



Curriculum for the Bachelor programme in fashion design and costume design

Studieplan for bachelorstudium i klesdesign og kostymedesign

180 credits

Adopted by the Academy Board (12/03/13)
Amended by the dean (06/08/13) (17/06/14)

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PART 1

1.1. Brief outline of the programme

Name of programme	Bachelor programme in fashion design and costume design Bachelorstudium i klesdesign og kostymedesign
Programme code	BAKK
Leads to qualification	Bachelor's Degree in Fashion Design and Costume Design Bachelor i klesdesign og kostymedesign
Nominal length of study	3 years - full time
Credits	180
Language of instruction	Norwegian

1.2. Brief description of the programme

Programme option

The Bachelor programme in fashion design and costume design enables the student to develop skills, knowledge and attitudes that are needed in order to be able to work independently or in firms in the field of design and production of clothing and costumes.

The development of a strong sense of form and knowledge about materials and various ways of processing them is important in this education. The National Academy of the Arts has several advanced materials workshops that are relevant for students who study fashion.

This programme develops aesthetic and technical knowledge, strategic and conceptual skills and skills in publicizing work. The programme is practically oriented with much work in the studio and it emphasizes an experimental approach and the development of the student's own distinctive style. It is assumed that the students will take an active learning role in promoting their own development in the field of design in a programme that combines theory and practical experience.

The programme has the goals of advancing the profession and improving the society.

Department of Design

The Bachelor programme in fashion design and costume design is offered by the Department of Design at the Oslo National Academy of the Arts. This department offers three professionally oriented Bachelor programmes:

- Interior Architecture and Furniture Design
- Fashion Design and Costume Design
- Graphic Design and Illustration

The design programmes at the department are grounded in a humanistic visual arts tradition and emphasize solutions that help promote the society's diversity and the overall quality in both a local and a global context.

The programmes are associated with the department's development work and research in the field of design.

The programme qualifies for

Graduates with a Bachelor's degree in fashion design and costume design shall be competent practitioners with broad expertise in the field of design, and they will be able to carry out a broad range of design projects.

A completed programme provides a basis for practicing the profession in a chosen area of specialization, and it qualifies the student for admission to graduate degree programmes in the field of design.

1.3. Admission

Admissions are made on the basis of passed entrance examinations and a Higher Education Entrance Qualification. Exceptions may be made to the requirements of a Higher Education Entrance Qualification for applicants who can document special professional qualifications in the entrance examination.

Applicants will be comprehensively assessed on the basis of the information they furnish with special emphasis on their potential for development in the design area and the applicant's ability to:

- show sensitivity with regard to materials and three-dimensional form
- have curiosity, commitment and the ability to reflect
- express him-/herself visually
- be able to show independence and good collaborative skills
- be imaginative

The entrance examination is two-part and may include an interview.

1.4. Learning outcomes for the programme

On completing the programme, the student shall:

- have creative, technical and professional skills so as to be able to work on the design of fashion and costumes in various firms and business enterprises
- have the necessary skills to perform surveys, analyses, problem solving and critical reflection related to fashion
- have the necessary visual, written and oral skills to communicate a professional content of ideas and design in a professional way
- have an understanding of important critical, social, cultural and historical concepts as well as insight into important contemporary topics and discourses in the fields of clothing, costumes and fashion
- have a knowledge of and be able to keep up-to-date about innovation and development trends in his/her chosen field and apply this in his/her own work
- have developed an independent artistic expression in the work on design of clothing and costumes and have a clear understanding of his/her professional and creative strengths and how these may be best used in a future career
- master various forms of design methodology for the development of ideas for fashion, be able to develop his/her own project and tasks and solve them independently or in collaboration
- be able to communicate with operators from the industry and profession
- have a knowledge of industrial and hand-crafted modes of production for fashion or costumes

1.5. Structure and progression

The progression through the Bachelor programme involves a successive development from exercises within individual topics to complex problem-solving. In addition, the degree of self-study is gradually increased in order to provide practical competence in project management and/or planning and the ability to make independent choices.

The programmes in the Department of Design have several common core courses and design projects.

In the 1st and 2nd years of study, a common basis is developed in the field of fashion. In the 3rd year of study, the student specializes in fashion design or costume design.

Year 1

In the first semester, the student gains experience with important tools in order to realize ideas, plan and be able to make single garments and outfits.

In the second semester, the student gains more in-depth experience with both technical and methodological tools for fashion design. In projects, work on concepts for the development of ideas is introduced. Important tools are the use of colours, materials and silhouettes in the development of collections. The student learns to experiment with the development of ideas in order to stimulate unpredictable and surprising imaginative ideas. The history of fashion and costumes is also covered in this semester.

Year 2

In the third semester, the student gains more knowledge about materials and colour. This is an exploration of techniques and measures that shall result in three-dimensional design in the process of developing a personal design expression. In the project, the student gets to work on the development of the collection of clothing. The student shall collaborate with others here in order to achieve professional results.

In the fourth semester, the student turns his/her attention to the surroundings, the society-at-large and companies. The students carry out a project, where they must perform field work and exploration outside the school. Research and materials shall be used to develop ideas and as a basis for reflection and reporting. The student gains experience in developing and defining a project in the field of design and works to realize a basic idea for a collection.

Year 3

In the fifth semester, the student may choose between an exchange to some other educational institution or working on the exploration of ideas, form and materials in an individual project. The semester starts with a project that is supposed to stimulate the development of ideas and technical competence.

In the sixth semester, the student works on his/her Bachelor project. The project description is formulated by the student within a framework and approved by the course supervisor. Communication and presentation to professionals and the general public, e.g. through participation in a fashion show, is an important part of the examination work.

The scope of the programme and/or workload in each course is described in terms of credits. 60 credits are equivalent to one-year of full-time study. One credit is equivalent to 25 to 30 hours of actual work for the student. Actual hours of work include teacher-directed instruction, supervision and independent work. Some courses may use a lot of teacher-directed instruction, while other courses require students to do more independent work.

