

# Assessment Brief

## BA (Hons) Cordwainers Fashion Bags and Accessories

### Accessories Design and Technologies (FU001706)

**Unit Leader:**

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**Stage / Level:** 1 / 4

**Block:** 1

**Unit Start Date (week commencing):**

9<sup>th</sup> October 2023

**Credit Rating:** 40

**Timetable:** [UAL Timetable](#)

### Unit Introduction

This unit will introduce you to essential design and technical skills required for the development and production of accessories. Through workshop demonstrations and practice you will learn about the materials and processes involved, along with specialised technical leather core skills, pattern cutting techniques, construction methods, production techniques and prototyping skills that are necessary to fully understand the design and prototyping process and become a successful product developer. You will then consider how these processes can be applied to your design ideas. You will be introduced to health and safety requirements within the workshop areas.

Change-making themes around race, climate, ethics, equity and inclusion will be explored. You will reflect on the role of the designer in the current context of Climate Emergency and start developing your own critical thinking.

## **Learning Outcomes (LO) and Assessment Criteria**

On completion of this unit, you will be able to:

LO1 Utilise technical applications and processes involved in the design and development process for accessories (Process, Realisation)

LO2 Accurately record and organise technical processes in a coherent way (Communication, Knowledge)

LO3 Effectively use visual and written communication and presentation skills that evidences appropriate use of CAD (Communication)

LO4 Undertake practical experimentation which includes learnt technical skills (Enquiry, Communication)

LO5 Evidence of analysis of research to develop design solutions (Enquiry, Process)

## **Assessment Criteria**

Your work in this unit will be marked against the UAL assessment criteria, which are designed to give you clear feedback on your achievement. The full assessment criteria descriptions can be found on the [UAL Assessment](#) webpage.

## **What you have to produce for Assessment**

Holistic – This unit is assessed holistically (100% of the unit). Assessment will be against the specified marking criteria.

A portfolio of work to include:

- Design work
- A technical file
- A 3D Outcome

## Brief

**“Without technique, self-expression is impossible” Vivienne Westwood**

Show Studio (2004) [Online]. Available at:

<https://showstudio.com/tags/fashion-designers> (Accessed:5<sup>th</sup> September 2023)

**“You've got to know the rules to break them. That's what I'm here for, to demolish the rules but to keep the tradition.” Alexander McQueen**

V&A (no date) [Online]. Available at: <https://www.vam.ac.uk/articles/alexander-mcqueen-an-introduction>.

(Accessed:12<sup>th</sup> September 2022)

Understanding the technologies, techniques and materials of your product area is the key to becoming a successful designer. Being able to practice these techniques and develop them through experimentation and creative manipulation to inform your design ideas is fundamental to design and product development.

Through this unit you will be gaining an understanding of, and mastering, technical processes, and design development to learn to communicate effectively in 2D and 3D. This may involve working with traditional techniques or innovative processes born from your own experimentation and design origination.

As you work through technical and design exercises, it will be important to demonstrate a clear understanding and mastering of skills taught throughout this unit. You will build knowledge of design processes and learn to communicate your ideas using appropriate presentation techniques.

You will produce a portfolio of work that will include a comprehensive technical file, design work, 3D experimentation and a 3D outcome

You will need to carefully manage your workload by developing a critical path from the start of the unit to your final assessment point

Collate a comprehensive technical file, which should become a reference manual of your skills and development rather than a collection of basic information; it should demonstrate your ability to research, analyse and interpret information.

Research and experiment with a variety of materials with various properties that could be applied to your specialism. Record these in your technical file for use in your design and making processes.

You must consider the presentation of your technical file through the clarity of your notes, process explanations and documentation of your samples. You should utilise your own technical drawings, pattern cutting, photography, video, prototyping and swatches.

Experimentation and exploration of technical processes in a range of other materials should also be documented. Your technical file will become a resource to refer to throughout your education and even into your professional career. You should consider how well you present, explain and demonstrate your learning.

Health and Safety practices are vital for safe and effective working environments. You will be led through a series of compulsory inductions in this area which should also be recorded in your technical file.

You will also be expected to develop and make a shopper bag featuring a handle, pocket and lining to explore a complete bag in the technical sessions to experiment with and apply design ideas to. You will be guided through this process in a series of technical and design sessions and will produce a final prototype which supports the design and technical knowledge you have gained within the unit.

Within your design work you will be guided through the design process and design a bag as an end result.

You will develop your portfolio of work comprising:

### **Technical File (digital submission)**

- Basic pattern cutting and construction methods documented and sampled.
- Core skills methods documented and samples.
- Sampling and mock-ups.
- Personal exploration and experimentation supported by individual research and 3D development.
- Deconstruction of an existing bag with an evaluation of construction process, materials/components, and use of the correct technical terms.
- Evidence of organisation and collation of your work (think of a filing system where you store ALL your material experiments and experimentation with techniques).

