniques.</li> <li>b) Evaluate the illustrations based on elements and principles of designs used.</li> <li>c) Prepare sketches, sample boards, research boards, technical flats to highlight design features and selection of fabrics in the garment making process.</li> <li>d) Convey ideas in a well structured and coherent way</li> <li>e) Understand the way forward to achieving a balance in the clothing industry for men’s, women’s and kids wear considering the digital transformation and the concept of ethical consumption and production.</li> </ul>	

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<p><b>Title of the Module / Unit</b></p>	<p><b>SUSTAINABLE PRACTICES IN FASHION – FAS501</b> <b>15 ECTS</b></p>
<p><b>Module / Unit Description</b></p> <p>Provide a brief description of the module.</p>	<p>Sustainable Fashion sets out to challenge current thinking in fashion by embedding holistic sustainable design and business solutions throughout. The coursework requires critical thinking and problem solving and is designed to create systemic change to help combat fashion's unsustainable footprint. Projects develop and deepen your understanding of sustainability as it relates to the fashion, textile and related industries. The course gives participants the opportunity to develop solutions and plot a new future for themselves and the fashion industry through developing new systems that challenge existing practices. Students will choose their individual areas of focus, ensuring their outputs have real-world applications contributing to society, culture and ecology.</p>
<p><b>Learning Outcomes</b></p>	<p>Competences: – at the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> <li>a) Study the human and environmental impacts of the mainstream fashion system throughout the entirety of the value chain.</li> <li>b) Understand sustainable methodologies for the development of fashion businesses, services and practices.</li> <li>c) Demonstrate the knowledge and skills are required to effect positive change through creative problem solving, and equip them with the management, business and creative decision-making skills to develop their own career path.</li> </ul> <p>Knowledge – at the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> <li>a) Multitude of sustainably-focused undertakings and employment opportunities ranging from brand development, products, systems, models, and services.</li> <li>b) Develop their own work profiles as independent practitioners and advisors, and to integrate into the brand and corporate world across markets, with sustainability an increasing focus for all entities, allowing students the flexibility to enter non-fashion specific roles.</li> <li>c) Make judgements based on knowledge of relevant social and ethical issues.</li> </ul>

	<p>Skills – at the end of the module/unit the learner will have acquired the following skills:</p>
	<p><b>Applying knowledge and understanding</b> The learner will be able to:</p> <ul style="list-style-type: none"><li>a) Develop an understanding of the fundamentals of sustainability &amp; various sustainable practices in the fashion community.</li><li>b) Apply critical thinking and reasoning in finding solutions to many problems arising due to lack of implementation of sustainable standards.</li><li>c) Convey ideas in a well structured and coherent way using information.</li><li>d) Gain a deeper insight into the ethical methods of fashion industry that needed to be practiced to achieve the concept of sustainability.</li></ul>

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<p><b>Title of the Module / Unit</b></p>	<p><b>FASHION COLLECTION, MATERIAL SELECTION &amp; SPECIFICATION – FAS502</b> <b>15 ECTS</b></p>
<p><b>Module / Unit Description</b></p> <p>Provide a brief description of the module.</p>	<p>A fashion collection is a response to a range of creative and economic factors. The aim of this unit is to provide students with the skills and knowledge required to develop their first cohesive fashion collection from the starting point of initial client brief through to final presentation of design work. Topics included in this unit are research for design, trend forecasting, creating concept boards, devising customer profiles, ideas generation, design development, and traditional and contemporary media illustration techniques. This unit also provides students with the opportunity to explore the selection and specification of materials as used in their specific subject area. In addition, students will consider the broader issues of material sourcing, manufacturing, innovation, smart materials, sustainability, and ethics in relation to materials and processes.</p>
<p><b>Learning Outcomes</b></p>	<p>Competences: – at the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p>
	<ul style="list-style-type: none"> <li>a) Investigate trends, through contextual research, to inform the strategy for a fashion collection.</li> <li>b) Communicate a fashion collection strategy based on research and experimentation.</li> <li>c) Develop specifications for materials to be used in a final outcome, based on a given brief.</li> <li>d) Develop a cohesive fashion collection, in response to a brief</li> <li>e) Present a fashion collection, identifying areas for further development and best practice.</li> <li>f) Show creativity and initiative in developing projects in design processes.</li> </ul>
	<p>Knowledge – at the end of the module/unit the learner will have been exposed to the following:</p>
	<ul style="list-style-type: none"> <li>a) Explore market trends and forecasting using agencies and databases of customer research.</li> <li>b) Present a fashion collection strategy that integrates contextual research with the results of experimentation, defining design direction, material use, pattern and color.</li> <li>c) Create a fashion collection that demonstrates a synthesis of brand identity, market awareness and customer expectation with a creative process.</li> <li>d) Understand the design market and ensure that they respond to current trends which are relevant to that market to produce a commercially successful outcome.</li> <li>e) Understand the methods and tools related to fashion and innovate in terms of methods used.</li> </ul>
	<p>Skills – at the end of the module/unit the learner will have acquired the following skills:</p>
<p><b>Applying knowledge and understanding</b></p> <p>The learner will be able to:</p> <ul style="list-style-type: none"> <li>a) Present the prepared collection in a well conceptualized way through a</li> </ul>	