1.5.1. Structure of the courses

Overview of all courses, including credits:

Course code	Course name	Credits per year		
		Year 1	Year 2	Year 3
KK101	Introduction to materials, tools and techniques	12.5		
KK102	Form and idea	7.5		
KK103	Colour and materials	5		
KK104	Collection: design concept and method	15		
DE102	Historical and contemporary design	5		
DE104	Design, culture and society	5		
DE101	Design studies 1	5		
DE103	Design studies 2	5		
KK201	Materials and transformation		15	
KK202	Design methodology, networking and communication		10	
	<i>One of the following two choices:</i>			
KK203	Choice: Knitwear 3		10	
KK204	Choice: Placement / professional practice		10	
KK205	Design Identity: Showpiece		15	
DE201	Design theory		5	
DE202	Design methodology		5	
DE301	Design and future			5
	<i>One of the following two choices:</i>			
KK301	Choice: Garments: historical, contemporary and future context			10
KK302	Choice: Costume design project			10
KK303	Individual project			15
KK304	Professional praxis and communication			5
KK350	Bachelor project			25
	TOTAL	60	60	60

See part 2, pp. 6-27 for course descriptions.

1.5.2. Exchanges

The Oslo National Academy of the Arts facilitates student exchanges with other educational institutions during the period of study. The students in the Bachelor programme at the Department of Design may take part in an exchange during the 1st semester of the 3rd year of study.

Up-to-date information about the Oslo National Academy of the Arts' exchange agreements is available on www.khio.no.

1.6. Teaching and learning methods

The programme is mostly organized in projects and includes both abstract and experimental assignments and realistic projects. The projects develop design expertise with regard to focus and theme, project management and experience with both individual and group processes.

The programme consists of teacher-led tuition, mentoring and independent work. Learning methods may include courses, studio work, lectures, a syllabus, workshops, excursions, reviews, presentations and/or exhibitions and both individual and group assignments and projects. The programme is designed to encourage a successive increase in self-study as the programme progresses.

In the course of the programme, the students are given the possibility of placement and practical experience in a firm.

The teaching in the programme is grounded in design-, visual art-, research- and experience-based knowledge and is closely tied to the professional development in the Department of Design.

Coursework requirements for the programme:

- completion of all assigned tasks in each course by the relevant deadlines for submission
- together with active participation in compulsory instruction, at least 80%

Further information about the coursework requirements is included in the individual course descriptions.

There will be opportunities for field trips in Norway and abroad during the programme.

The teaching is primarily conducted in Norwegian. Additionally, some teaching, supervision and reading is in English.

Regulations on absences and leaves are set in the *'Forskrift om studiene ved Kunsthøgskolen i Oslo'* (Regulations on studies at the Oslo National Academy of the Arts).

1.7. Assessment

Coursework requirements must have been approved in order for the students to receive a final assessment in the courses.

The courses are assessed on the basis of the learning outcomes that have been set for each individual course.

Forms of assessment may include presentations, exhibitions, continuous presentations and/or reviews, tests, written work and portfolios. The assessment is performed in a collaboration between the course coordinator and internal and/or external guest lecturers.

Further information on assessment procedures is presented in the individual course descriptions.

In order to ensure the progression in the programme, all of the courses in one year of study must be passed before the student may go on to the next year of study. In the 3rd year, all courses must be passed before the course, Bachelor project, can commence. In exceptional cases, this requirement may be waived after an application has been submitted to the dean.

All courses in the programme must be passed before the student may be awarded the Bachelor's Degree in fashion design and costume design.

In the programme, the mark of pass/fail is used.

Additional provisions for assessment and examination are set out in the *'Forskrift om studiene ved Kunsthøgskolen i Oslo'* (Regulations on studies at the Oslo National Academy of the Arts).

1.8. Quality assurance

The Oslo National Academy of the Arts has in place systems to ensure and further develop the quality of all aspects of education. The students are important contributors to this work, in part by participating in student evaluations and the annual Learning Environment Survey.

PART 2

2.1. Course descriptions for the 1st year of study

2.1.1. Introduction to materials, tools and techniques

Fagverktøy

Brief outline of the course

Credits	12.5
Course code	KK101
Course level	BA
Course plan	1st year of study, 1st semester
Prerequisites	Admitted to Bachelor programme in fashion design and costume design
Assessment	Pass/fail
Included in the programme	Bachelor programme in fashion design and costume design

Brief description of the course

This course gives a basic introduction in materials, tools and techniques.

The course also gives an introduction in knitting as a technique. The students acquire a fundamental technical understanding through hand knitting and training in knitting machines and a theoretical introduction to the technical terminology of knitting.

The course consists of:

- modelling on a tailor's dummy - working with toile
- pattern design
- completion of patterns
- introduction to seam techniques
- introduction to knitting techniques
- basic material knowledge
- insight into the history of knitting and areas of application
- technical terminology
- costume history

Learning outcomes

On completing the course, the student shall:

- have basic skills and knowledge in modelling, pattern design and knitting
- know basic technical concepts in modelling, pattern design and knitting
- have fundamental knowledge of properties of and premises for the use of materials in the production of garments
- be able to document and systematize information and testing

Teaching and learning methods

Group instruction combined with individual supervision. Lectures, literature studies and practical work. Workshops and/or excursions may be included.

The students follow their common theoretical and practical instruction at a knitting workshop. They alternate between group instruction and independent work throughout the whole course.

The coursework requirements are:

- submitted materials that are specified in assignment texts and course descriptions
- compulsory participation (at least 80 % attendance) in all scheduled general meetings, lectures, excursions and reviews

Assessment

Coursework requirements must have been approved in order for the student to receive a final assessment in the course.

The students' work and development are continuously assessed in the process at the workshop. In addition, the portfolio and finished work are assessed at the end of the course. Assessment is relative to the course's learning outcomes.

The course is assessed as pass / fail by the course coordinator and subject teacher.

