

Curriculum, Bachelor of Clothing Design and Costume Design programme

180 ECTS credits

Adopted by the Academy Board (12 March 2013)

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PART 1

1.1. Brief Programme Outline

Programme name	Bachelor of Clothing Design and Costume Design programme (<i>Bachelorstudium i klesdesign og kostymedesign</i>)
Programme code	BAKK
Qualification for	Bachelor of Clothing Design and Costume Design (<i>Bachelor i klesdesign og kostymedesign</i>)
Duration	3 years – full-time study
ECTS credits	180
Medium of instruction	Norwegian and English

1.2. Programme Description

The Bachelor of Clothing Design and Costume Design programme allows students to explore clothes as a form of expression in a wide range of contexts. The programme admits students with a serious interest in clothing design and costume design, as well as students with an interest in knitwear design. By way of incremental specialisation, the programme enables students to make informed decisions and develop their knowledge, skills, competence and viewpoints and be qualified to work professionally as clothing and/or costume designers.

The programme builds up the students' aesthetic and technical knowledge, strategic and conceptual skills, as well as their collaborative and presentation skills in regard to the field. A key aim of the education is to develop the students' sense of form, their knowledge of materials, and their skill in treating these materials in various ways. The programme is practically oriented and emphasises an experimental approach, encouraging students to develop their own signature expression. The programme seeks to advance both the field and society at large. Students are required to lay down a good deal of work to develop as designers, in regard to practice, theory and critical reflection alike.

The Oslo National Academy of the Arts runs needlework, knitwear and textile workshops and facilities that are relevant to the programme. The programme's colocation with disciplines from the performing arts and with other types of visual art and design provides the students with a unique opportunity for cross-disciplinary collaboration, networking and the use of specialised workshops during their studies.

The Design department

The Design department offers three Bachelor's programmes: Graphic Design and Illustration; Interior Architecture and Furniture Design; and Clothing Design and Costume Design. These three Bachelor's programmes have several courses in common, both joint practical courses and courses that are historical, theoretical and methodological in nature. In addition to the Bachelor's programmes, the department offers a common Master's programme in design, as well as PhD-level design courses.

The programmes at the Design department are part of an artistic context and an investigative and critical tradition. The department's historical origin is the National College of Art and Design (SHKS), whose lineage extends back to 1818 and the founding of the Royal College of Drawing (*Tegneskolen*).

What the programme leads to and provides qualification for

Students who graduate with a Bachelor's degree in Clothing Design and Costume Design will be skilled practitioners with a wide-ranging competence in design and shall be able to carry out a variety of design projects.

Completing the programme qualifies students for admission to the Master of Design programme at the Oslo National Academy of the Arts, or equivalent Master's programmes at other schools.

1.3. Admission Requirements

Admission takes place on the basis of the candidates' admission tests and higher education entrance qualification (Norw. *generell studiekompetanse*). Exemptions from the requirement to such a higher education entrance qualification can apply to applicants whose admission test documents special qualifications relevant to the discipline.

An overall assessment of each individual applicant will be carried out, with a particular emphasis on the applicants' potential within the field of design

- curiosity, imagination, engagement and capacity to reflect
- ability to express themselves visually, both in writing and orally
- interest in, understanding of and sensibility to three-dimensional form and textile materials
- independence and collaborative skills
- interest in clothes, costumes, fashion, sewing and pattern making

The admission test is two-part and may include an interview.

1.4. The Programme's Learning Outcomes

Upon completing the programme, students shall

- have a clear understanding of their artistic and creative strengths as clothing designers and/or costume designers
- be able to use design-specific methods, theory and critical reflection to develop design expressions that showcase their artistic and creative ability and originality
- be able to acquire, use and develop knowledge, skills and methodological tools from specific and specialised areas within the discipline in their own design process
- be able to plan, develop and carry out design projects, both independently and in collaboration with others
- be able to make deliberate, independent decisions in design work that take into consideration relevant cultural and ethical aspects, as well as issues related to taking responsibility for the environment and nature
- be able to place their own work in a context and document and present their ideas and concepts, all the phases of a design process, and the relevant theory and methodology, whether orally, in writing or visually

1.5. Structure and Progression

The programme has been set up with an eye towards incremental development, from an introduction to basic tools and discipline-specific processes, to more extensive and independent work on complex problems. In order to build up practical competence in project management/steering and a capacity to make independent decisions, the degree of independent study and specialisation increases throughout the programme. Year 1 is dedicated to providing a common underpinning within the fields of clothing design and costume design. Year 2 allows for a limited amount of specialisation, which also includes knitwear design. Year 3 is devoted to the students fully specialising themselves in their chosen fields of interest within clothing design and costume design. The programme concludes with a larger work where the student chooses the approach, theme and methodology and works independently under supervision.

Year 1

During the first semester, students are introduced to clothes and costumes as forms of expression and learn about the discipline's basic tools, techniques and terms. Students experiment with key tools to develop and realise their ideas and design and create outfits and items of clothing. The semester also includes an introduction to costume history and the history and theory of fashion.

During the second semester, students experiment more extensively with the technical and methodological instruments of clothing design and costume design. Important effects include the use of colour, materials and silhouettes in three-dimensional expressions on bodies in motion. Students

learn to work on developing concepts and ideas in experimental ways. The semester includes an introduction to the history, theory and methodology of the theatre and costumes.

Year 2

During the third semester, students expand their knowledge of materials and colour by exploring the techniques and effects of three-dimensional design and creating apparel with their own distinctive style. Students choose between focusing on the methodological development of costumes or on developing clothes and collections that focus on knitwear design.

