

# **Exchange Student Module Choice Handbook**

**Faculty of Art, Design and  
Humanities**

**2020-21**

# **Faculty of Art, Design and Humanities Exchange Student Module Descriptions**

**2020-21**

Incoming exchange student modules are offered in the following subject areas:

## **Design**

- [Design Crafts](#)
- [Interior Design](#)
- [Product Design](#)
- [Product and Furniture Design](#)

## **Fashion and Textiles**

- [Contour Fashion](#)
- [Fashion Buying](#)
- [Fashion Design](#)
- [Fashion Textiles and Accessories](#)
- [Footwear Design](#)
- [Textile Design](#)

## **Humanities**

- [Creative Writing](#)
- [English Language](#)
- [English Literature](#)
- [History](#)

## **Performance Arts**

- [Arts and Festivals Management](#)
- [Dance](#)
- [Drama Studies](#)
- [Performing Arts](#)

## **Visual Arts**

- [Fine Art](#)
- [Photography and Video](#)

## Module choice guidance

Incoming exchange students normally choose to study **30ECTS (60 DMU credits) per Semester**. When choosing modules, please check that your choice will provide the number of ECTS credits required in your Learning Agreement and are approved by your home institution. In some cases, a student can select fewer courses but they must be on a full-time programme of study whilst at DMU. Other key details to note include:

- Incoming exchange students should follow the same programme of study at DMU as they do at their home university.
- Level 5 means year 2 of undergraduate study, and Level 6 means year 3 of undergraduate study.
- The listed programmes **are indicative and subject to availability**.
- Some modules may not be running or may no longer be running.
- Many degree programmes have set modules that students need to follow and therefore you will need to take modules as instructed.
- Some DMU subjects require a portfolio of your work to be submitted as part of the application process (see below).
- All module choices are subject to the approval of the programme leader for the area of study, and will be confirmed in the Learning Agreement.
- All module choices are subject to Timetabling constraints.

**Please note that the majority of DMU modules are for the full academic year (FY) (September to April), and students currently are only able to choose to study on exchange at DMU in Term one (S1) or for a Yearlong (FY).**

## Portfolio submission

Applications for the following programmes will also be required to submit a portfolio. You may wish to start preparing and collating your portfolio items at the earliest opportunity. Nominated students will receive instructions regarding how to submit their portfolio.

- Animation
- Architecture
- Contour Fashion
- Design Crafts
- Fashion and Textiles
- Fashion Buying
- Fashion Design
- Fine Art
- Footwear Design
- Game Art Design
- Graphic Design and Illustration
- Interior Design
- Photography and Video
- Product and Furniture Design

## Credit conversion

DMU module credits	Yearlong exchange (FY)	Term 1 exchange (S1) (Sept - Dec)
60	30 ECTS credits	15 ECTS credits
45	22.5 ECTS credits	11.25 ECTS credits
30	15 ECTS credits	7.5 ECTS credits
15	7.5 ECTS credits	3.75 ECTS credits

## Term dates (teaching)

Term	Start	End
Term one	Monday 5 October 2020	Friday 18 December 2020
Term two	Monday 11 January 2021	Friday 26 March 2021
Term three (revision and exam period)	Monday 19 April 2021	Friday 2 July 2021

The DMU undergraduate academic calendar for 2020-21 can be found [here](#).

## English language requirements

All modules are delivered in English. Applicants should be at 6.0 IELTS standard Arts, Design and Technology subjects and 6.5 for Business and Law, Social Sciences and Humanities subjects. We require a proof of any qualification demonstrating a minimum of level B2 according to the Common European Framework.

## Faculty of Art, Design and Humanities

### Exchange Student: indicative list of module titles

#### Design

##### Design Crafts

Code	Module title	DMU Credit	Duration
DESC2001	<a href="#">Craft Materials and Processes</a>	30/15	YL/S1
DESC2002	<a href="#">Design: Live Project</a>	15	S1
DESC2004	<a href="#">Professional Practice</a>	15/7.5	YL/S1
DESC2005	<a href="#">Negotiated Project</a>	45/22	YL/S1
CULT2800	<a href="#">Design Cultures 2</a>	15	YL

##### Interior Design

Code	Module title	DMU Credit	Duration
INTD2100	<a href="#">Principles of Visual Communication</a>	15	YL
INTD2200	<a href="#">Principles of Design 1</a>	30	S1
INTD2300	<a href="#">Principles of Design 2</a>	30	YL
INTD2400	<a href="#">Principles of Construction Technology and Practice</a>	30/15	YL/S1
CULT2500	<a href="#">Design Cultures 2</a>	15	S1

##### Product Design

Code	Module title	DMU Credit	Duration
DESP2000	<a href="#">CAD for Product Designers</a>	30/15	YL/S1
DESP2045	<a href="#">Product Design – Innovation and Commercial Targeting</a>	30/15	YL/S1
DESP2050	<a href="#">3D Modelling for Design</a>	30/15	YL/S1
DESP2085	<a href="#">Design Products, Advanced Materials &amp; Manufacturing Technology</a>	15	S1
CULT2100	<a href="#">Design Cultures 2</a>	15	YL

##### Product and Furniture Design

Code	Module title	DMU Credit	Duration
DESP2000	<a href="#">CAD for Product Designers</a>	30/15	YL/S1
DESP2025	<a href="#">Design Products – Innovation and New Product Development</a>	30/15	YL/S1
DESP2050	<a href="#">3D Modelling for Design</a>	30/15	YL/S1
DESP2085	<a href="#">Design Products, Advanced Materials &amp; Manufacturing Technology</a>	15	S1
CULT2100	<a href="#">Design Cultures 2</a>	15	YL