2.1.2. Body: form and idea

Kropp: idé og form

Brief outline of the course

Credits	7.5
Course code	KK102
Course level	BA
Course plan	1st year of study, 1st semester
Prerequisites	Passed KK1 Introduction to materials, tools and techniques
Assessment	Pass/fail
Included in the programme	Bachelor programme in fashion design and costume design

Brief description of the course

In this course, the student works on the development of ideas and the production of a garment or outfit. The course includes analyses and surveys in order to develop ideas for clothing from a given topic and/or framework. Previously acquired knowledge about materials, modelling and design will be utilized in the course. Modelling of the outfit on a body is a part of the assignment.

The course consists of:

- the material's characteristics when worn
- experimentation with the form of the tailor's dummy
- development of ideas through form and silhouette
- modelling of outfits on the body
- presenting outfits to the general public
- drawing as a tool of work

Learning outcomes

On completing the course, the student shall:

- be able to develop and present his/her own idea from sketch to finished garment or outfit
- have a fundamental knowledge about assessment and choice of materials in order to achieve a desired expression
- have a fundamental knowledge of modelling of garments on a model
- have a fundamental knowledge about the creative utilization of design and modelling

Teaching and learning methods

Groupinstruction combined with individual supervision. Lectures and practical work. Workshops and/or excursions may be included.

The course is organized as a project with independent work.

The coursework requirements are:

- submitted materials that are specified in assignment texts and course descriptions
- compulsory participation (at least 80 % attendance) in all scheduled general meetings, lectures, excursions and reviews

Assessment

Coursework requirements must have been approved in order for the student to receive a final assessment in the course.

Forms of assessment vary in the course. They may include fashion shows, exhibitions, continuous reviews and portfolios. Assessment is relative to the course's learning outcomes.

The course is assessed as pass / fail by the course coordinator and the subject teacher.

2.1.3. Colour and materials

(Farge og materialer)

Brief outline of the course

Credits	5
Course code	KK103
Course level	BA
Course plan	1st year of study, 2nd semester
Prerequisites	Admitted to Bachelor programme in fashion design and costume design
Assessment	Pass/fail
Included in the programme	Bachelor programme in fashion design and costume design

Brief description of the course

This course gives a basic introduction to colour in interaction with textiles and yarn. The course gives an introduction in tools and techniques in the design of knitwear for the development of design ideas.

The course consists of:

- dyeing of vegetable textiles and fibres
- survey of textures and surfaces as means of expression
- materials
- calculation of formulas and material consumption

Learning outcomes

On completing the course, the student shall:

- know basic technical concepts in colours and materials science
- be able to independently perform the dyeing of vegetable textiles and fibres
- have a basic knowledge about colour as a factor in fashion design and costume design
- have a basic knowledge about the calculation of formulas and yarn consumption
- be able to document and systematize information and testing

Teaching and learning methods

Group instruction combined with individual supervision. Lectures, literature studies and practical work. Workshops and/or excursions may be included.

The coursework requirements are:

- submitted materials that are specified in assignment texts and course descriptions
- compulsory participation (at least 80 % attendance) in all scheduled general meetings, lectures, excursions and reviews

Assessment

Coursework requirements must have been approved in order for the student to receive a final assessment in the course.

The students' work and development are continuously assessed in relation to the process in the workshop. In addition, the portfolio and finished work are assessed at the end of the course. Assessment is relative to the course's learning outcomes.

The course is assessed as pass / fail by the course coordinator and subject teacher.

Passing the course gives the student access to the use of the dyeing workshop and knitting workshop.

2.1.4. Collection: design concept and method

(Kolleksjon, konsept og metode)

Brief outline of the course

Credits	15
Course code	KK104
Course level	BA
Course plan	1st year of study, 2nd semester
Prerequisites	Passed all previous courses
Assessment	Pass/fail
Included in the programme	Bachelor programme in fashion design and costume design

Brief description of the course

This course includes the work at creating a collection from a source search and analysis for the development and realization of outfits. The course also includes a review of theoretical, technical and methodological tools that are essential for the development of a collection. Design methodology is included in the course.

The course consists of:

Collection:

- source search, analysis and concept development
- professional theory
- costume history
- building up a collection
- realization of garments on the basis of a collection line-up
- fundamental use of technical drawing

Experimental design methodology:

- process-based exploration and experimentation
- drawing as part of the design process and communication
- idea and/or process documentation

Learning outcomes

On completing the course, the student shall:

- be able to survey and inform him-/herself about professional topics in fashion
- have a basic knowledge about concepts and design methodology for the development of a collection
- be able to develop ideas based on a source search and analysis
- have knowledge about building up a simple collection
- know the fundamental principles of technical drawing
- be able to document idea and process

Teaching and learning methods

Group instruction combined with individual supervision. Lectures, literature studies and practical work. Workshops and/or excursions may be included.

The coursework requirements are:

- requirements for submitted material as specified in the assignment texts and course descriptions.
- compulsory participation (at least 80 % attendance) in all scheduled general meetings, lectures, excursions and reviews

Assessment

Coursework requirements must have been approved in order for the student to receive a final assessment in the course.

Forms of assessment vary in the course. They may include fashion shows, exhibitions, continuous reviews and portfolios. Assessment is relative to the course's learning outcomes.

The course is assessed as pass / fail by the course coordinator and the subject teacher.

2.1.5. Historical and contemporary design

(Design, samtid og historie)

Brief outline of the course

Credits	5
Course code	DE102
Course level	BA
Course plan	1st year
Prerequisites	Admitted to Bachelor programme in fashion design and costume design
Assessment	Pass/fail
Included in the programme	The Bachelor programme in graphic design and illustration, the Bachelor programme in interior architecture and furniture design and the Bachelor programme in fashion design and costume design.

Brief description of the course

This course provides a broad knowledge about design and art history in relation to our contemporary times. Fundamental questions will be discussed in depth, such as what design is and has been.