The fourth semester has an external focus on the wider world, society at large and the commercial sector. Students go on placement at a professional clothing or costume designer. They will also use their practical, technical and theoretical knowledge and skills and gain experience with defining and developing a project of their own. Students research sources and use design-specific methods to develop their ideas and reflect on and cultivate their identity as designers. During this semester, students may choose to take part in an exchange programme at another institution.

Year 3

During the fifth semester, students may choose between taking part in an exchange programme at another institution or working on a self-defined project within their chosen area of specialisation. Students who specialise in clothing design hone their ideas for their own distinctive style in a project that focuses on the industrial and commercial aspects of clothing and fashion. Students who specialise in costume design collaborate with other performing artists in a production. By means of their own self-defined project, students test out their ideas and anticipate their upcoming graduation project.

During the sixth semester, students work on preparing, designing, executing and presenting their concluding Bachelor's project. Students formulate a project description and receive supervision, but are themselves responsible for the choices they make when carrying out the project. Conveying and presenting their work to both experts in the field and the general public, for example through showings or performances, represents a key part of the students' examination along with the exhibition.

The programme is a full-time study. ECTS credits are used to describe the scope of the studies/ work required to take the programme's various courses. 60 ECTS credits correspond to a year of full-time study. One ECTS credit corresponds to 25 to 30 hours of work by the student. Hours of work include all educator-led teaching, supervision and independent work. Some courses may rely heavily on educator-led teaching, while other courses emphasise the student's independent work.

1.5.1. Course Structure

Overview of all the courses, with ECTS credits:

Course code	Course name	ECTS credits per semester					
		1	2	3	4	5	6
Autumn							
KK101	Introduction to Materials, Tools and Techniques	15					
KK105	Theory and History: Costume and Fashion	5					
DE101	Drawing, Form and Colour 1	5					
KK103	Knitting, Colour and Materials	5					
Spring							
KK102	Body: Idea and Form		5				
KK106	Theory, History and Method of Costume Design		5				
KK104	Concept and Method		10				
DE102	Art and Design History 1		5				
DE103	Drawing, Form and Colour 2		5				
Autumn							
KK201	Materials and Transformation			15			
	<i>One of the following two courses:</i>			10			
KK202	Elective course: Costume and Concept Development						
KK203	Elective course: Knitwear and Collection Development						
DE204	Art and Design History 2			5			
Spring							
KK204	Placement/Professional Practice				10		
KK205	Perspective and Identity				15		
DE201	Art and Design Theory 1				5		
Autumn							
	<i>One of the following two courses:</i>					15	
KK301	Elective course: Clothes in Context						
KK302	Elective course: Costumes in Context						
KK303	Individual Project					10	
DE302	Art and Design Theory 2					5	
Spring							
KK304	Professional Practice, Strategy and Communication						5
DE303	Art and Design Theory 3						5
KK350	Bachelor Project						20
	TOTAL	30	30	30	30	30	30

See part 2 for course descriptions.

1.5.2. Exchange Programmes

Students at the Oslo National Academy of the Arts have the opportunity to participate in an exchange programme at another institution of higher education during their studies. Students at the Bachelor of Clothing Design and Costume Design programme may participate in such a programme during semester 4 or 5.

Updated information on the Academy's exchange programme agreements is available at www.khio.no.

1.6. Teaching and Learning Methods

The teaching is largely practical and workshop- and project-based, and it includes both abstract and experimental assignments and realistic projects. The projects teach students how to develop ideas and concepts and manage projects, giving them experience with both individual processes and collaboration.

The programme consists of educator-led teaching, supervision and independent work. Much of the teaching takes place as group instruction and requires active participation in academic discussions. Forms of instruction may include courses, studio work, lectures, assigned literature, workshops, field trips, reviews, presentations, exhibitions, assignments and projects. The amount of independent work increases during the programme. In order to optimise each student's learning experience and the learning environment as a whole, it is critical that students are present and take active part in all teaching and course-related work.

During their studies, students have the opportunity for student placement and practical experience. Study trips in Norway and abroad may also be offered during the programme.

The programme's teaching is based on artistic and experiential knowledge and unfolds in relation to the Design department's artistic research.

The programme's coursework requirements include

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the various course curricula.

Students who do not meet the coursework requirements may be given additional assignments in order to fulfil these requirements. This may for example concern participating in supplementary teaching or solving an assignment that maintains the course's learning outcomes. Students with a high degree of absence, or who have been absent from mandatory teaching that cannot be replaced by an alternative assignment, must re-take the course as an independent study the following semester. In such an event, the student is not entitled to supervision/teaching in the course.

The language of instruction in the programme is Norwegian. In addition, some of the teaching, supervision and literature is in English.

The Bachelor of Clothing Design and Costume Design programme is a full-time study. Students are not allowed to undertake extracurricular obligations that interferes with or affects their studies unless they have an agreement with the Academy. Provisions on absence and leave have been laid down in the regulations concerning studies at the Oslo National Academy of the Arts (*Forskrift om studiene ved Kunsthøgskolen i Oslo*).

1.7. Assessment

The coursework requirements must be approved in order for students to receive their final course assessment.

The courses are assessed on the basis of each course's stated learning outcomes and coursework requirements. On the basis of the programme's curriculum, the course coordinators set up the various course curricula and publish them before the courses start. The course curricula shall describe teaching plans, coursework requirements, deadlines, assessment criteria and assessment forms.

Assessment forms may include presentations, exhibitions, reviews, tests, written assignments or portfolios. The assessment will be done by the course coordinator in collaboration with other teachers within the field at the Academy and/or external guest teachers. Further information on the assessment forms is provided in the individual course curricula.

In order to ensure academic progression, students must complete all the courses of a given academic year before advancing to the next academic year. In exceptional cases, this requirement may be waived upon application to the dean.