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	<p>professional photoshoot or a fashion show.</p> <p>b) Analyze the way in which a fashion collection integrates trend awareness and forecasting.</p> <p>c) Assess a fashion collection strategy in relation to competing collections/brands in the market.</p> <p>d) Produce material specifications, samples and final outcomes, based on a brief, reflecting critical analysis of material properties, manufacturing processes and project constraints.</p> <p>e) Undergo proper market research and market testing along with proper identification of appropriate materials, trims, patterns, fabrics, design details etc.</p> <p>f) Ensure that the complete project is crafted to prove a solution against the common allegations against the fashion industry concerning pollution, circularity and sustainability.</p>
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<p><b>Title of the Module / Unit</b></p>	<p><b>ADVANCED FASHION DRAPING – FAS503</b> <b>10 ECTS</b></p>
<p><b>Module / Unit Description</b></p> <p>Provide a brief description of the module.</p>	<p>Draping is an art of creating three-dimensional models of outfits that can be transformed into a finished garment. In this unit students will be introduced to the fundamentals of draping in order to realize your own unique designs in three-dimensional form. Students will have the opportunity to develop your own creative project, modeling your own design based on skills and techniques learnt. With a strong emphasis on research, you will produce a file of inspirational images and material to support your own creative ideas. Students will be encouraged to photograph each stage of the draping process to help you evaluate your progress and to create your own personal resource to refer to when undertaking related projects in the future.</p>
<p><b>Learning Outcomes</b></p>	<p>Competences: – at the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p>
	<ul style="list-style-type: none"> <li>a. Demonstrate Understanding of the process to cut, block, press, and true muslin fabric.</li> <li>b. Apply drape basic styles directly on the dress form.</li> <li>c. Utilize basic draping methods to manipulate fullness to produce a variety of garment styles.</li> <li>d. Analyze a garment sketch to determine how to develop the appropriate drape.</li> <li>e. Create original designs by draping directly on the dress form.</li> <li>f. Show creativity in managing projects</li> </ul>
	<p>Knowledge – at the end of the module/unit the learner will have been exposed to the following:</p>
	<ul style="list-style-type: none"> <li>a) Develop the testing on the information and skills learned in each unit of study.</li> <li>b) Demonstrate expertise in draping techniques.</li> <li>c) Document and maintain a document of record of their design ideas and inspiration.</li> <li>d) Demonstrate transfer of theory knowledge into practical by preparing a presentation of a project or collection of outfits created using draping techniques learned</li> </ul>
	<p>Skills – at the end of the module/unit the learner will have acquired the following skills:</p>
<p><b>Applying knowledge and understanding</b></p> <p>The learner will be able to:</p> <ul style="list-style-type: none"> <li>a) Understand the technical aspects of the art of fashion draping.</li> <li>b) Inculcate a deep aesthetics and functional approach to design and enable students to come up with more consumer-friendly commercial design solutions.</li> </ul>	