The course opens with an introduction to topics in the history of art and design from antiquity up to and including the Romantic period. Thereafter, the focus shifts to a survey of key epochs, perspectives, currents and episodes in design history, from the emergence of modern design at the close of the nineteenth century up to pop design and post-modernism in the 1980s and 1990s, while still casting a glance at the art world.

One of the main goals of the course is to develop the student's understanding of the surroundings and sharpen his/her awareness of the meaning inherent in the design of things. As future producers of pictures, rooms, objects, visual forms of expression and social situations, it is important that the students develop a conscious relationship to what they add to reality, not least with regard to the fact that we live in a visually overstimulated and hectic consumer culture, which gives grounds for critically examining the steadily increasing production of material and visual products.

Learning outcomes

On completing the course, the student shall:

- be able to analyse and discuss styles and epochs in writing, orally and visually
- be able to put contemporary design expressions in a historical perspective
- be able to see him-/herself, his/her professional practice and his/her professional point of view in perspective

Teaching and learning methods

The course includes: lectures, required reading, self-study, study groups, presentations.

The coursework requirements are:

- at least 80% attendance of compulsory instruction
- presentation of relevant texts.
- submission of written work (workbook) by the specified deadline

Assessment

Coursework requirements must have been approved in order for the students to receive a final assessment in the courses.

Forms of assessment vary in the course. They may include presentations, continuous reviews, tests, written work and portfolios. Assessment is relative to the course's learning outcomes.

The course is assessed as pass/fail by the course coordinator, possibly in collaboration with other internal lecturers.

2.1.6. Design, culture and society

(Design, kultur og samfunn)

Brief outline of the course

Credits	5
Course code	DE104
Course level	BA
Course plan	1st year
Prerequisites	Admitted to Bachelor programme in fashion design and costume design
Assessment	Pass/fail
Included in the programme	The Bachelor programme in graphic design and illustration, the Bachelor programme in interior architecture and furniture design and the Bachelor programme in fashion design and costume design.

Brief description of the course

Design, culture and society builds on historical and contemporary design and provides a broad introduction to discourses in design theory related to our own contemporary times. This course is introduced with a contemporary historical survey of trends in design history from the start of the new millennium up to the present, with the focus on the media and information revolution, together with a trend within design from object to experience.

Learning outcomes

On completing the course, the student shall:

- have a broad insight into key discourses and theoretical perspectives related to contemporary design and art
- be able to pose problems on the basis of a topic in design theory or an aesthetic topic, and be able to formulate appropriate visual responses
- be able to find, gather and utilize art and design references from various sources

Teaching and learning methods

The course includes: lectures, required reading, self-study, study groups, presentations.

The coursework requirements are:

- at least 80% attendance of compulsory instruction
- presentation of relevant texts.

- submission of written work (workbook) by the specified deadline

Assessment

Coursework requirements must have been approved in order for the students to receive a final assessment in the courses.

Forms of assessment vary in the course. They may include presentations, continuous reviews, tests, written work and portfolios. Assessment is relative to the course's learning outcomes.

The course is assessed as pass/fail by the course coordinator, possibly in collaboration with other internal lecturers.

2.1.7. Design studies 1

(Designfag 1)

Brief outline of the course

Credits	5
Course code	DE101
Course level	BA
Course plan	1st year
Prerequisites	Admitted to Bachelor programme in fashion design and costume design
Assessment	Pass/fail
Included in the programme	The Bachelor programme in graphic design and illustration, the Bachelor programme in interior architecture and furniture design and the Bachelor programme in fashion design and costume design.

Brief description of the course

This course consists of two parts:

Part 1:

A number of introductions to design studies at the National Academy of the Arts, together with theory and exercises relating to individual and group work processes

Part 2:

Theory and exercises involving the observation and description of surfaces, elements and form

The course may include:

- introduction to design
- introductions to the facilities of the National Academy
- drawing
- ornamentation

Learning outcomes

On completing the course, the student shall:

- have a fundamental knowledge about the design programme
- have a fundamental knowledge about individual and group processes
- have fundamental knowledge and skills relating to surfaces, elements and form

Teaching and learning methods

Individual and group assignments. Studio work, lectures, presentations and surveys. The student will be given continuous feedback upon the completion of partial assignments.

The coursework requirements are:

- attendance at specified times

- submission of completed assignments at agreed times and in the agreed way
- active participation in surveys and/or presentations
- active use of the syllabus, self-study

Assessment

Coursework requirements must have been approved in order for the students to receive a final assessment in the courses. The work is assessed relative to the course's learning outcomes.

The student will be given continuous feedback upon the completion of partial assignments. Assessment will be carried out for presentations, surveys and portfolios. Assessment is relative to the course's learning outcomes.

The course is assessed as pass/fail by internal examiners and/or the course coordinator.

2.1.8. Design studies 2

(Designfag 2)

Brief outline of the course

Credits	5
Course code	DE103
Course level	BA
Course plan	1st year
Prerequisites	Admitted to Bachelor programme in fashion design and costume design
Assessment	Pass/fail
Included in the programme	The Bachelor programme in graphic design and illustration, the Bachelor programme in interior architecture and furniture design and the Bachelor programme in fashion design and costume design.

Brief description of the course

This course consists of exercises and theory to promote observation, concepts and the description of form and colour. The exercises emphasize practical testing and surveys, promote the development of the student's own perception of aesthetic phenomena and provide a basis in creative processes associated with design work. The exercises utilize a number of 2D/3D tools and/or media in order to objectify, describe and visualize.

The course may include:

- drawing
- colour analyses
- perspective
- perception theory

Learning outcomes

On completing the course, the student shall:

- have a fundamental knowledge of drawing in order to describe and produce geometric and organic forms
- have a knowledge of terminology used in the description of colour and form
- have an understanding of his/her own perception in work with phenomena of colour and form

Teaching and learning methods

Individual and group assignments. Studio work, lectures, presentations and surveys. The student will be given continuous feedback upon the completion of partial assignments.