Students must pass all the programme's courses in order to achieve the degree of Bachelor of Clothing Design and Costume Design.

The programme uses a pass/fail grading system.

Further provisions on assessment and exams have been laid down in the regulations concerning studies at the Oslo National Academy of the Arts.

1.8. Quality Assurance

The Oslo National Academy of the Arts has systems for assuring and enhancing the quality of all parts of the education. Students are important contributors to this work, for example by participating in student evaluations and the annual learning environment survey.

PART 2

2.1. Course Descriptions, Year 1

2.1.1. Introduction to Materials, Tools and Techniques

Fagverktøy

Course Outline

ECTS credits	15
Course code	KK101
Level	BA
Course delivery	Year 1, semester 1
Prerequisites	Admission to the Bachelor of Clothing Design and Costume Design programme
Assessment	Pass/fail
Programme	Bachelor of Clothing Design and Costume Design

Course Description

The course provides knowledge about and experience with the basic technical and practical tools of clothing design and costume design. Through practical exercises, students are introduced to materials, tools, techniques, principles and concepts within sewing, draping, patternmaking, clothing-related drawing and textile dyeing. The course also gives the students the safety training they need to have access to the sewing workshop and the machinery park, as well as the textile dye lab.

The Course's Learning Outcomes

Upon completing the course, students shall

- have knowledge of practical experience with the tools, methods and techniques of garment-making
- be familiar with the basic principles and terminology of materials, draping, pattern making, sewing and clothing-related drawing
- have basic knowledge about fitting clothes in relation to a person's body
- be able to dye textiles and fibres on their own

Teaching and Learning Methods

Group instruction combined with individual supervision, lectures, assigned literature and independent practical work. Workshops and/or field trips may be included.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.2. Theory and History: Costume and Fashion

Fagteori og historie: Klesdrakt og mote

Course Outline

ECTS credits	5
Course code	KK105
Level	BA
Course delivery	Year 1, semester 1
Prerequisites	Admission to the Bachelor of Clothing Design and Costume Design programme
Assessment	Pass/fail
Programme	Bachelor of Clothing Design and Costume Design

Course Description

The course discusses clothing in the context of its past, present and future. Students are introduced to the basic history and theory of costume and fashion. Global and local perspectives and key themes about clothing are situated within the context of fashion design. The course teaches students how to use a variety of sources to gather information, acquire knowledge and gain an overview of the field.

The Course's Learning Outcomes

Upon completing the course, students shall

- be familiar with the basic history and theory of clothing and fashion, as well as important contemporary perspectives
- be aware of the historical, cultural, social and political contexts that clothes are part of, both locally and globally
- be able to use miscellaneous sources to gain an overview of the discipline's history, theory, development and innovation
- be familiar with relevant arenas and areas of employment for clothing designers
- be able to query and reflect critically on the field of clothing and fashion and exchange their viewpoints and experiences with others, both inside and outside the field

Teaching and Learning Methods

Group instruction, lectures, assigned literature, independent work and group discussions. Workshops and/or field trips may be included.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.3. Drawing, Form and Colour 1

Tegning, form og farge 1

Course Outline

ECTS credits	5
Course code	DE101
Level	BA
Course delivery	Year 1, semester 1
Prerequisites	Admission to one of the Bachelor's programmes at the Design department
Assessment	Pass/fail
Programmes	Bachelor of Graphic Design and Illustration Bachelor of Interior Architecture and Furniture Design Bachelor of Clothing Design and Costume Design

Course Description

Drawing is fundamental to all design practice, both as an investigative tool and as a creation in its own right. With an emphasis on figurative and corporeal drawing, the course explores the basic methods, techniques and concepts of drawing. By solving practical assignments and exercises that explore various drawing theories and principles, students expand their knowledge of perception, form and colour. The goal is to accustom the students to drawing as a key instrument.

The Course's Learning Outcomes

Upon completing the course, students shall

- be familiar with central concepts, techniques and methods of drawing
- have theoretical and practical knowledge about perception, form and colour in drawing
- have experience with drawing as a tool and be able to use this in their own work
- have basic skills in drawing bodies and have begun to develop and practise their own approach to drawing

Teaching and Learning Methods

Group instruction and independent work, lectures, studio work, presentations and reviews. Workshops and/or field trips may be included.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.4. Knitting, Colour and Materials

Strikk, farge og materialer

Course Outline

ECTS credits	5
Course code	KK103
Level	BA
Course delivery	Year 1, semester 1
Prerequisites	Admission to the Bachelor of Clothing Design and Costume Design programme
Assessment	Pass/fail
Programme	Bachelor of Clothing Design and Costume Design

Course Description

The course provides a basic and practical introduction to knitting textile studies, colour theory and trend analysis. Students reflect on the importance of colour in clothes and costumes. The way in which colour interacts with the structure and texture of yarn and textiles is explored as a means of developing design ideas. The course introduces the students to the basic tools, techniques and terminology of knitwear design and teaches them how to calculate knitting patterns and material consumption. The course also affords the students the safety training they need to have access to the knitwear workshop.