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	<ul style="list-style-type: none"><li>c) Gain knowledge to work with professionals and international ambient.</li><li>d) Develop and maintain a portfolio of their own created garments.</li><li>e) Every work needs to be treated individually as an assignment and students must ensure proper and apt utilization of fabrics and resources thereby reducing unnecessary wastage and over consumption of the same.</li></ul>
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<p><b>Title of the Module / Unit</b></p>	<p><b>CREATIVE ENTREPRENEURSHIP, VISUAL MERCHANDISING, BRANDING &amp; IDENTITY – FAS600</b> <b>15 ECTS</b></p>
<p><b>Module / Unit Description</b></p> <p>Provide a brief description of the module.</p>	<p>Creative entrepreneurship is the process of using creative thinking and creative practice to establish and grow a business, based on creative opportunities. As with many activities within the creative industries, creative entrepreneurship requires a diversity of skills. In addition to understanding one’s own creative practice, there is a need to develop skills and knowledge in business practices, finances, and the ability to work collaboratively. This unit provides a framework in which students can explore their creative entrepreneurial skills by developing ideas and exploring their viability in a business context. Students will explore why branding is important, how successful companies have established their identity and how this relates to their core values. The unit is structured to give students a clear understanding of brand and identity, and its impact in a commercial marketplace. Students will be introduced to historical and contemporary movements and examine the ways in which the time, place and conditions of production influence and shape visual merchandising.</p>
<p><b>Learning Outcomes</b></p>	<p>Competences: – at the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p>
	<ul style="list-style-type: none"> <li>a) Explore a creative opportunity, based on your own skills and knowledge.</li> <li>b) Assess the viability of a creative opportunity, through analysis of market research.</li> <li>c) Present a business plan, for a creative venture, to a panel of potential stakeholders</li> <li>d) Evaluate the business plan for a creative venture, based on stakeholder feedback and reflection.</li> <li>e) Show creativity and initiative in developing projects in Design and entrepreneurship; manage and develop a team.</li> </ul>
	<p>Knowledge – at the end of the module/unit the learner will have been exposed to the following:</p>
	<ul style="list-style-type: none"> <li>a) Critically evaluate the importance of entrepreneurial skills in the context of employment, in the creative industries.</li> <li>b) Produce a business plan that reflects a critical analysis of potential market and funding, and how this informs creative practice to meet market needs.</li> <li>c) Analyze the market position of a given brand/product in relation to its existing visual merchandising strategy.</li> </ul>

	<p>d) Evaluate the development of branding and identity through the study of a selected business, charity, or commercial enterprise.</p> <p>e) Evaluate the potential for a creative venture to provide a 'unique selling point, based on market research.</p> <p>f) Evaluate an identified brand or product to determine the context for a visual merchandising strategy</p> <p>g) Present a range of promotional material, using branding guidelines, in support of a given brand.</p> <p>h) Make judgement based on relevant social and ethical issues that arise in fashion and entrepreneurship</p> <p>i) Understands the methods and tools in a complex and specialized field of design and entrepreneurship</p>
	<p>Skills – at the end of the module/unit the learner will have acquired the following skills:</p>
	<p><b>Applying knowledge and understanding</b> The learner will be able to:</p> <p>a) Evaluate own skills and knowledge and explore creative opportunities related to own skills and knowledge within the field of practice.</p> <p>b) Evaluate business plans and understanding the justification process of a business plan in relation to financial potential and growth in market share.</p> <p>c) Conduct a proper market research to analyse the growth of the business plan in the related field.</p> <p>d) Communicate ideas, problems and solutions to both specialist and non-specialist audiences.</p> <p>e) Devise and sustain arguments to solve problems</p> <p>f) Understand how fashion businesses are approaching the present market scenario through employing ethical business trading strategies in their marketing and development.</p>