The coursework requirements are:

- attendance at specified times

- submission of completed assignments at agreed times and in the agreed way
- active participation in surveys and/or presentations
- active use of the syllabus, self-study

Assessment

Coursework requirements must have been approved in order for the students to receive a final assessment in the courses. The work is assessed relative to the course's learning outcomes.

The student will be given continuous feedback upon the completion of partial assignments. Assessment will be carried out for presentations, surveys and portfolios. Assessment is relative to the course's learning outcomes.

The course is assessed as pass/fail by internal examiners and/or the course coordinator.

2.2. Course descriptions for the 2nd year of study

2.2.1. Materials and transformation

(Materialer og transformasjon)

Brief outline of the course

Credits	15
Course code	KK201
Course level	BA
Course plan	2nd year of study, 1st semester
Prerequisites	Passed 1st year of study
Assessment	Pass/fail
Included in the programme	Bachelor programme in fashion design and costume design

Brief description of the course

This course focuses on the potential that is inherent in materials and colours and the ways in which processing of materials can be a measure for creating one's own three-dimensional design expressions. Analysis and interpretation of texts can provide a basis for material processing.

The course consists of:

- trends in materials and textiles
- knowledge of textiles in a cultural and sustainable perspective
- expansion of vocabulary and terminology for materials
- textual analysis as a basis for interpretation in material expression
- introduction of technique(s) for material experimentation and transformation
- there may be opportunities to introduce new tools and techniques, e.g. knitting, digital textile printing, embroidery, weaving, laser cutting.
- dyeing of animal fibres
- development and exploration of materials and techniques related to the body and clothing
- experimental approach in the design of garments

Learning outcomes

On completing the course, the student shall:

- have a knowledge of material processing as a measure in a three-dimensional expression
- have expanded knowledge about tools and techniques in the design of clothing
- have in-depth knowledge about technical terminology in the field of textile materials
- have fundamental knowledge about the environmental aspect in the use of various materials
- have knowledge about interpretation for objectification processes
- have gained an understanding in order to develop ideas for clothing from creating the material to utilizing it three-dimensionally

Teaching and learning methods

Group instruction combined with individual supervision. Lectures and practical work. Workshops and/or excursions may be included.

The coursework requirements are:

- submitted materials that are specified in assignment texts and course descriptions
- compulsory participation (at least 80 % attendance) in all scheduled general meetings, lectures, excursions and reviews

Assessment

Coursework requirements must have been approved in order for the student to receive a final assessment in the course.

Forms of assessment vary in the course. They may include presentations, exhibitions, continuous reviews, tests, written work and portfolios. Assessment is relative to the course's learning outcomes.

The course is assessed as pass / fail by the course coordinator and subject teacher.

2.2.2. Design methodology, networking and communication

(Designmetodikk, nettverk og formidling)

Brief outline of the course

Credits	10
Course code	DE202
Course level	BA
Course plan	2nd year of study, 1st semester
Prerequisites	Passed 1st year of study and Materials and transformation
Assessment	Pass/fail
Included in the programme	Bachelor programme in fashion design and costume design

Brief description of the course

This course covers the development of a fashion concept for ladies or men from idea to finished collection. The student utilizes practical, technical and theoretical knowledge and skills from previous courses to carry out a project. Cooperation with other operators enters into the work on the development and communication of a fashion collection.

The course consists of:

- source searches, analysis and concept development
- development of ideas
- survey and establish ties with operators and/or collaborative partners with expertise in various fields who are involved in the development of a collection
- realization of selected outfits from a collection
- photography
- provide information about and present a fashion concept

Learning outcomes

On completing the course, the student shall:

- be able to develop a fashion concept from idea to collection on the basis of personal material
- be able to provide information about and present a design project
- have broad knowledge about the utilization of design and modelling for garments
- be capable of informing him-/herself about and contacting professional operators and firms in order to carry out his/her idea and plan
- be able to cooperate with other operators in the development and presentation of a collection

Teaching and learning methods

Group instruction combined with individual supervision. Lectures, literature studies and practical work. Workshops and/or excursions may be included.

The coursework requirements are:

- submitted materials that are specified in assignment texts and course descriptions
- compulsory participation (at least 80 % attendance) in all scheduled general meetings, lectures, excursions and reviews

Assessment

Coursework requirements must have been approved in order for the student to receive a final assessment in the course.

Forms of assessment vary in the course. They may include presentations, exhibitions, continuous reviews, tests, written work, and portfolios. Assessment is relative to the course's learning outcomes.

The course is assessed as pass / fail by the course coordinator and the subject teacher.

2.2.3. Choice: Knitwear or Placement / professional practice

2.2.3.1. Choice: Knitwear

(Strikk)

Brief outline of the course

Credits	10
Course code	KK203
Course level	BA
Course plan	2nd year of study, 2nd semester
Prerequisites	Passed all the courses in the 1st year of study and the 1st semester in the 2nd year of study
Assessment	Pass/fail
Included in the programme	Bachelor programme in fashion design and costume design

Brief description of the course

This course covers a specialization in knitwear's technical possibilities and provides knowledge for choosing knitwear design as an area of specialization. It focuses on the use of knitwear in collections. The student works further with hand knitting, manual and computerized knitting machines.

The course consists of:

- further refinement of technical knitting knowledge
- research, testing and development of ideas in the field of knitwear
- techniques for finishing and after-treatment
- development of technical specifications for knitwear
- the student may be offered a field trip to and/or placement in a knitwear firm
- development of samples and illustrations for clients
- report on the topic of knitwear

Learning outcomes

On completing the course, the student shall:

- have further refined his/her knowledge about knitting techniques
- have a knowledge of the design of knitwear
- be able to draw up and provide information about technical specifications for production
- have knowledge about the knitwear industry
- be able to perform searches for information concerning trends in yarn and knitwear design

Teaching and learning methods

Group instruction combined with individual supervision. Lectures and practical work. Workshops and/or excursions may be included.