## Fashion and Textiles

### Contour Fashion

Code	Module title	DMU Credit	Semester
CONF2103	<a href="#">Pattern Cutting &amp; Construction</a>	30	S1
CONF2104	<a href="#">Visual Communications 2</a>	15	S1
CULT2200	<a href="#">Design Cultures</a>	15	S1

### Fashion Buying with Design

Code	Module title	DMU Credit	Semester
FBUY2000	<a href="#">Core Buying 2</a>	30/15	YL/S1
FBUY2001	<a href="#">Textile Materials 2</a>	15/7.5	YL/S1
FBUY2006	<a href="#">Fashion Design and Realisation A</a>	15/30	YL/S1
FBUY2007	<a href="#">Fashion Design and Realisation B</a>	15/30	YL/S1
FBUY2008	<a href="#">Style and Colour</a>	15/30	YL/S1
CULT2200	<a href="#">Design Cultures</a>	15	S1

### Fashion Design

Code	Module title	DMU Credit	Semester
FSHN2110	<a href="#">Directional Outerwear</a>	30	S1
FSHN2111	<a href="#">Fashion Portfolio 'LIVE'</a>	15	S1
FSHN2112	<a href="#">Pattern Cutting with Lectra</a>	15	S1
FSHN2113	<a href="#">Fashion Design in Practice</a>	45	YL
FSHN2114	<a href="#">Professional and Promotional Practice</a>	15	YL
CULT2600	<a href="#">Design Cultures 2</a>	15	S1

### Fashion Textile Design

Code	Module title	DMU Credit	Semester
FTXD2000	<a href="#">Develop</a>	30	YL
FTXD2001	<a href="#">Communicate</a>	30	YL
FTXD2002	<a href="#">Principles</a>	15	YL
FTXD2003	<a href="#">Consolidate</a>	30	YL
FTXD2300	<a href="#">Design Cultures 2</a>	15	YL

### Footwear Design

Code	Module title	DMU Credit	Semester
FOOT2500	<a href="#">Global Live Design 1</a>	30/15	YL/S1
FOOT2501	<a href="#">Introduction to Pro Style Trend</a>	15	S1
FOOT2505	<a href="#">Progressive Trend &amp; Product Development</a>	15	S1
FOOT2506	<a href="#">Bespoke &amp; Biomechanical Performance</a>	30/15	YL/S1
FOOT2503	<a href="#">3D CAD 2 (Advanced 3D)</a>	15	YL
FOOT2504	<a href="#">Introduction to Fash/Footwear Business</a>	15	YL
CULT2400	<a href="#">Design Cultures 2</a>	15	YL

### Textile Design

Code	Module title	DMU Credit	Semester
TXDN2001	<a href="#">Technical Block</a>	30	YL
TXDN2002	<a href="#">Live Project</a>	30	YL
TXDN2003	<a href="#">Consolidation</a>	30	YL

TXDN2004	<a href="#">Textile Visions</a>	15	YL
CULT2700	<a href="#">Design Cultures 2</a>	15	YL

## Humanities

### Creative Writing

Code	Module title	DMU Credit	Semester
CREW2000	<a href="#">Word, Image, Sound</a>	30/15	YL/S1
CREW2001	<a href="#">Writing Place</a>	30/15	YL/S1
CREW2002	<a href="#">Story Craft</a>	30/15	YL/S1
CREW2003	<a href="#">Personal Project</a>	15/7.5	YL/S1
CREW3001	<a href="#">Specialism and Negotiated Study</a>	30/15	YL/S1
CREW3002	<a href="#">Professional Writing Skills</a>	30/15	YL/S1
CREW3003	<a href="#">Extended Portfolio</a>	60/30	YL/S1

### English Language

Code	Module title	DMU Credit	Semester
ELAN2001	<a href="#">Module title: Sociolinguistic</a>	30/15	YL/S1
ELAN2006	<a href="#">Research Methods for Linguistics</a>	15	YL
ELAN2007	<a href="#">Phonetics and Phonology</a>	15	S1
ELAN2013	<a href="#">English Language in UK Schools</a>	15	S1
ELAN2014	<a href="#">Grammar: Analysing Linguistic Structure</a>	15	S1
ELAN2015	<a href="#">Language in Context: Pragmatic Theory and Politeness</a>	15	S1
ELAN2023	<a href="#">Introducing English to Speakers of Other Languages</a>	15	YL
ELAN2024	<a href="#">Semantics: Analysing Linguistic Meaning</a>	15	YL
ELAN2025	<a href="#">Pragmatics in the Real World</a>	15	YL
ELAN3000	<a href="#">English Language Dissertation</a>	30/15	YL/S1
ELAN3024	<a href="#">Language Acquisition</a>	15	S1
ELAN3022	<a href="#">Language, Mind and Culture</a>	15	YL
ELAN3013	<a href="#">Semantics: Powerful Language: an Introduction to Rhetoric</a>	15	S1
ELAN3023	<a href="#">Perception, Persuasion, Power</a>	15	YL

### English Literature

Code	Module title	DMU Credit	Semester
ENGL2016	<a href="#">20th and 21st Century Literature</a>	15/30	S1/YL
ENGL2017	<a href="#">Ways of Reading: The Past &amp; Present of Literary Studies</a>	15/30	S1/YL
ENGL2018	<a href="#">Exploration and Innovation: 14th century to 18th century Literature</a>	15/30	S1/YL
ENGL2019	<a href="#">Screen &amp; Literacy Adaptations of the Classics</a>	15/30	S1/YL
ENGL2021	<a href="#">Romantic and Victorian Literature</a>	15/30	S1/YL
ENGL2035	<a href="#">Text Technologies</a>	15/30	S1/YL
ENGL3000	<a href="#">English Dissertation</a>	30	YL
ENGL3042	<a href="#">The British Working Class in Literature, Film and Television</a>	15	YL
ENGL3045	<a href="#">Unruly Women, Revolutionary Men: Gender, Politics and Gothic at the Fin de Siecle</a>	15	YL
ENGL3054	<a href="#">Watching Early Modern Drama:</a>		