The Course's Learning Outcomes

Upon completing the course, students shall

- be familiar with the relevant terminology and have basic knowledge about textile fibres and materials and their properties
- be familiar with the use, effect and importance of colour, structure and texture in clothes and costumes
- have basic technical skills and knowledge in regard to the tools, techniques and terminology of knitwear
- be able to work creatively with knitting, colours and materials and to document and systematise information and testing

Teaching and Learning Methods

Theoretical and practical group instruction combined with individual supervision, lectures, assigned literature and independent work. Workshops and/or field trips may be included.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.5. Body: Idea and Form

Kropp: Idé og form

Course Outline

ECTS credits	5
Course code	KK102
Level	BA
Course delivery	Year 1, semester 2
Prerequisites	Admission to the Bachelor of Clothing Design and Costume Design programme
Assessment	Pass/fail
Programme	Bachelor of Clothing Design and Costume Design

Course Description

By exploring forms and silhouettes on a body, the course provides a basic introduction to practical and methodological tools to examine, analyse and experiment while developing ideas into clothes. Students work creatively within a given framework. By testing materials, modelling, drawing and constructing, the students develop an idea and create a silhouette that is adapted to and shown on a body in motion. The course includes a basic introduction to how to visually document and present a design process through a portfolio.

The Course's Learning Outcomes

Upon completing the course, students shall

- be able to research and analyse sources to develop their own ideas and complete an outfit
- have basic knowledge about the creative use of construction, modelling and sewing
- have an understanding of the material's importance to how clothing interacts with a body in motion
- be able to document and present all the phases of a creative process

Teaching and Learning Methods

Group instruction combined with individual supervision, lectures and practical work. The course is organised as a project with independent work. Workshops and/or field trips may be included.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.6. Theory, History and Method of Costume Design

Fagteori, historie og metode: Kostymedesign

Course Outline

ECTS credits	5
Course code	KK106
Level	BA
Course delivery	Year 1, semester 2
Prerequisites	Admission to the Bachelor of Clothing Design and Costume Design programme
Assessment	Pass/fail
Programme	Bachelor of Clothing Design and Costume Design

Course Description

The course provides a basic introduction to the history, theory and methodology of costume design and the performing arts. Students are introduced to the various practices, areas of employment and basic methods of costume design. By watching stage productions and films together and reflecting on such cultural expressions, students gain insight into various perspectives and themes within the performing arts as related to costume design and their own design practice.

The Course's Learning Outcomes

Upon completing the course, students shall

- be familiar with the history, theory and methodology of costume design, the performing arts and film, as well as important contemporary perspectives
- be aware of the historical, cultural, social and political contexts that costumes in the performing arts and film are part of
- be able to use a variety of sources to gain an overview of the discipline's history, theory, development and innovation
- be familiar with relevant arenas and areas of employment for costume designers
- be able to query and reflect critically on the field of costume design and exchange their viewpoints and experiences with others, both inside and outside the field

Teaching and Learning Methods

Theoretical and practical group instruction combined with individual supervision, lectures, assigned literature and independent work. Workshops and/or field trips may be included.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.7. Concept and Method

Konsept og metode

Course Outline

ECTS credits	10
Course code	KK104
Level	BA
Course delivery	Year 1, semester 2
Prerequisites	Admission to the Bachelor of Clothing Design and Costume Design programme
Assessment	Pass/fail
Programme	Bachelor of Clothing Design and Costume Design

Course Description

By means of a practical project, the course presents clothing in the context of its past, present and future. Students work on creating a coherent clothing or costume concept in the form of a wardrobe for a user or a character. By studying historical clothing and analysing the work of other clothing or costume designers, students develop their own concept. An experimental process, whereby students are shown how to search for and analyse sources in order to convert ideas and concepts into completed outfits, helps the students use and expand their theoretical knowledge and practical and methodological skills. By assisting graduation students for a limited time, the students also gain insight into the design processes of their peers. Students are introduced to presentation techniques and then document and present their ideas, processes and concepts both visually in a portfolio and through an oral presentation. They are also given a basic introduction on how to use digital tools to draw and design clothing.

The Course's Learning Outcomes

Upon completing the course, students shall

- be familiar with and able to use basic design methods to develop clothing and costume concepts
- be able to develop ideas after searching for and analysing sources concerning historical clothing and contemporary designers
- be familiar with developing, producing and presenting a simple collection and/or character costumes
- have basic knowledge about digital methods of drawing clothes
- be able to document and present ideas, processes and concepts, both visually and orally

Teaching and Learning Methods

Group instruction combined with individual supervision, lectures and practical work. The course is organised as a project with independent work. Workshops and/or field trips may be included.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.8 Art and Design History 1

Kunst- og designhistorie 1

Course Outline

ECTS credits	5
Course code	DE102
Level	BA
Course delivery	Year 1, semester 2
Prerequisites	Admission to one of the Bachelor's programmes at the Design department
Assessment	Pass/fail
Programmes	Bachelor of Graphic Design and Illustration Bachelor of Interior Architecture and Furniture Design Bachelor of Clothing Design and Costume Design

Course Description

The course provides a broad introduction to the history of art and design from the Ice Age to Romanticism. The course continues with a thorough review of the most central art and design historical currents from the end of the 19th century up to postmodernism. A goal of the course is to expand the students' understanding of the design of things and their surroundings in a historical and societal perspective.

The Course's Learning Outcomes

Upon completing the course, students shall be able to

- analyse and explain styles and eras
- put contemporary design into a historical perspective
- see themselves and their artistic practice and outlook in a wider context

Teaching and Learning Methods

Lectures, assigned literature, independent studies, group studies, presentations.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.1.9. Drawing, Form and Colour 2

Tegning, form og farge 2

Course Outline

ECTS credits	5
Course code	DE103
Level	BA
Course delivery	Year 1, semester 2
Prerequisites	Admission to one of the Bachelor's programmes at the Design department
Assessment	Pass/fail
Programmes	Bachelor of Graphic Design and Illustration Bachelor of Interior Architecture and Furniture Design Bachelor of Clothing Design and Costume Design

Course Description

The course introduces students to the central theories, principles and concepts of form and colour as a basis for practical exercises and experiments in various materials. The teaching of form emphasises the observation and description of surface, volume, elements and motion. The teaching of colour explores central concepts and methods within colour theory and lighting. The teaching of drawing in emphasises the spatial and three-dimensional. The aim is that students shall be able to use and expand their knowledge of and skills in drawing, form and colour in their design processes.