The coursework requirements are:

- submitted materials that are specified in assignment texts and course descriptions
- compulsory participation (at least 80 % attendance) in all scheduled general meetings, lectures, excursions and reviews

Assessment

Coursework requirements must have been approved in order for the student to receive a final assessment in the course.

Forms of assessment vary in the course. They may include presentations, exhibitions, continuous reviews, tests, written work and portfolios. Assessment is relative to the course's learning outcomes.

The course is assessed as pass / fail by the course coordinator and subject teacher.

2.2.3.2. Choice: Placement / professional practice

(Valg: Utplassering)

Brief outline of the course

Credits	10
Course code	KK204
Course level	BA
Course plan	2nd year of study, 2nd semester
Prerequisites	Passed all the courses in the 1st year of study and the 1st semester in the 2nd year of study
Assessment	Pass/fail
Included in the programme	Bachelor programme in fashion design and costume design

Brief description of the course

By agreement and/or an approved application based on an individual plan, the student has an opportunity for placement in professional praxis in the field of fashion design and costume design. The student prepares a report in connection with his/her placement period with reflection on the firm's activities in relation to his/her own design work.

The course consists of:

- placement in a professional firm or institution in the field of fashion or costume design
- report writing, summarizing and reflection

Learning outcomes

On completing the course, the student shall:

- be able to have a dialogue with professionals
- have a knowledge of the professional activities in the place where he/she is placed
- be able to write a report with a summary of and reflection upon the experiences gained

Teaching and learning methods

Placement period in a firm. Contact between a subject teacher and the student by appointment. After completion of the placement, the student shall write a report in connection with his/her placement period.

The coursework requirements are:

- participation in the work and performance of professional tasks as agreed with the placement site
- submission of work by the agreed deadline

Assessment

Coursework requirements must have been approved in order for the student to receive a final assessment in the course.

The student's work and development is assessed by means of reports from both the responsible contact person at the placement site and the student' Assessment is relative to the course's learning outcomes.

The course is assessed as pass / fail by the course coordinator and the contact person at the placement site.

2.2.4. Design Identity: Showpiece

(Design Identitet: «Showpiece»)

Brief outline of the course

Credits	15
Course code	KK205
Course level	BA
Course plan	2nd year of study, 2nd semester
Prerequisites	Passed all the courses in the 1st year of study and the 1st semester in the 2nd year of study
Assessment	Pass/fail
Included in the programme	Bachelor programme in fashion design and costume design

Brief description of the course

This course covers the development of a showpiece, a garment that distinguishes itself by revealing the essence of an idea brought to completion with quality craftwork. In addition, a collection is developed that evolves out of this basic idea. The course includes important aspects of the work up to the realization and production of a collection.

The course consists of:

- analyses and research
- development of a showpiece
- development of a design concept from showpiece to collection
- line-up of a collection with sketches and material samples
- development of a pattern through design and/or modelling
- realization of garments in a collection
- materials and industrial production
- photography
- preparation of a portfolio

Learning outcomes

On completing the course, the student shall:

- be able to design a showpiece
- have an understanding of the production of garments with quality craftwork
- be able to carry out a complete presentation of his/her design idea
- have experience in communicating with a production firm

Teaching and learning methods

Group instruction combined with individual supervision. Lectures, literature studies and practical work. Workshops and/or excursions may be included.

The coursework requirements are:

- submitted materials that are specified in assignment texts and course descriptions
- compulsory participation (at least 80 % attendance) in all scheduled general meetings, lectures, excursions and reviews

Assessment

Coursework requirements must have been approved in order for the student to receive a final assessment in the course.

Forms of assessment vary in the course. They may include presentations, exhibitions, continuous reviews, tests, written work and portfolios. Assessment is relative to the course's learning outcomes.

The course is assessed as pass / fail by the course coordinator and the subject teacher.

2.2.5. Design theory

(Design teori)

Brief outline of the course

Credits	5
Course code	DE201
Course level	BA
Course plan	2nd year
Prerequisites	Passed 1st year of study
Assessment	Pass/fail
Included in the programme	The Bachelor programme in graphic design and illustration, the Bachelor programme in interior architecture and furniture design and the Bachelor programme in fashion design and costume design.

Brief description of the course

This course deals with design in a contemporary context.

It focuses on the many meanings and opinions that are formed around and through design at various stages of the life cycle of design expressions and/or design objects, from concept and production via staging and communication to consumption and application, reuse and disposal.

Theoretical perspectives from the research field called "material culture" play a key role: an interdisciplinary approach to design based on anthropology, art history, philosophy, critical and aesthetic theory, etc. - where aesthetic, semiotic, economic, socio-cultural and functional perspectives are drawn in to clarify and understand people's relationships to the things they surround themselves with.

Topics in the course include user and market understanding, ethics, environment and sustainability, gender perspectives, technology and globalization.

Learning outcomes

On completing the course, the student shall:

- have an understanding of the contemporary context in which design work exists
- have an understanding of design's diversity versus the student's own standpoint
- be able to critically examine and reflect upon design

Teaching and learning methods

The course includes: lectures, a syllabus, self-study, semester project.

The coursework requirements are:

- compulsory submission and participation (at least 80% attendance) in all scheduled general meetings, lectures, presentations, excursions and reviews

Assessment

Coursework requirements must have been approved in order for the students to receive a final assessment in the courses.

Forms of assessment vary in the course. They may include presentations, continuous reviews, tests, written work and portfolios. Assessment is relative to the course's learning outcomes.

The course is assessed as pass/fail by the course coordinator, possibly in collaboration with other internal lecturers.

2.2.6. Design methodology

(Designmetodikk)

Brief outline of the course

Credits	5
Course code	DE202
Course level	BA
Course plan	2nd year
Prerequisites	Passed 1st year of study
Assessment	Pass/fail
Included in the programme	The Bachelor programme in graphic design and illustration, the Bachelor programme in interior architecture and furniture design and the Bachelor programme in fashion design and costume design.

Brief description of the course

Design in practice.

This course builds further on the understanding of context developed during the 3rd semester and lets the students test their knowledge in practical problem solving and concept development.