ENGL3059	<a href="#">Spectatorship &amp; Fandom</a>	15	YL
ENGL3100	<a href="#">Staging the World</a>	15	YL
ENGL3100	<a href="#">Radical and Contemporary Adaptations</a>	15	S1
ENGL3101	<a href="#">Biofiction</a>	15	YL
ENGL3102	<a href="#">Writing Adaptations</a>	15	S1
ENGL3086	<a href="#">Modernism and Modernity</a>	15/30	S1/LY
ENGL3099	<a href="#">Textual Studies Using Computers</a>	15/30	S1/YL
ENGL3048	<a href="#">Staging the World</a>	15	S1
ENGL3015	<a href="#">Nineteenth Century American Literature</a>	15	S1
ENGL3020	<a href="#">Contemporary Irish Writing</a>	15	S1

## History

Code	Module title	DMU Credit	Semester
HIST2007	<a href="#">The Cold War</a>	30/15	YL/S1
HIST2022	<a href="#">Newton to Nuclear – An Introduction to the History of Science</a>	30/15	YL/S1
HIST2023	<a href="#">Mass Observing Britain in War and Peace</a>	15	S1
HIST2025	<a href="#">Heritage and History</a>	15	S1
HIST3012	<a href="#">The Sporting Body: Sex, Drugs and Disability</a>	15	S1
HIST3026	<a href="#">Photography and Conflict</a>	15	S1
HIST3040	<a href="#">Borders and Boundaries: India and Pakistan since 1947</a>	30/15	YL/S1
HIST3098	<a href="#">Nationalism, Racism and Genocide in Twentieth Century Europe</a>	30/15	YL/S1
HIST3099	<a href="#">Yugoslavia and Beyond</a>	15/30	1/YL

## Performance Arts

### Arts and Festivals Management

Code	Module title	DMU Credit	Duration
AMAN2101	<a href="#">Creative Management: Finance and Law</a>	30	S1
AMAN2013	<a href="#">Art, Culture and People</a>	15	S1
AMAN2007	<a href="#">Engaging Audiences</a>	15	S1
AMAN3040	<a href="#">Music Industry Management</a>	30/15	YL/S1

### Dance

Code	Module title	DMU Credit	Duration
DANS2513	<a href="#">Promoting Dance</a>	15/7.5	YL/S1
DANS2520	<a href="#">Dance Technique 2</a>	45/22.5	YL/S1
DANS2525	<a href="#">Teaching and Leading Dance 1</a>	15/7.5	YL/S1
DANS2524	<a href="#">Dance Contexts</a>	15/7.5	YL/S1
DANS2521	<a href="#">Performance Project</a>	15/7.5	YL/S1
DANS2522	<a href="#">Choreography for Live Performance</a>	15/7.5	YL
DANS2523	<a href="#">Choreography for Screen</a>	15/7.5	YL
DANS2527	<a href="#">The Healthy Practitioner</a>	15/7.5	YL



## Drama Studies

Code	Module title	DMU Credit	Duration
DRAM2006	<a href="#">Directing</a>	30	YL
DRAM2012	<a href="#">Drama Performance Project</a>	30	YL
DRAM2009	<a href="#">Popular Performance</a>	30	YL
DRAM2010	<a href="#">Devised Theatre and Performance</a>	30	YL
DRAM2011	<a href="#">Performance in Context: Culture and Theory</a>	30	YL
DRAM2012	<a href="#">Module title: Drama Performance Project</a>	30	YL
DRAM2013	<a href="#">Drama and the Community</a>	30	YL

## Performing Arts

Code	Module title	DMU Credit	Duration
PERF2051	<a href="#">Performing Mixed Realities Project</a>	15	YL
PERF2052	<a href="#">Site Project</a>	15	YL
PERF2053	<a href="#">Score Making Project</a>	15	YL
PERF2054	<a href="#">Deconstructing Performance Project</a>	15	YL
PERF2010	<a href="#">Perspectives on Performance and Digital Arts</a>	30	YL
PERF2025	<a href="#">Applied Performance</a>	15	YL
PERF2026	<a href="#">Technical Stage Production</a>	15	YL

## Visual Arts

### Fine Art

Code	Module title	DMU Credit	Duration
FINE2201	<a href="#">Module title: Studio Practice and Development</a>	90	YL
FINE2202	<a href="#">Contextual and Professional Studies</a>	30	YL
FINE2080	<a href="#">Module title: Studio Practice and Development 2, 3, 4, 5</a>	15	S1

### Photography and Video

Code	Module title	DMU Credit	Duration
PHVP2406	<a href="#">Still and Moving Image: Research and Practice</a>	60	YL
PHVP2407	<a href="#">Professional Studies</a>	30	YL
PHVP2408	<a href="#">Lens Based Choice</a>	30	YL

## Faculty of Art, Design and Humanities: Module Descriptions

### Design Crafts

**Module Title:** Craft Materials and Processes

**Module Code:** DESC2001

**Semester:** Yearlong/Semester 1

**DMU credits:** 30/15

**Module description:** This 30-credit module runs alongside 'DESC 2002 Design: Live Projects' and 'DESC 2005 Negotiated Craft Project'. The emphasis of the module is upon developing specialist craft skills through a sustained personal investigation into selected materials and processes, singly and/ or in combination. Students develop an in-depth understanding of one chosen material (Major). There is the option to choose a complementary material (Minor) throughout the module.