The Course's Learning Outcomes

Upon completing the course, students shall

- be familiar with the most central theories of form and colour
- have experience with investigating form and colour
- be able to use knowledge about and experience with drawing, form and colour as tools in their own work

Teaching and Learning Methods

Practical assignments and exercises that explore various principles of form and colour. Group instruction and independent work, lectures, a workshop introduction, studio work, presentations and reviews. Workshops and/or field trips may be included. The course concludes with the submission of a final assignment.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.2. Course Descriptions, Year 2

2.2.1. Materials and Transformation

Materialer og transformasjon

Course Outline

ECTS credits	10
Course code	KK201
Level	BA
Course delivery	Year 2, semester 3
Prerequisites	Passed year 1
Assessment	Pass/fail
Programme	Bachelor of Clothing Design and Costume Design

Course Description

The course addresses and relates textile knowledge to an expanded cultural and social perspective. Students gain an overview of trends and expand their knowledge and vocabulary of materials and textiles. The course shows how analysing and interpreting a text can be a springboard for developing artistic ideas. By working on a project, students examine the potential of materials by treating and experimenting with textile properties and techniques in the encounter between body and clothing. Students also expand their knowledge of textile dyeing. The course provides an opportunity to explore new tools and techniques in order to create, treat, patinate and transform materials through for example knitting, printing, embroidery, tapestry and laser cutting. Students shall document and stage their process and result, both visually and orally.

The Course's Learning Outcomes

Upon completing the course, students shall

- have in-depth knowledge about, and an expanded vocabulary of, textile materials
- be familiar with the social and environmental aspect of producing and using various materials
- have expanded their knowledge about the tools and techniques of material treatment and patination
- be able to interpret texts to underpin the artistic processes in their own design work
- have acquired an understanding of how materials can be produced and treated in order to develop ideas and design clothes and costumes
- be able to stage processes and results when presenting their own work

Teaching and Learning Methods

Group instruction combined with individual supervision, lectures and practical work. The course is organised as a project with independent work. Workshops and/or field trips may be included.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.2.2. Elective Course: Costume and Concept Development, or Knitwear and Collection Development

2.2.2.1 Costume and Concept Development

Kostyme- og konseptutvikling

Course Outline

ECTS credits	10
Course code	KK202
Level	BA
Course delivery	Year 2, semester 3
Prerequisites	Passed year 1
Assessment	Pass/fail
Programme	Bachelor of Clothing Design and Costume Design

Course Description

The course shall expand the students' knowledge about and practical experience with costume design within the performing arts and/or film. This provides the students with a foundation for specialising in costume design. The course presents a range of methods for developing costume ideas on the basis of a given script. The course provides knowledge about the strengths and limitations of various methods. Students expand their knowledge about essential tools such as textual analysis, dramaturgy, visual dramaturgy, concept development and character development. Independently and/or collaboratively, students develop several proposals for a costume concept for a given production or film. Students search for and analyse historical references in order to underpin their own design work. They also reflect on ethical aspects, such as representation of gender and ethnicity in the performing arts and film. The course has a strong focus on presenting costume designs through sketches and drawings. The concepts are presented as finished costume drawings, while the conceptual development and the process are presented orally.

The Course's Learning Outcomes

Upon completing the course, students shall

- be familiar with a wide range of methods and theories within costume design
- be able to use various methods to develop concepts and ideas from a dramatic text into a finished costume design
- have the requisite relevant drawing skills to be able to convey and present a costume design concept
- have expanded their vocabulary of costume design and the performing arts /film and be able to use this vocabulary in their communication with professional practitioners

Teaching and Learning Methods

Group instruction combined with individual supervision, lectures, assigned literature and practical work. Workshops and/or field trips may be included.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.2.2.2. Knitwear and Collection Development

Strikk og kolleksjonsutvikling

Course Outline

ECTS credits	10
Course code	KK203
Level	BA
Course delivery	Year 2, semester 3
Prerequisites	Passed year 1
Assessment	Pass/fail
Programme	Bachelor of Clothing Design and Costume Design

Course Description

The course includes creative and technical specialisation in the possibilities of knitwear and provides the student with a foundation for specialising in knitwear design. Students develop a collection with knitwear as a central element, use their knowledge about materials and are supervised in their choice and use of methodological tools. The design process includes developing and producing outfits or items of clothing, as well as preparing illustrations, samples, technical specifications and knitting patterns. Students are introduced to techniques for assembling and finishing knitwear and expand their technical knowledge through hand knitting and the use of hand and digital knitting machines. Students are given an overview of yarn manufacturers and suppliers, and field trips to knitwear companies will possibly be organised. The students document and present their ideas, processes and collection concepts both visually in a portfolio and through an oral presentation. As part of the presentation of their work, they will also photograph the outfits/items of clothing they produced.

The Course's Learning Outcomes

Upon completing the course, students shall

- have expanded their knowledge about the techniques, design and complete production process of knitwear
- be able to gain an overview in a field and be able to use relevant methodological tools to develop their own collection ideas
- be able to make knitting patterns and present technical specifications for production
- be familiar with the knitwear industry, also as a possible field for professional practice
- have expanded their knitwear vocabulary and be able to use this vocabulary to communicate with professional practitioners

Teaching and Learning Methods

Group instruction combined with individual supervision, lectures and practical work. Workshops and/or field trips may be included.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.2.3. Art and Design History 2

Kunst- og designhistorie 2

Course Outline

ECTS credits	5
Course code	DE204
Level	BA
Course delivery	Year 2, semester 3
Prerequisites	Passed year 1
Assessment	Pass/fail
Programmes	Bachelor of Graphic Design and Illustration Bachelor of Interior Architecture and Furniture Design Bachelor of Clothing Design and Costume Design

Course Description

The course provides a broad introduction to design and art history in a contemporary context. Indigenous perspectives and post-colonial issues and the film's broad influence on art and design are discussed. Technology development and the turnaround from object to experience/service in both art and design is also thoroughly discussed. In addition, the course offers three historical forays into the history of writing, furniture and costume respectively.