The course gives a project-based approach to design methodology. (Methodology: the study about or the presentation of the method(s) that are used in a certain area of work or in a certain profession). the systematic study of methods that are, can be, or have been applied within a discipline

This course may include both methods for creative processes and for surveying context and/or user needs.

Both individual and group processes may be included.

Learning outcomes

On completing the course, the student shall:

- have a knowledge of design methods and design methodological approaches
- have a knowledge of the strengths and limitations of various methods
- have practical experience with testing various methods
- be able to choose a suitable method for a specific task
- make use of the learning dimension in tasks

Teaching and learning methods

The course includes: 2-week practical project, lectures, a syllabus, self-study, project work, project assignment.

The coursework requirements are:

- compulsory submission and participation (at least 80% attendance) in all scheduled general meetings, lectures, presentations, excursions and reviews

Assessment

Coursework requirements must have been approved in order for the students to receive a final assessment in the courses.

Forms of assessment vary in the course. They may include presentations, continuous reviews, tests, written work and portfolios. Assessment is relative to the course's learning outcomes.

The course is assessed as pass/fail by the course coordinator, possibly in collaboration with other internal lecturers.

2.3. Course descriptions for the 3rd year of study

2.3.1. Design and future

(Design og fremtid)

Brief outline of the course

Credits	5
Course code	DE301
Course level	BA
Course plan	3rd year
Prerequisites	Passed 2nd year of study
Assessment	Pass/fail
Included in the programme	The Bachelor programme in graphic design and illustration, the Bachelor programme in interior architecture and furniture design and the Bachelor programme in fashion design and costume design.

Brief description of the course

Design in a future context

This course deals with the near and distant future: changes in social conditions that will have consequences for the designer's work, characteristics of the society's development and their effect on design and mutual interaction between the society and developments in design.

The course shall improve the student's ability to imagine new issues and ways of thinking and identify the factors that will be most decisive for the designer's work in the future.

A topic is chosen in collaboration with the students (e.g. changes in the environment and climate, the multicultural society, energy sources of the future, communication and technological development, the grey wave.)

Areas of work that can be included in the course:

- methods for developing scenarios
- innovation processes
- future studies and trend analysis

Learning outcomes

On completing the course, the student shall:

- be able to employ professional knowledge and relevant results from research and development work in the development of issues
- be able to find, assess and refer to information and technical materials and present them in such a way that they help clarify an issue
- be aware of innovation and innovation processes
- be able to exchange points of view and experiences with others with a background in the subject area and contribute to good professional praxis.

Teaching and learning methods

The course includes: lectures, a syllabus, group work, supervision, self-study.

The coursework requirements are:

- compulsory attendance of scheduled lectures, supervision, reviews and presentations
- submission of agreed work by agreed deadline, active use of syllabus

Assessment

Coursework requirements must have been approved in order for the students to receive a final assessment in the courses.

Forms of assessment vary in the course. They may include presentations, continuous reviews, tests, written work and portfolios. Assessment is relative to the course's learning outcomes.

The course is assessed as pass/fail by the course coordinator, possibly in collaboration with other internal lecturers.

2.3.2. Choice: Garments: historical, contemporary and future context or costume design project

2.3.2.1. Choice: Garment: historical, contemporary and future context

(Plagg i en historisk-, samtids- og fremtidskontekst)

Brief outline of the course

Credits	10
Course code	KK301
Course level	BA
Course plan	3rd year of study, 1st semester
Prerequisites	Passed 2nd year of study
Assessment	Pass/fail
Included in the programme	Bachelor programme in fashion design and costume design

Brief description of the course

This course is based on a choice of classic garments and outfits. Through a transformation process, a contemporary interpretation with relevance and meaning for the future is developed. This interpretation shall be explained in writing and put in an individual and social context. Requirements are specified for design and technical insight and understanding.

The course consists of:

- a source search and analysis of classic garments
- analysis of trends and context for future fashion expressions
- development and transformation of ideas and concepts
- gathering materials
- production of a prototype
- presentation of processes and concepts, visually and in writing
- target groups and distribution

Learning outcomes

On completing the course, the student shall:

- interpret a classic garment in order to develop a relevant future-oriented design
- be able to present his idea and put it in context
- be able to create a prototype with appurtenant specifications for production
- be able to use sketches as a measure in communication

Teaching and learning methods

Group instruction combined with individual supervision. Lectures, literature studies and practical work. Workshops and/or excursions may be included.

The coursework requirements are:

- submitted materials that are specified in assignment texts and course descriptions
- compulsory participation (at least 80 % attendance) in all scheduled general meetings, lectures, excursions and reviews

Assessment

Coursework requirements must have been approved in order for the student to receive a final assessment in the course.

Forms of assessment vary in the course. They may include presentations, exhibitions, continuous reviews, tests, written work, and portfolios. Assessment is relative to the course's learning outcomes.

The course is assessed as pass / fail by the course coordinator and the subject teacher.

2.3.2.2. Choice: Costume design project

(Kostymeprojekt)

Brief outline of the course

Credits	10
Course code	KK302
Course level	BA
Course plan	3rd year of study, 1st semester
Prerequisites	Passed 2nd year of study
Assessment	Pass/fail
Included in the programme	Bachelor programme in fashion design and costume design

Brief description of the course

This course covers the development of garments based on a chosen manuscript and/or performance. The course translates the foundation in the 1st and 2nd years of study into a costume design context.

The course consists of:

- cooperation with other operators in a development process
- analysis and interpretation of the concept of the performance
- development of the cast
- dramaturgy
- design of costumes
- presentation of ideas

Learning outcomes

On completing the course, the student shall:

- have theoretical and practical knowledge about the role of the costume designer in the development of a performance
- be able to document and present ideas in a costume design process
- be able to utilize knowledge about materials, aesthetics and design in a costume design process

Teaching and learning methods

Group instruction combined with individual supervision, lectures, literature studies and practical work. Workshops and/or excursions may be included.