The delivery (Timetabling) of technical workshop demonstrations allows this choice and supports students choosing to work in material combinations or in one material discipline only. At the outset of the module the students make important choices in selecting particular workshops, materials and processes to explore in more depth. The hands-on experience and the breadth of knowledge of materials and processes gained in DESC1001 and DESC1005 will inform these material choices.

Processes covered in this module are more advanced and specialist in nature (for instance - lost wax casting, raising, enameling and hand / machine construction techniques). CAD/CAM processes are introduced as part of this module and build on level 4 experiences in CAD. (such as water jet cutting in metals, ceramics and Glass, Adobe software in print design for decals in Ceramics, CNC milling and 3d printing processes in Jewellery, wood and ceramics) Students make a 'major' material choice at the end of term 1, having had workshop time to explore material options in the first 8 weeks of the module.

This module allows a depth of study into selected materials and processes and allows students time to: - Learn and practice advanced techniques and processes in depth - Focus on the development of material knowledge and technical skill - Experiment with material combination and application of process - Explore cross-disciplinary approaches through making - Experiment with traditional and cutting edge technology - Establish a personal creative approach to material engagement – Think through materials and making - Research, document and record detailed information On completion of the module students will have an in-depth understanding and sound craft skills in one of their chosen materials and related processes. This is embodied in the creation of a body of samples and tests that explore selected materials and processes through exhaustive practical research and investigation.

The technical logbook from DESC 1001 is expanded upon here and becomes a bespoke document that records personal material investigations, practical craft skills and related knowledge and research - including investigation into outsourcing, material suppliers and costs . It is further enhanced by additional technical research into relevant historical and contemporary processes and applications, including current research in the field.

This is supported by the Professional Practice talks given in DESC 2004, which allow the student to make connections between their emergent personal approach and a range of different workshop and industry practices in the Design Crafts field.

**Module Title:** Design: Live Project

**Module Code:** DESC2002

**Semester:** Semester 1

**DMU credits:** 15.00

**Module description:** The Design Crafts subject is broad and facilitates a range of approaches to creative practice in the field; from a design approach at one boundary through a process-led approach to an artistic or cultural approach at the opposite boundary. This programme recognises the advantage of more 'flexible' creative practices in the work place. Students at level 5 are beginning to shape their own direction in the field and become more independent, and this module purposefully focuses on a real design experience for the student. Students interpret and challenge where necessary an external design brief, taking full account of any drivers for design that have influence on the design activity included within the brief.

This module is designed to challenge students to respond to distinct parameters set by external partners and to experience what it is to be a Designer. Competitions, commissions and commercial 'live' briefs will be considered.

Presentations to industry and group tutorials continue to develop confidence in the use of appropriate professional language, visual communication skills for employment.

Study trips to national events and venues allow opportunities to research and understand markets and careers in Design Crafts industries, locally, nationally or globally.

**Module Title: Professional Practice**

**Module Code:** DESC2004

**Semester:** Yearlong/Semester 1

**DMU credits:** 15/7.5

**Module description:** This 15 credit module is designed to develop the knowledge and understanding of professional Design Crafts contexts, current practices and career opportunities. Students develop skills in the professional presentation and communication of their emerging practice, ideas and artefacts.

The module develops the student's 'professionalism' in connection with the creative work and emerging understanding of their own personal practice. Students will be required to research and identify individual career pathways by looking closely at different employment opportunities relevant to their practical work. They also write an up-dated, creative CV, and may compose a draft enquiry for a placement, local, national or international opportunity in their chosen career pathway.

Students are required to collaboratively organise, publicise and present work at a public exhibition, and communicate their understanding of an appropriate, personal professional direction.

There are two components to this module. Component one is a digital presentation, developing presentation skills and component two is the public exhibition and promotion of their final collections / practical work produced in DESC2005.

Component One 60% Students use verbal and digital presentation skills in the presentation of their ongoing project.

Component Two 40% Students recognise their own strengths and personal attributes through the collaborative task; the public exhibition of their own work

A series of lectures show students different career pathways that are open to them and the skills required. Seminars and group tutorials support students to explore relationships with their own emerging practice, future career ambition and understand the transferable skills they have acquired and need to develop in future. Study skills workshops such as; writing a CV, Artist's statements and research skills (ClasS) will be part of the schedule for the

module.

A placement is recommended, optional and not an assessed part of the module. The option to take a Yearlong placement is assessed in SANA2500 Placement Year.

**Module Title: Negotiated Project**

**Module Code:** DESC2005

**Semester:** Yearlong/Semester 1

**DMU credits:** 45/22.5

**Module description:** This module begins in Term 1, with a summative Assessment in Term 2. This is the final level 5 studio practice module and runs alongside DESC2004 Professional Practice and DESC2001 Craft Materials & Processes. CULT2800 Design Cultures also links to this module in term 2.

At level 5 students become more independent and take ownership of their studies and the direction of their emerging creative practice. Through the exploration and refinement of practical skills and conceptual investigation students develop a deeper understanding of the subject and the specific context for their ideas.

Knowledge and understanding of a range of different contexts and approaches to creative practice is supported through the Professional Practice lecture series (DESC2004).

Independent research and investigation into appropriate contexts, markets and audiences also informs the development of ideas and presentation methods.

In contrast to DESC 2002 Design: Live Project, students write their own brief through negotiation with tutors. The brief considers personal themes and interests, visual inspiration, materials, audiences and production methods, and sets parameters for the project. Students plan and manage their time across the module.

In writing a self- initiated brief students will consider, in detail their intention, the particular context, material(s), technical processes and outcome in relation to a personal line of enquiry. In response to progress, anticipating change, ongoing critical evaluation and reflection, the brief is up-dated during the module. New goals are set to assist in managing time and meeting personal and required targets. Students are prompted to consider usability, ecology, desirability, technological feasibility, sustainability, ethics and professional constraints. Developing practical skills in making, design and research, students begin to confidently take ownership of their work and the direction for future study.

