Unit Title	Introduction to Fashion Accessory Design
FHEQ Level	Level 4
Unit Code	FAD18102
Credit Value	30
Unit Type	Subject

Learning Hours

Staff – Student Contact Hours		Independent Study Hours	
Classes	60	Independent Study	90
Supervised access to resources	30	Preparation for Assessment	20
		Unsupervised Access to Resources	100
Total			**300**

Unit Description

This unit introduces you to essential fashion research skills, accessory design development methodologies and processes.

Basic skills for 2D design development and presentation, 3D shape and product manufacture will be introduced utilising traditional and emerging technologies.

You will be encouraged to apply visual research methodologies and design practice in order to develop creative ideas for contemporary fashion accessory prototypes.

The Five Principles underpin the Mindsets and Skillsets Manifesto and are the foundation upon which all course curriculum frameworks and unit specifications are based. The relevant Principles as stated below have been mapped against the Learning Outcomes relevant to each course unit and at each level (see Programme Specifications for full description of the Five Principles):

1. Cultivate / Where the individual thrives.
2. Collaborate / Where disciplines evolve.
3. Integrate / Where education engages industry.
4. Advocate / Where purpose meets practice.
5. Originate / creativity meets technology.

Unit Indicative Content

- Primary and secondary creative visual research
- Basic construction techniques
- Design direction and development
- 3D testing and prototyping
- Visual communication / Presentation

Unit Aims

To introduce knowledge and practice of the relevant basic skills in 2D and 3D realisation.

To investigate cultural references in fashion accessories and market trends.

To demonstrate design communication and presentation in a variety of media and techniques.

To create three-dimensional prototype/s of the product.

Unit Learning Outcomes

LO 1 Research/Inspiration

Demonstrate your capacity for information gathering techniques using a wide range of sources, providing visual, contextual and industry case-study research as appropriate.

ORIGINATE

LO 2 Concept Ideation

Generate first concept ideas or strategic project themes drawing upon reference to acquired research materials.

ORIGINATE

LO 3 Development/Prototyping

Demonstrate a range of tests and solutions, informed by knowledge of the principles of the creative process.

INTEGRATE

LO 4 (Pre) Production

Identify, select and apply an appropriate selection of processes, materials and methods that inform creative and academic practice.

COLLABORATE

Learning and Teaching Methods

- Briefings
- Lectures
- Project work
- Workshops
- Individual presentations and critiques
- Group presentations and critiques
- Self-directed independent study

Assessment methods and tasks

Brief description of assessment methods

Assessment tasks	Weighting (%) *(one grade or multi-grade unit)*
- Research and design development - Concept and visual presentation - Documentation of technical processes, samples and basic construction techniques - Finished 3D resolution	100%

Indicative Assessment Criteria

Assessment criteria are the basis on which the judgment of the adequacy of the work is made. A more detailed assessment criteria will be specified in the brief.

Application of primary and secondary research methodologies and visual research (LO1)

Demonstration of key design skills relating to contemporary design practice (LO2)

Application of design thinking to produce innovative solutions using technical skills and construction techniques to produce 3D realisations (LO3)

Knowledge and understanding of challenges, practices and solutions relevant to your own end industry responding to the contemporary situation (LO 4)

Essential Reading list

1. Davies, Hywel (2013) *Fashion Designers' Sketchbooks 2,* London: Laurence King.
2. Eissen, Koos (2007) *Sketching: Drawing techniques for Product Designers*, London: BIS
3. Fashionary (2016*) Shoe Design : A Handbooks for Footwear Designers,* Hong Kong: Fashionary International Ltd
4. Miller, Steven (2012) *Drawing Fashion Accessories*, London: Laurence King.
5. Morris, Richard (2009) *The Fundamentals of Product Design*, Lausanne: AVA
6. Schaffer, J. and Saunders, S. (2012) *Fashion Design Course: Accessories: Design Practice and Processes for Creating Hats, Bags, Shoes and More,* London: Thames & Hudson

Digital:

https://www.wgsn.com/fashion/

https://www.lsnglobal.com/

https://www.bloomsburyfashioncentral.com/about