The coursework requirements are:

- submitted materials that are specified in assignment texts and course descriptions
- compulsory participation (at least 80 % attendance) in all scheduled general meetings, lectures, excursions and reviews

Assessment

Coursework requirements must have been approved in order for the student to receive a final assessment in the course.

Forms of assessment vary in the course. They may include presentations, exhibitions, performances, continuous reviews, written work and portfolios. Assessment is relative to the course's learning outcomes.

The course is assessed as pass / fail by the course coordinator and the subject teacher.

2.3.3. Individual project

(Selvvalgt prosjekt)

Brief outline of the course

Credits	15
Course code	KK303
Course level	BA
Course plan	3rd year of study, 1st semester
Prerequisites	Passed all the courses in the 2nd year of study and chose KK301 and/or KK302
Assessment	Pass/fail
Included in the programme	Bachelor programme in fashion design and costume design

Brief description of the course

This course focuses on the completion of a self-defined individual project. The goal is the development of the student's own professional and creative strengths into an independent artistic expression.

With a basis in previously acquired knowledge and experience, the student is challenged to go beyond already familiar areas. The choice of area of work and/or problem, a work schedule and a desired result shall be approved by the course coordinator.

The course is organized as a reflexive process between practical exploration and writing.

The student is given an opportunity to take part in external competitions by agreement.

The course consists of:

- source and/or syllabus search
- analyses and development of ideas
- practical experiments and testing of materials and form
- reflection through alteration between writing and practical work
- work schedule as a tool of work

Learning outcomes

On completing the course, the student shall:

- be able to develop his/her own professional and creative strength in work aimed at developing an independent artistic expression
- be able to work independently on the completion of a self-defined individual project.
- be able to draw up and utilize his/her own work schedule for a particular period of time

Teaching and learning methods

Group instruction combined with individual supervision. Lectures, literature studies and practical work. Workshops and/or excursions may be included.

The coursework requirements are:

- compulsory participation in all scheduled general meetings, lectures, excursions, and reviews
- completion of compulsory assignments
- submission of work by the agreed deadline

Assessment

Coursework requirements must have been approved in order for the student to receive a final assessment in the course.

The students' work and development are continuously assessed in the process at the workshop. The assessment of the professional understanding is also conducted through continuous reviews with criticism. The results from the process in the individual project shall be presented to external parties in a professional dialogue. The goal is to achieve an assessment of the potential in the work. Assessment is relative to the course's learning outcomes.

The course is assessed as pass / fail by the course coordinator, subject teacher and external lecturers.

2.3.4. Professional praxis and communication

(Profesjonell praksis og formidling)

Brief outline of the course

Credits	5
Course code	KK304
Course level	BA
Course plan	3rd year of study, 2nd semester
Prerequisites	Passed all the courses in the 2nd year of study and the 1st semester in the 3rd year of study
Assessment	Pass/fail
Included in the programme	Bachelor programme in fashion design and costume design

Brief description of the course

In this course, the student shall develop the context for his/her Bachelor project. It entails that the student shall be able to create a visual staging where the collection is presented with products and basic material.

The course consists of:

- exploration of measures for supporting and presenting his/her own idea for artistic work
- production of a portfolio
- development of an image as a designer
- communication and distribution possibilities
- oral, visual, material and written presentation techniques
- development of an issue
- measures and/or staging in a visualization

Learning outcomes

On completing the course, the student shall:

- use relevant tools in order to be able to make a professional presentation of his/her work
- be able to identify a target group for his/her work
- have insight into relevant distribution channels for designers
- be able to formulate a problem

Teaching and learning methods

Group instruction combined with individual supervision. Lectures, literature studies and practical work. Workshops and/or excursions may be included.

The coursework requirements are:

- submitted materials that are specified in assignment texts and course descriptions
- compulsory participation (at least 80 % attendance) in all scheduled general meetings, lectures, excursions and reviews

Assessment

Coursework requirements must have been approved in order for the student to receive a final assessment in the course.

Forms of assessment vary in the course. They may include presentations, exhibitions, continuous reviews, tests, written work and portfolios. Assessment is relative to the course's learning outcomes.

The course is assessed as pass / fail by the course coordinator and the subject teacher.

2.3.5. Bachelor project

Bachelorprosjekt

Brief outline of the course

Credits	25
Course code	KK350
Course level	BA
Course plan	3rd year of study, 2nd semester
Prerequisites	Passed all previous courses
Assessment	Pass/fail
Included in the programme	Bachelor programme in fashion design and costume design

Brief description of the course

This course covers the implementation of an individual independent project. This project shall demonstrate the student's ability to get things done as a fashion or costume designer.

The student shall document technical expertise that has been acquired up to and during the Bachelor project.

The project shall have a comprehensive documentation and presentation. The project's professional and social importance shall be described in a written part. The project's topic and work schedule shall be approved by the course coordinator.

The student is responsible for professional choices during the implementation of the project. The Bachelor project is supervised, and technical assistance may be offered.

Learning outcomes

On completing the course, the student shall:

- be able to show the ability to get things done, originality, creativity and an independent artistic expression
- be able to make use of professional design methods, theory and critical reflection in the development of an original project
- be able to make use of professional tools in order to develop and practically produce the project
- be able to work on a project independently and in collaboration with others
- be able to describe his/her project's professional relevance and social significance
- be able to communicate his/her own work orally, visually and in writing

Teaching and learning methods

The course consists of independent work in the studio and in a workshop. Supervision with an external supervisor and subject teachers. Technical assistance in a workshop within an assigned time slot.

The coursework requirements are:

- participation in compulsory milestones at the agreed time
- submission and presentation of work by the agreed deadline

Assessment

Coursework requirements must have been approved in order for the student to receive a final assessment in the course.

The Bachelor project will be assessed by an external examiner and a representatives from the academic staff of the area of study. Assessment is relative to the course's learning outcomes.

The course is assessed on a pass/fail scale. The student is given a written assessment by the examiners.