The negotiated project will inform the material exploration in relation to the expression of ideas in the Materials and Processes module (DESC2001). The Design Cultures module (CULT2800) will begin to inform the project development, through analysis and decision making as students establish their practice and begin to refine outcomes towards a particular context.

Additional 2D modelling and rendering CAD is an option for students wishing to develop CAD skills in more depth. This is supported by joining the level 4 DIGD taught sessions in term 2 for 6 weeks. (DIGD1002 CAD for Digital Designers 1) Areas covered are - The fundamentals of modelling, use of software to create complex organic forms and rendering that will aid in the communication of visual information.

Ideas are developed and communicated using 2d and 3d formats in both 'design' and making. Sketchbooks are an important tool in the process of the project. (I.e. Drawing, research, expression, problem solving, exploration, development, technical, reflection and communication). Refinement also applies to contextual understanding and digital skills,

including 3D programs. Research and documentation methods, CAD, drawing and visual communication skills are embedded in studio practice module tasks.

Through making decisions, experimentation and refinement, a final idea is reached. A resolved artefact, craft product or prototype is presented to a public audience as part of the Professional Practice module DESC2004 C2 Exhibition. While there are opportunities to experiment with materials and hybrid technologies, the quality of making skills and finish becomes a focus in the production of final outcomes.

There are study trips to national and international events and venues offering opportunities to research and understand markets and careers in Design Crafts industries. Students can take part in #DMU Global and Local opportunities. The resulting findings /research directly inform choices in this module and across all level 5 modules.

**Module Title: Design Cultures 2**

**Module Code:** CULT2800

**Semester:** Yearlong

**DMU credits:** 15

**Module description:** This 15-credit module engages Level 5 students with contemporary debates and research in the subject. By locating the second year Design Cultures module within current practice students will apply the skills acquired in the first year to develop an understanding of the landscape of their discipline, and to further embed connections with their practical work.

This module is designed to complement the consolidation of material skills by introducing a broad knowledge of historical and contemporary design practice in a wider global context.

The module develops research methods, vocabulary and skills necessary to become critically aware and confident in engaging in debate within and beyond the discipline. Key designers, thinkers and writers in the field will be introduced to embed a working knowledge of key concepts in discussions about the discipline, including sustainability, gender and cross-cultural awareness.

Students will be provided with directed background reading to supplement material covered in lectures and provide the basis for seminar discussions and written work which will demonstrate the ability to research, analyse and communicate their knowledge and understanding.

Typical content will include contemporary discourse and debate about ethical and sustainable design; globalisation and the role of design in development; the role of gender in making and design; the relationship between design and technology; contemporary craft and design practice.

## **Interior Design**

**Module Title: Principles of Visual Communication**

**Module Code:** INTD2100

**Semester:** Yearlong

**DMU credits:** 15

**Module description:** This module provides students with the platform to further explore investigate and develop an effective cross-media approach to the exploration, representation

and modelling of 3 dimensional space. Students apply their skills learned at Level 4 and progress these to a higher level regarding materials, mediums and software, to realise and communicate their design ideas at a more sophisticated level. As the ability to draw and clearly communicate design intent is a prerequisite skill for the interior designer and is essential for the exploration and development of ideas, experimentation with a variety of methodologies and materials will be further established.

The module will also explore the inter-relationship between 3D modelling tools for the generation of design ideas at sketch, development and presentation level, within the context of the design process for interior environments. Reflecting industry practice, students will be introduced to a multi-discipline approach and will also

have the opportunity to realise designs in a process involving 3D models and film. This module feeds into the modules INTD2200 and INTD2300, which are project based, and assist the student in the effective communication and presentation of their ideas realised within these modules.

**Module Title: Principles of Design 1**

**Module Code:** INTD2200

**Semester:** Semester 1

**DMU credits:** 30

**Module description:** First term only. Essentially a project based module where students will be introduced to and explore characteristics of specialisms in context of the wider range of disciplines available within interior design (spatial design and interior architecture). There is considerable emphasis on developing skills relative to the gathering/analysing and synthesising of information and the effective communication of ideas and solutions via 2D/3D graphic and visualising techniques and/or the employment of cross media modelling techniques, introduced in INTD2100.

The first element of the project work will be characterised by effective team working practices within the specialist subject areas. It explores virtual and real design solutions incorporating corporate design and branding, the module includes research study into students chosen specialisms and where possible chosen field of employment. A series of lectures and workshops will identify and introduce key complex global issues that underpin design, such as sustainability and the impact of the construction industry on global warming, ethics, Universal Design and attitudes to disability/ability, the impact of a global community and the ability to reference work from other cultures and critically evaluate these. Students are encouraged to analyse and explore these abstract design problems through initial exploratory methodologies before undertaking more complex design projects.

On-going tutorials within subject specialisms, led by industry specialists, are based in a supervised design studio and students will undertake studio based work and work in the workshops to generate a variety of design ideas in response to the project briefs set and will then fully realise one idea. This module develops the manipulation of 3D form and the symbolic / psychological impact of colour / shape / texture and lighting.

**Module Title: Principles of Design 2****Module Code:** INTD2300**Semester:** Yearlong**DMU credits:** 30

**Module description:** Essentially a project based module where students will further investigate design through specialist areas within the broad field of interior design (spatial design and interior architecture). This module further explores relevant environmental issues affecting design: by focusing upon developing an awareness of current and developing trends in this broad area.