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<p><b>Title of the Module / Unit</b></p>	<p><b>FASHION ACCESSORIES &amp; SURFACE ORNAMENTATION – FAS601</b> <b>15 ECTS</b></p>
<p><b>Module / Unit Description</b></p> <p>Provide a brief description of the module.</p>	<p>Accessories are just as much a part of fashion history as specific types of apparel. The aim of this unit is to provide students with the opportunity to develop an awareness of accessory design in the fashion industry and beyond. A strong emphasis will be placed on the use of research, conceptual, creative, and technical skills, along with the development of essential skills, such as pattern-cutting and visualization. Students will investigate and propose various ideas of fabric decoration so as to add an element of interest. Students will learn a wide variety of embroidery stitches incorporating the use of most common materials such as mirrors, beads, sequins, threads, wires, buttons, etc. The students will also be introduced to various other surface ornamentation techniques such as dyeing, printing, new designs for fashion forward, luxury and high-street markets.</p>
<p><b>Learning Outcomes</b></p>	<p>Competences: – at the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p>
	<ul style="list-style-type: none"> <li>a) Gain expertise to experiment in a variety of materials with the opportunity to translate design ideas into prototypes and finished accessories</li> <li>b) Explore contemporary and historical precedents related to accessories, through contextual research.</li> <li>c) Design a collection of accessories based on research and development.</li> <li>d) Incorporate all the techniques learnt in appropriate designs and prepare a presentation of the same.</li> <li>e) Present designs for an accessory collection, reflecting suitability for market, use of materials, and sustainability.</li> </ul>
	<p>Knowledge – at the end of the module/unit the learner will have been exposed to the following:</p>
	<ul style="list-style-type: none"> <li>a) Explore the design and manufacture of a diverse range of products, materials, processes, and technologies.</li> <li>b) Evaluate materials and processes through experimentation and testing to produce initial accessory design prototypes</li> <li>c) Critically evaluate and reflect upon own ideas, development, concepts, planning and production.</li> <li>d) Prepare samples with appropriate color combinations and use of required techniques and stitches</li> <li>e) Understands methods and tools in a complex and specialized field of fashion accessories</li> <li>f) Make judgement based on relevant social and ethical issues in fashion</li> </ul>
	<p>Skills – at the end of the module/unit the learner will have acquired the following skills:</p>
<p><b>Applying knowledge and understanding</b> The learner will be able to:</p> <ul style="list-style-type: none"> <li>a) Evaluate the potential and limitations of materials, techniques, and</li> </ul>	

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	<p>processes</p> <p>b) Design covering development, modelling, pattern-cutting and visualization.</p> <p>c) Analyze and study the historical and industrial development of accessories till present time</p> <p>d) Understand the importance of historical and trend references in the world of ornamentation in fashion and accessories.</p> <p>e) Incorporate a few of the learnt methods from sustainable designers of the accessories world to ensure their end products reflect durability and class along with speaking to the trends</p>
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<p><b>Title of the Module / Unit</b></p>	<p><b>DESIGN PROJECT MANAGEMENT – FAS602</b> <b>20 ECTS</b></p>
<p><b>Module / Unit Description</b></p> <p>Provide a brief description of the module.</p>	<p>Design Project management covers the management of a project from conception, through design and construction stages, into end user and end-of-life management. The aim of this unit is to explore theories and practices relating to project management, the project manager role, and how to manage stakeholders throughout the project process. Topics covered in this unit include: Project management as a discipline and suitability for a range of art &amp; design industry activities, project stakeholder types and their management, project manager roles and responsibilities, and project management plans. Students will also understand the methods of design presentations and add value to their professional portfolio.</p>
<p><b>Learning Outcomes</b></p>	<p>Competences: – at the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> <li>a) Compare project management theories, practices, and standards, identifying their appropriateness for different types of projects</li> <li>b) Discuss the roles of the major stakeholders in an art &amp; design project and how their needs are managed by the project management team</li> <li>c) Demonstrates design, resource and team management and taking responsibility for decision making in unpredictable work context.</li> <li>d) Show creativity and initiative in developing projects</li> <li>e) Specify the attributes and competencies of a project manager in leading a complex art &amp; design project</li> <li>f) Develop a project strategy plan that defines the key policies, procedures and priorities for a complex art and design project.</li> <li>g) Consistently evaluate own learning and identify learning needs.</li> </ul> <p>Knowledge – at the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> <li>a) Analyze the methodologies that underpin project management for different types of complex art &amp; design projects.</li> <li>b) Present a project management strategy that includes the project scope, objectives, human and resource planning, and key priorities for a complex art &amp; design project.</li> <li>c) Evaluate the role and key responsibilities of an art &amp; design project manager.</li> <li>d) Understands methods and tools in a complex and specialized field such as fashion and design; and innovate methods used</li> <li>e) Makes judgements based on relevant social and ethical issues in fashion and design</li> </ul> <p>Skills – at the end of the module/unit the learner will have acquired the following skills:</p> <p><b>Applying knowledge and understanding</b> The learner will be able to:</p>