The Course's Learning Outcomes

Upon completing the course, students shall be able to

- analyse and explain styles and eras
- put contemporary design into a historical perspective
- see themselves and their artistic practice and outlook in a wider context

Teaching and Learning Methods

Lectures, assigned literature, independent studies, group studies, presentations.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.2.4. Placement/Professional Practice

Utplassering

Course Outline

ECTS credits	10
Course code	KK204
Level	BA
Course delivery	Year 2, semester 4
Prerequisites	Passed year 1
Assessment	Pass/fail
Programme	Bachelor of Clothing Design and Costume Design

Course Description

On the basis of each student's field of interests, and after conferring with the course coordinator, students shall find, apply for and go on placement at a relevant professional enterprise. The placement aims to broaden the students' understanding of and experience with various aspects of what it means to practice as a professional designer. Students gain an understanding of how clothing design or costume design interacts with the overall context throughout the creative phase, production, presentation and marketing. Critical reflection on ethical issues related to professional practice is also part of the course. Students keep a log during their placement and write a report on their stay, which they then present at the end of the course. In their report, students shall present the placement provider's activity and reflect on their experiences during the placement as related to their own design work in the programme.

The Course's Learning Outcomes

Upon completing the course, students shall

- be able to engage in a dialogue with professional practitioners
- be familiar with and be able to reflect on a professional enterprise's activity and position within the field
- be able to reflect critically on ethical issues related to practising in the field
- be able to write and present a report that summarises and reflects on a professional practice placement

Teaching and Learning Methods

Practice placement at a professional enterprise. Participation in the work and completion of design-related assignments as agreed upon with the placement provider. Contact between the course teacher and student upon agreement or according to need. A log is kept during the placement, and the student writes and present a rapport on their practice placement at the course's end.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.2.5. Perspective and Identity

Perspektiv og identitet

Course Outline

ECTS credits	15
Course code	KK205
Level	BA
Course delivery	Year 2, semester 4
Prerequisites	Passed year 1
Assessment	Pass/fail
Programme	Bachelor of Clothing Design and Costume Design

Course Description

The course shows how various approaches and perspectives influence clothing and costume designers in their creative processes and personal styles. Students use their practical, technical and theoretical knowledge and skills to create an overall concept that evinces their own distinctive design. Students may either work alone and/or collaborate with others, and fieldwork and study trips are introduced as creative tools. Students also receive supervision on which methods to select and use when creating their self-defined collection concept or costumes for a given stage or film production.

Students who specialise in clothing design develop their own collection concept and make one or more outfits that evince a clear design identity. The students are challenged to define the scope and context of their work and gain experience with relating to the possibilities and limitations within a self-defined framework. Students may seek out and collaborate with other professional practitioners to carry out their project.

Students who specialise in costume design may collaborate with actors or other practitioners to develop a character or another type of costumed body and then make costumes for a small-scale production. By collaborating with stage and/or film artists, students gain experience in relating to the other artistic and practical skill sets and methods that are part of a collective expression.

Students must document, present and reflect on both the process and the outcome through a portfolio and an oral presentation. During the course, students shall also assist graduation students to organise and carry out their graduation exhibitions and shows, allowing them to gain insight into important aspects related to presenting design work. Students are also given instruction on how to use digital tools in clothing-related drawing and design development.

The Course's Learning Outcomes

Upon completing the course, students shall

- be able to develop a concept that reflects their own perspectives on clothing design and/or costume design
- be able to develop and present their design idea in a coherent and persuasive manner
- have a basic understanding of the importance of collaborating with other practitioners in a process
- be able to use their knowledge, experience and ability to reflect on their own work in order to identify future possibilities and goals
- be able to communicate ideas and designs through clothing-related drawing and other forms of presentation

Teaching and Learning Methods

Group instruction combined with individual supervision, lectures and practical work. The course is organised as a project with independent work. Workshops and/or field trips may be included.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.2.6 Art and Design Theory 1

Kunst- og designteori 1

Course Outline

ECTS credits	5
Course code	DE201
Level	BA
Course delivery	Year 2, semester 4
Prerequisites	Passed year 1
Assessment	Pass/fail
Programmes	Bachelor of Graphic Design and Illustration Bachelor of Interior Architecture and Furniture Design Bachelor of Clothing Design and Costume Design

Course Description

The course presents critical perspectives of design in a contemporary context. Theoretical perspectives from visual and material culture are central, in a cross-disciplinary approach based on anthropology, art history, philosophy, critical theory and aesthetic theory. The course draws on aesthetic, semiotic, economic, sociocultural and functional perspectives in order to illuminate and understand how we relate to the objects and signs in our surroundings.