This module also invites students to consider the current social context: - with an emphasis on cultural impact and influences; and the responses (presented in the report element) should demonstrate an understanding of cultural diversity and the impact this has on the demographic of the chosen user of their project and therefore the design outcome. Also investigated will be the integration of technology, increasingly flexible working patterns and the blurring of boundaries between work, relaxation and entertainment that impact on interior design as a whole.

The development of solutions is encouraged which identify and appropriately address the range of practical/aesthetic; psychological/marketing issues pertinent to the development of design solutions for designed environments within chosen specialisms. This module aims to develop students' awareness of the roles of the Designer/Design Manager and all stake holders when developing solutions for environments. Consideration of the design and/or specification of appropriate furniture components and/or secondary building components are considered as an integral element, and this aspect will be supported through INTD2400.

Technical aspects are expected to be addressed at a level, which demonstrates understanding of the underlying issues. The exploration of design proposals requires the generation of 3D modelling processes that may be viewed through a camera / model scope. Students will be expected to make informed decisions about the best medium to create their presentations in, dependent on the subject matter. Students will also have the opportunity to undertake a short project which is focussed on a 'response to an external brief', which incorporates investigation / research for design and a presentation of the 'big idea' as opposed to design in detail. This project has historically been sourced through external organisations working with the interior design team and providing 'real life' situations for the students to investigate.

**Module Title: Principles of Construction Technology and Practice****Module Code:** INTD2400**Semester:** Yearlong/Semester 1**DMU credits:** 30/15

**Module description:** This module investigates the inclusion and application of technology within interior design. The aim is for students to further understand, through investigation and research, how technology, both hard and digital, impacts on the built environment. This is also reviewed within the context of investigation/consideration of vernacular design and passive technologies (indigenous architecture being particularly strong exemplars of this type of design).

This module aims to further advance the knowledge and understanding of the various functions and levels of communication provided by technical, contract and pre-contract drawings together with documentation and a sound awareness of professional procedures

and practices and the development of appropriate contract documentation.

During this module, students will gain more advanced technical knowledge and understanding, learning the principles of 'detailing' of interior elements, with emphasis placed on research, reflecting industry practice. Application of this will be applied to an interior element from the 2nd project proposed in INTD2300. This module also aims to instil professional attitudes and approaches towards future employment, with a view to assisting students in obtaining academic year placements in industry between levels 5 & 6. This is conducted through students' exploration of the potential employment market (emphasis will be placed on the international nature of the profession, which in this industry is strong), identifying personal professional direction and aligning skills to meet the expectations of the design industry. Guidance is given on the creation of a relevant CV which reflects current aspirations and information on how potential employers review these, alongside guidance on collating and critically evaluating a personal design portfolio and the requisite skills required for interview. Personal Development Planning is an integral element of this module; students will meet with personal tutors on a number of occasions to discuss their goals and evaluate personal strengths and areas to improve.

**Module Title: Design Cultures 2**

**Module Code:** CULT2500

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** This 15-credit module engages Level 5 students with contemporary debates and research in the subject. By locating the second year Design Cultures module within current practice students will apply the skills acquired in the first year to develop an understanding of the landscape of their discipline, and to further embed connections with their practical work.

This module is designed to complement the consolidation of material skills by introducing a broad knowledge of historical and contemporary design practice in a wider global context. The module develops research methods, vocabulary and skills necessary to become critically aware and confident in engaging in debate within and beyond the discipline. Key designers, thinkers and writers in the field will be introduced to embed a working knowledge of key concepts in discussions about the discipline, including sustainability, gender and cross-cultural awareness.

Students will be provided with directed background reading to supplement material covered in lectures and provide the basis for seminar discussions and written work which will demonstrate the ability to research, analyse and communicate their knowledge and understanding.

Typical content will include contemporary discourse and debate in Interior Design; sustainability in the context of interior design; inclusive design in relation to building design and interiors; conservation and adaptive re-use of local buildings; study visit to Attenborough Arts; research methods and referencing.

## **Product Design**

**Module Title: CAD for Product Designers**

**Module Code:** DESP2000

**Semester:** Yearlong/Semester 1

**DMU credits:** 30/15



**Module description:** Using three-dimensional digital models to generate production data (both 3D and 2D) is now standard within the industry as accurate visuals and technical drawings can be made from a single model, saving time and resources. The aim of the module is to expose students to these current practices that have been widely adopted. Technologies such as Rapid Prototyping, CNC milling and reverse engineering are also widely used in industry and have been acquired by the university; the taught material in this module will give students an appreciation and enable the use such equipment.

This module introduces three-dimensional software in the context of: Technical definition of form and details; to accurately define 'Class A' surfaces of a product; students will be taught the principles of curvature and surface continuity to develop their understanding of three-dimensional forms and the modelling process.

Parametric modelling will be introduced to enable creation and adjustment of product details and the output to two-dimensional drawings and three-dimensional data files for Rapid Prototyping, CNC milling and final product definition for production. The module provides an overview of relevant drawing standards for two-dimensional manufacture drawings, which students will need to achieve to satisfy the assessment criteria for their own design work.

**Module Title: Product Design – Innovation and Commercial Targeting**

**Module Code:** DESP2045

**Semester:** Yearlong/Semester 1

**DMU credits:**30/15

**Module description:** The module is pivotal in providing opportunities for students to develop their understanding of a wide range of design issues, ranging from the commercial to the social and the aesthetic to the technical within the context of both Product and Furniture Design. Students can choose between both Product and Furniture projects (but must choose one from each area).

The projects undertaken will provide students with opportunities to develop their ability to use the design process as an effective tool for decision making and for the progressive initiation, exploration, development and definition of innovative design solutions. The initial stages of the module are concerned with the role of innovation in the creation of new products and subsequently in how to develop this into a commercially viable product.