### **Design Work – (digital submission)**

- **Mood/concept boards** to communicate your personal design direction.
- **Presentation drawings** of your final finished design of your shopper bag which includes evidence of IT/CAD skills.

- **Specification sheet** for the shopper bag you designed and utilised (this must be a soft construction in line with your learned pattern and making skills)
- A **critical path** (time planner) to demonstrate effective time management

### **Design Work – (digital submission)**

- A **sketchbook** with appropriate inspirational primary and secondary visual research.
- Exploration of your initial ideas and design development through sketching.
- **3D experimentation** (digital submission) Please make sure you submit clear photographs of any 3D work
- A **finished prototype** shopper bag and appropriate supporting samples (Digital Submission)- you are required to submit clear photographs of your prototype and present your work during the prototype review session after hand-in
- Actively engage and experiment throughout this unit using your design research and technical exploration to develop your unique 3D language, which may in future be applied to your subject specialism.

## Submission Information

<b>Assessment Deadline</b>	<b>Tuesday 30 January 2024</b> Digital Submission by 15:00 UK Time
<b>Adjusted Assessment Deadline</b>	<p>On request, students with an Individual Support Agreement (ISA) that specifically includes additional time, your deadline is:</p> <p><b>Tuesday 06 February 2024</b> Digital Submission by 15:00 UK Time</p> <p>Notes:</p> <ul style="list-style-type: none"><li>Adjusted assessment will not include additional time if the submission is a group outcome or group presentation</li><li>Adjusted assessment is different to Extenuating Circumstances (EC). You may be eligible for more time to submit if you have a valid EC. Visit the <a href="#">Extenuating Circumstances and Timeout</a> webpage for more information.</li></ul>
<b>Submission Location</b>	Online submissions, Digital (flatwork) Moodle Assignment max 2 files as a PDF only, max 200mb per file
<b>Late Submission</b>	<p>Please note if you submit work after the deadline but within 24 hours you will incur a penalty.</p> <p>Late submissions do not apply for performances, presentations and other time-based examinations.</p>
<b>Digital Submission Information</b>	Please note that as part of the submission process, the University will utilise Turnitin UK to check the authenticity and originality of your work

<b>Submission Queries</b>	<p>LCF Digital Learning site includes <a href="#">step-by-step guides to uploading assignments</a>.</p> <p>If you have any other queries relating to your submission, please use the following email address for help:</p> <p>If you are experiencing technical difficulties uploading your assignment, please contact the Digital Learning Support team: <a href="https://mysupport.arts.ac.uk">https://mysupport.arts.ac.uk</a>.</p>
<b>Anonymous Marking</b>	<p>This assessment will not be marked anonymously because the tutor may have gained familiarity with the project during feedback sessions. However, internal moderation and all other elements of the assessment process will remain in place for this assignment. This is to make sure the assessment is fair, accurate and consistent for all students.</p>
<b>When to expect feedback</b>	3-4 weeks from your submission deadline
<b>How you will receive feedback</b>	<p>You will receive feedback online via the <a href="#">Assessment Feedback</a> platform.</p> <p>Please note feedback is indicative until confirmed at an Exam Board.</p>
<b>Publication of Examination Board Results</b>	<p>7 March 2024</p> <p>You must check your <a href="#">student portal</a> under <b>myAssessments</b> for confirmation of the Exam Board decision.</p>
<b>Collection of physical work</b>	Digital submission only.

<b>Course Regulations</b>	<p>The <a href="#">Course Regulations</a> webpages include useful information on the key regulations for your course, such as:</p> <ul style="list-style-type: none"> <li>• What happens if you fail a piece of work or miss a deadline;</li> <li>• What to do if you are ill or have other extenuating circumstances;</li> <li>• How to avoid plagiarism in your work;</li> <li>• What to do if you want to appeal an exam board decision.</li> </ul>
<b>Material Costs</b>	<p>Work presented for assessment will be evaluated against unit learning outcomes using UAL's Assessment Criteria. Increased expenditure on materials to realise your assignment will not equate to increased grades in your assessment.</p> <p>LCF provides a broad range of resources to support your studies and to produce work for assessment. However the additional costs you might incur whilst studying this unit, depending on personal choice, could include:</p> <ul style="list-style-type: none"> <li>• Up to £20 for a vintage handbag for de-construction</li> <li>• £10-100 optional materials to finalise prototype (the grade will not be impacted by purchasing costly materials, materials can be accessed free of charge from the stock room at Golden Lane)</li> <li>• £10 Sketchbook</li> </ul> <p>You can discuss your choices and likely costs with your unit leader prior to starting your work.</p>