The Course's Learning Outcomes

Upon completing the course, students shall be able to

- put contemporary design into a critical sociocultural perspective
- see themselves and their artistic practice and outlook in perspective

Teaching and Learning Methods

Lectures, assigned literature, independent studies, group studies, presentations, writing.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.3. Course Descriptions, Year 3

2.3.1. Elective Course: Clothes in Context, or Costumes in Context

2.3.1.1. Clothes in Context

Klær i kontekst

Course Outline

ECTS credits	15
Course code	KK301
Level	BA
Course delivery	Year 3, semester 5
Prerequisites	Passed year 2
Assessment	Pass/fail
Programme	Bachelor of Clothing Design and Costume Design

Course Description

The course presents the industrial and commercial aspects of clothing and fashion. Students familiarise themselves with the role and place that clothing designers may have in the value chain and in the fashion system. By researching sources and analysing the trends and contexts underpinning the clothes of tomorrow, students develop a collection concept for an existing brand or designer. Students work on developing and transforming their own ideas and concepts in a dialogue with their client or employer. Identifying and understanding target groups and potential areas of use, as well as becoming aware of the ethical and environmental aspects of industrial and commercial clothing design/ fashion, are central elements of the work. The course teaches students about how to interact professionally with material suppliers and producers in design processes, and it may include field trips to relevant production and design companies. Students use their technical knowledge and design skills to develop concepts and make prototypes with accompanying production specifications. The design process, methodology and outcome must be documented in writing and visually in a reflection note that puts the work into a societal perspective. Students present the work orally at the end of the course.

The Course's Learning Outcomes

Upon completing the course, students shall

- be independently able to plan, carry out and summarise an extensive design project and also place it in context
- be able to assess, select and use suitable methods to develop concepts and ideas and design clothes for a client or employer and a target group
- be able to use their creative, practical and technical knowledge in industrial and commercial design and production processes
- be able to gain an overview of, contact and communicate with relevant suppliers and production companies
- be able to make high-quality prototypes with accompanying production specifications
- be familiar with the clothing designer's roles and responsibilities in the clothing and fashion industry and be able to reflect critically on ethical, cultural and environmental aspects of practising in the field

Teaching and Learning Methods

Group instruction combined with individual supervision, lectures and practical work. The course is organised as a project with independent work. Workshops and/or field trips may be included.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.3.1.2. Costumes in Context

Kostyme i kontekst

Course Outline

ECTS credits	15
Course code	KK302
Level	BA
Course delivery	Year 3, semester 5
Prerequisites	Passed year 2
Assessment	Pass/fail
Programme	Bachelor of Clothing Design and Costume Design

Course Description

The course teaches students how to develop costumes for a stage or film production. The students use their practical, technical and theoretical knowledge and skills to develop and make costume designs, and they engage in a dialogue with the production's artistic team to develop the costume design concept. The course also covers the analysis of texts or other creative springboards; methods for visual dramaturgy and genre comprehension; concept development; and techniques for choosing a suitable design method for the production at hand. Students broaden their knowledge about the other participating artists and their skill sets and methods, as they collaborate directly with actors or other practitioners to develop a character or other type of costumed body. They also gain experience with costume production and management, project organisation, budgeting, logistics, costume fittings and the use and maintenance of costumes. The course provides knowledge and skills in the various aspects of collaboration throughout the production's various phases, from conceptual development to the finished performance/film. Students develop various types of collaborative competence, such as role comprehension, communication skills, autonomy, flexibility and respect, and expand their professional network. The course provides knowledge, both theoretical and practical, about the costume designer's roles and responsibilities when developing a stage or film production. Students shall discuss their process and results in writing, reflecting on the design method as well as on cultural and ethical aspects of the collaboration.

The Course's Learning Outcomes

Upon completing the course, students shall

- be able to collaborate and communicate with relevant performing artists or filmmakers to develop, carry out and present a production
- be able to assess, select and use suitable methods to develop costumes for a production
- be able to use knowledge about materials, aesthetics and designing in a costume design process
- be able to organise and lead a costume production process
- be able to anticipate and reflect on the effect of costume design in relation to a performance's or film's other contributions, such as directing, acting, scenography, lighting, as well as to the totality
- be familiar with the costume designer's roles and responsibilities when developing a stage or film production and be able to reflect on cultural and ethical aspects of collaboration

Teaching and Learning Methods

Designing and making costumes for a stage or film production when collaborating with other practitioners to put on such a production. Group instruction combined with individual supervision, lectures, assigned literature and practical work. Workshops and/or field trips may be included.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.3.2. Individual Project

Selvvalgt prosjekt

Course Outline

ECTS credits	10
Course code	KK303
Level	BA
Course delivery	Year 3, semester 5
Prerequisites	Passed year 2
Assessment	Pass/fail
Programme	Bachelor of Clothing Design and Costume Design

Course Description

Using the knowledge and experience they have acquired so far, students carry out a self-defined and experimental project. By researching and analysing sources, experimenting practically and testing materials and forms, students continue to develop their own artistic and creative strengths to create an independent artistic expression as a clothing designer or costume designer. The course is based on supervision, and the student's choice of field and topic, as well as their proposed timetable and objectives, must be approved by the course coordinator at the course's beginning. Students can work independently or collaborate with others. The project shall facilitate a reflexive process between practical exploration, documentation and writing. At the end of the course, students shall submit a reflection note describing their investigations, conceptual development, design process and result. In a written text and an oral presentation, students shall also reflect on the outcome and result in relation to their upcoming graduation project

The Course's Learning Outcomes

Upon completing the course, students shall

- have the necessary curiosity, fantasy and courage to test out ideas that risk failure
- be able to formulate and develop a design project on the basis of their own field of interest
- be able to develop their own artistic and creative strengths when working on a self-defined and experimental project
- be able to set up and use their own timetable for a certain period and work independently to plan and carry out a project

Teaching and Learning Methods

Group instruction combined with individual supervision, lectures and practical work. The course is organised as a project with independent work. Workshops and/or field trips may be included.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.3.3 Art and Design Theory 2

Kunst- og designteori 2

Course Outline

ECTS credits	5
Course code	DE302
Level	BA
Course delivery	Year 3, semester 5
Prerequisites	Passed year 2
Assessment	Pass/fail
Programmes	Bachelor of Graphic Design and Illustration Bachelor of Interior Architecture and Furniture Design Bachelor of Clothing Design and Costume Design

Course Description

The course addresses how social changes influence design. The course presents various methodological tools for examining, analysing and understanding both contemporary and future design. It provides a basic introduction to searching for, accessing, assessing and citing references from various sources in order to explain and explore a set of questions.