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	<ul style="list-style-type: none"><li>a) Examine the key project management processes in a complex art &amp; design project.</li><li>b) Assess the attributes, competencies, and managerial skills of an art &amp; design project manager.</li><li>c) Evaluate stakeholder decision-making processes in a complex art &amp; design project.</li><li>d) Analyze the problems associated with the industry concerning cheap labor, or lack of modern age technologies or even overproduction and deadstock accumulation</li><li>e) Understand and resonate with the current market changes and act accordingly to become better responsible designers.</li><li>f) Demonstrate innovative theoretical and practical responses to the field of study of Fashion and Design.</li></ul>
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<p><b>Title of the Module / Unit</b></p>	<p><b>TREND FORECASTING &amp; FASHION STYLING – FAS603</b> <b>10 ECTS</b></p>
<p><b>Module / Unit Description</b></p> <p>Provide a brief description of the module.</p>	<p>Trend forecasting is an activity that underpins a range of different sectors within the creative industries. The aim of this unit is to introduce the process of trend forecasting and understanding how to use forecasting information to support design decisions. Students will explore how to use forecasting methods, who the leaders in the field are, and areas of application for trend forecasting. Topics included in this unit are: forecasting methodology, the zeitgeist, trend cycles and patterns, leading trend forecasting agencies, pantone color referencing, trend package development and presentation and trend communication. This unit will introduce the principles of fashion styling and the role of the stylist in relation to a team of people creating fashion images. The unit will focus on fashion imagery of the last 50 years and the work of fashion editors and stylists, as well as influencers, photographers and magazines, and the culture of the fashion industry.</p>
<p><b>Learning Outcomes</b></p>	<p>Competences: – at the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p>
	<ul style="list-style-type: none"> <li>a) Evaluate current trends, for a specific subject area in fashion and design, and consider possible future trends</li> <li>b) Critically analyze existing trend/market research to develop a forecast</li> <li>c) Develop an editorial, branding or marketing strategy in relation to a given product</li> <li>d) Develop a trend forecast, for a given market, using standard methods of research and analysis</li> <li>e) Present a trend forecast based on client needs and market research and analysis.</li> <li>f) Evaluate the role and responsibilities of the stylist within the historical and contemporary creative industries</li> </ul>
	<p>Knowledge – at the end of the module/unit the learner will have been exposed to the following:</p>
	<ul style="list-style-type: none"> <li>a) Produce a trend forecast, based on market research and client needs, reflecting the way in which creative practice responds to market trends.</li> <li>b) Create a portfolio of styled images based on an editorial, branding or marketing strategy that illustrates a creative approach to the integration of market research and analysis.</li> <li>c) Discuss the ways that past trends inform future trends within a specific market.</li> <li>d) Critically analyze the work of a chosen fashion stylist, in relation to their work in different contexts.</li> <li>e) Justify selection of styled images as they apply to the target fashion market for an editorial, branding or marketing strategy.</li> <li>f) Compare the relative impact of different aspects of a market on the way that trends are understood.</li> <li>g) Compare the relative impact of different aspects of an ethical</li> </ul>

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	<p>fashion (preferably the sustainable industry) market on the way that trends are understood.</p>
	<p>Skills – at the end of the module/unit the learner will have acquired the following skills:</p>
	<p><b>Applying knowledge and understanding</b> The learner will be able to:</p> <ul style="list-style-type: none"><li>a) Conduct trend research/market research using reliable sources for qualitative and quantitative data analysis.</li><li>b) Adopt technical and industry defined keywords, package titles and descriptive text</li><li>c) Create packages for different markets and clients</li><li>d) Careful analysis and understanding of the client requirements.</li><li>e) Assess of the relationship between the customer and the brand/publication/talent using fashion communication devices</li></ul>

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