The Product projects undertaken may be in the form of a student product design competition when these are available - (such as the Design Innovation in Plastics competition). Students will undertake a project where the constraints of the brief demand a highly innovative response if a viable design outcome is to be achieved. Furniture students will undertake projects that focus on commercial targeting, through specific retailers and/or customer groups. Again, the constraints of the brief demand a highly innovative response if a viable design outcome is to be achieved.

The following part of the module require students to consider how advances in technology, the development of new materials and processes, or new ways of using existing materials and process, are impacting on product design, and how innovations such as these are making new products possible. Students will have an opportunity to use aspects of identified technology to produce new products, which also respond to developing cultures and patterns of social behaviour. For the concluding part of this module, students are required to produce a feasibility report as part of a scoping study for their major project.

They will be encouraged to explore issues to address and / or opportunities to develop within their specified realms. In undertaking these projects students will have an opportunity to

develop their abilities by using: Freehand drawings to conceive, explore, develop and communicate ideas · Appropriate technical drawings to prescribe subsequent model making · Test rigs and three-dimensional models to visualise, explore, test and refine a design proposal · Appropriate and effective communications methodologies to present ideas, concepts and final design proposals to a potential client · Use prototyping facilities to realise technical elements of projects Appropriate product management techniques

**Module Title: 3D Modelling for Design**

**Module Code:** DESP2050

**Semester:** Yearlong/Semester 1

**DMU credits:** 30/15

**Module description:** This module provides students with an opportunity to develop their aesthetic and functional prototyping skills used by design professionals throughout all stages of professional practice. Through a series of small projects at the start of the module, students will be exposed to a variety of model making approaches to achieve different outcomes that can inform the development of their design work.

This will cover; developing working rigs that can be tested to prove fundamental principles of mechanisms; producing models of more than two different coloured components; developing product form over a proven mechanism, structure or internal components; developing complex forms from flat materials.

To instil a professional approach to these activities students will be required to present modelling strategies to staff and appropriate technicians for approval before commencing any workshop activities. The first part of the second project gives student more scope to develop their understanding of aesthetics and sensitivity to form. To give the project outcomes some constraints, students will be asked to develop a design outcome in the context of an existing brand. This will require the students to investigate an existing brand and to identify key characteristics which embody the brand and explore ways to apply these to new designs.

The second project will then continue in part 2 to produce a prototype of the branded design. Students will access a series of lectures by key technical staff exposing a variety of prototyping techniques and processes found in industry. As before, students will be required to plan the production of their prototype and get approval before commencing any workshop activities. In the third project students start by producing a highly detailed professional plan to manage resources and time so that they can effectively use both traditional and current emerging technologies and computer aided design and manufacture to realise their brand model.

A high quality visual prototype is then produced and a record of the whole process kept. In the fourth project students evaluate their own existing work skills and knowledge as part of a log for their selected a project. This high quality visual and technical log is a discursive and reflective record of the project. Within it they must consider which aspects of the project could have been approached in different ways and more successfully - and by doing so, will identify what improvements in design and methodology will best furthers their own professional development. They must present a professional-quality publication that includes Projects 2 & 3.

**Module Title: Design Products, Advanced Materials & Manufacturing Technology**

**Module Code:** DESP2085

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** This Module will extend and develop students' knowledge and understanding of materials and manufacturing technologies, their selection and application for the industrial manufacture of artefacts and artefact component parts.

There will be a series of lectures to present and discuss a range of case studies of live commercial design & realisation projects given, in most instances, by the designer whose project it was. Each lecture considers a different artefact or group or system of artefacts; going into the relationship between their functional & aesthetic design and their technical design-for-manufacture & product engineering. Consideration will be given to why and how materials and means of manufacture were arrived at in respect of the functionality & aesthetic requirements, and how commercial, organisational & other business factors influenced the design outcomes.

Students will undertake project work alongside the lecture series and in the seminar program when they have to research, apply and develop their understanding of materials and manufacturing processes; also the rationales that lead to the selection of these for artefact realisation. This will include learning & using eco-analysis software to understand & improve product designs. Students will also have to apply this knowledge when they are briefed with particular criteria for a project to produce sets of the material & process specifications for a generic artefact; choosing between an item of furniture or product.

Students will be taken on further industrial visits to a series of different factories to see at first hand the organisation & management of information & materials, sequences of manufacture, as well as the manufacturing processes, component finishing & assembly. By contrast with industrial visits in the first year MMT module, the second year's visits are to more sophisticated operations where they will see & hear some of the ways in which design & design-for-manufacturer. Work within the overall business.

**Module Title: Design Cultures 2**

**Module Code:** CULT2100

**Semester:** Yearlong

**DMU credits:** 15

**Module description:** This 15-credit module engages Level 5 students with contemporary debates and research in the subject. By locating the second year Design Cultures module within current practice students will apply the skills acquired in the first year to develop an understanding of the landscape of their discipline, and to further embed connections with their practical work. This module is designed to complement the consolidation of material skills by introducing a broad knowledge of historical and contemporary design practice in a wider global context. The module develops research methods, vocabulary and skills necessary to become critically aware and confident in engaging in debate within and beyond the discipline. Key designers, thinkers and writers in the field will be introduced to embed a working knowledge of key concepts in discussions about the discipline, including sustainability, gender and cross-cultural awareness.

Students will be provided with directed background reading to supplement material covered in lectures and provide the basis for seminar discussions and written work which will demonstrate the ability to research, analyse and communicate their knowledge and

understanding.

Typical content for Design Products will include ethical considerations for designers; sustainable design issues; gender and cultural identity; branding in the context of product design; niche marketing and consumption.