The Course's Learning Outcomes

Upon completing the course, students shall be able to

- put the design of the future into a critical sociocultural perspective
- see themselves and their artistic practice and outlook in perspective

Teaching and Learning Methods

Lectures, assigned literature, independent studies, group studies, presentations, writing.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.3.4. Professional Practice, Strategy and Communication

Profesjonell praksis, strategi og formidling

Course Outline

ECTS credits	5
Course code	KK304
Level	BA
Course delivery	Year 3, semester 6
Prerequisites	Passed year 2
Assessment	Pass/fail
Programme	Bachelor of Clothing Design and Costume Design

Course Description

In this course, students speculate about their own ambitions and goals as future professional clothing or costume designers. Students identify design communities and branches within their particular field of interest. Students develop their own strategies for establishing a clear profile of themselves and their work in relevant design communities, in the marketplace and among the general public. The course gives students knowledge about and experience with how to present their own design practice to the world at large, whether in writing, orally, visually, digitally or materially. There is a focus on how this can be done both independently and in collaboration and interaction with other professional practitioners within media, communication and other artistic and creative disciplines.

The Course's Learning Outcomes

Upon completing the course, students shall

- be able to clearly describe their own design practice
- be able to define the arena of their own work, identify relevant scenes and networks, and work strategically on communication and presentation
- independently and in collaboration with others be able to use relevant tools in order to present themselves and their work to the world at large in a professional and persuasive manner
- understand relevant mechanisms within journalism and media and be able to speak about design in the public sphere
- be familiar with the importance of having a digital presence and using social media to present clothing design and costume design

Teaching and Learning Methods

Group instruction combined with individual supervision, lectures, assigned literature and practical work, both independently and in collaboration with others. Workshops and/or field trips may be included.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.3.5. Art and Design Theory 3

Kunst- og designteori 3

Course Outline

ECTS credits	5
Course code	DE303
Level	BA
Course delivery	Year 3, semester 6
Prerequisites	Passed year 2
Assessment	Pass/fail
Programmes	Bachelor of Graphic Design and Illustration Bachelor of Interior Architecture and Furniture Design Bachelor of Clothing Design and Costume Design

Course Description

During the course, students work on contextualising their own designs. Using methodological tools of critical reflection, students write texts that describe and reflect on the design process from concept and theoretical foundation to the final outcome. By relating historical and theoretical perspectives to their own practice, students place their design practice within an academic discourse and a wider social context.

The Course's Learning Outcomes

Upon completing the course, students shall be able to

- contextualise their own graduation work
- see themselves and their artistic practice and outlook in perspective

Teaching and Learning Methods

Lectures, assigned literature, independent studies, group studies, presentations, writing.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The assessment will be done by the course coordinator, either alone or together with other teachers within the field at the Academy and/or external guest teachers.

2.3.6. Bachelor Project

Bachelorprojekt

Course Outline

ECTS credits	20
Course code	KK350
Level	BA
Course delivery	Year 3, semester 6
Prerequisites	Passed all courses from semesters 1–5
Assessment	Pass/fail
Programme	Bachelor of Clothing Design and Costume Design

Course Description

The Bachelor project is the programme's concluding course, where students define and carry out their own large-scale project using the knowledge and skills they acquired during their studies. The project shall demonstrate the student's ability as a clothing designer and/or costume designer and can be carried out as an individual project or as a collaboration with a stage or film production. Students write a project description, including a timetable and budget, which is to be discussed with and approved by the course coordinator at the beginning of the course. Students work independently under supervision and are responsible for their choices and their progression in carrying out the project. At the course's end, students shall submit an overall documentation and presentation of the project, where the student shall also be able to reflect on the project's relevance to the field and society. The idea, concept, process, theory, method and reflection are presented visually, orally and in writing through a concluding exam presentation.

The Course's Learning Outcomes

Upon completing the course, students shall

- have a clear understanding of their design-related and creative strengths as a clothing designer and/or costume designer
- be able to use design-specific methods, theory and critical reflection to develop a design expression that shows their artistic and creative ability and originality
- be able to acquire, use and develop knowledge, skills and methodological tools within specific and specialised areas of the field in their own design process
- be able to plan, develop and carry out design projects, both independently and in collaboration with others
- be able to make deliberate, independent decisions in design work that takes into consideration relevant cultural and ethical aspects, as well as issues related to taking responsibility for the environment and nature
- be able to place their own work in a context and document and present their ideas and concepts, all the phases of a design process, and the relevant theory and methodology, whether orally, in writing or visually

Teaching and Learning Methods

The course consists of independent work in the studio and the workshop and/or in collaboration with others in a stage or film production. Supervision with an external supervisor and/or internal course teacher and group reviews. Assigned literature and writing. Technical assistance in a workshop within an allocated timeframe.

Coursework requirements:

- completion of all mandatory assignments within the stated deadlines
- participation in teaching and activities defined as mandatory in the course curriculum

Assessment

All coursework requirements must be approved in order for a student to receive a final course assessment. The assessment is based on the course's stated learning outcomes and assessment criteria. The course is assessed by an internal and external sensor according to a pass/fail grading system.