### **Product and Furniture Design**

**Module Title: CAD for Product Designers**

**Module Code:** DESP2000

**Semester:** Yearlong/Semester 1

**DMU credits:** 30/15

**Module description:** Using three-dimensional digital models to generate production data (both 3D and 2D) is now standard within the industry as accurate visuals and technical drawings can be made from a single model, saving time and resources. The aim of the module is to expose students to these current practices that have been widely adopted. Technologies such as Rapid Prototyping, CNC milling and reverse engineering are also widely used in industry and have been acquired by the university; the taught material in this module will give students an appreciation and enable the use such equipment.

This module introduces three-dimensional software in the context of: Technical definition of form and details; to accurately define 'Class A' surfaces of a product; students will be taught the principles of curvature and surface continuity to develop their understanding of three-dimensional forms and the modelling process. Parametric modelling will be introduced to enable creation and adjustment of product details and the output to two-dimensional drawings and three-dimensional data files for Rapid Prototyping, CNC milling and final product definition for production.

The module provides an overview of relevant drawing standards for two-dimensional manufacture drawings, which students will need to achieve to satisfy the assessment criteria for their own design work.

**Module Title: Design Products – Innovation and New Product Development**

**Module Code:** DESP2025

**Semester:** Yearlong/Semester 1

**DMU credits:** 30/15

**Module description:** The module is pivotal in providing opportunities for students to develop their understanding of a wide range of design issues, ranging from the commercial to the social and the aesthetic to the technical within the context of both Product and Furniture Design. Students can choose between both Product and Furniture projects (but must choose one from each area).

The projects undertaken will provide students with opportunities to develop their ability to use the design process as an effective tool for decision making and for the progressive initiation, exploration, development and definition of innovative design solutions.

The initial stages of the module are concerned with the role of innovation in the creation of new products and subsequently in how to develop this into a commercially viable product. The Product projects undertaken may be in the form of a student product design competition when these are available - (such as the Design Innovation in Plastics competition). Students will undertake a project where the constraints of the brief demand a highly innovative

response if a viable design outcome is to be achieved. Furniture students will undertake projects that focus on commercial targeting, through specific retailers and/or customer groups. Again, the constraints of the brief demand a highly innovative response if a viable design outcome is to be achieved.

The following part of the module require students to consider how advances in technology, the development of new materials and processes, or new ways of using existing materials and process, are impacting on product design, and how innovations such as these are making new products possible. Students will have an opportunity to use aspects of identified technology to produce new products, which also respond to developing cultures and patterns of social behaviour. For the concluding part of this module, students are required to produce a feasibility report as part of a scoping study for their major project. They will be encouraged to explore issues to address and / or opportunities to develop within their specified realms.

In undertaking these projects students will have an opportunity to develop their abilities by using:

- Freehand drawings to conceive, explore, develop and communicate ideas
- Appropriate technical drawings to prescribe subsequent model making
- Three-dimensional models to visualise, explore, test and refine a design proposal
- Appropriate and effective communications methodologies to present ideas, concepts and final design proposals to a potential client

**Module Title: 3D Modelling for Design**

**Module Code:** DESP2050

**Semester:** Yearlong/Semester 1

**DMU credits:** 30/15

**Module description:** This module provides students with an opportunity to develop their aesthetic and functional prototyping skills used by design professionals throughout all stages of professional practice. Through a series of small projects at the start of the module, students will be exposed to a variety of model making approaches to achieve different outcomes that can inform the development of their design work. This will cover; developing working rigs that can be tested to prove fundamental principles of mechanisms; producing models of more than two different coloured components; developing product form over a proven mechanism, structure or internal components; developing complex forms from flat materials.

To instil a professional approach to these activities students will be required to present modelling strategies to staff and appropriate technicians for approval before commencing any workshop activities. The first part of the second project gives student more scope to develop their understanding of aesthetics and sensitivity to form. To give the project outcomes some constraints, students will be asked to develop a design outcome in the context of an existing brand. This will require the students to investigate an existing brand and to identify key characteristics which embody the brand and explore ways to apply these to new designs. The second project will then continue in part 2 to produce a prototype of the branded design. Students will access a series of lectures by key technical staff exposing a variety of prototyping techniques and processes found in industry.

As before, students will be required to plan the production of their prototype and get approval before commencing any workshop activities. In the third project students start by producing a highly detailed professional plan to manage resources and time so that they can effectively use both traditional and current emerging technologies and computer aided design and manufacture to realise their brand model. A high quality visual prototype is then produced and a record of the whole process kept. In the fourth project students evaluate their own existing work skills and knowledge as part of a log for their selected a project.

This high quality visual and technical log is a discursive and reflective record of the project. Within it they must consider which aspects of the project could have been approached in different ways and more successfully - and by doing so, will identify what improvements in design and methodology will best further their own professional development. They must present a professional-quality publication that includes Projects 2 & 3.

**Module Title: Design Products, Advanced Materials & Manufacturing Technology**

**Module Code:** DESP2085

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** This Module will extend and develop students' knowledge and understanding of materials and manufacturing technologies, their selection and application for the industrial manufacture of artefacts and artefact component parts. There will be a series of lectures to present and discuss a range of case studies of live commercial design & realisation projects given, in most instances, by the designer whose project it was.

Each lecture considers a different artefact or group or system of artefacts; going into the relationship between their functional & aesthetic design and their technical design-for-manufacture & product engineering. Consideration will be given to why and how materials and means of manufacture were arrived at in respect of the functionality & aesthetic requirements, and how commercial, organisational & other business factors influenced the design outcomes.

Students will undertake project work alongside the lecture series and in the seminar program when they have to research, apply and develop their understanding of materials and manufacturing processes; also the rationales that lead to the selection of these for artefact realisation. This will include learning & using eco-analysis software to understand & improve product designs. Students will also have to apply this knowledge when they are briefed with particular criteria for a project to produce sets of the material & process specifications for a generic artefact; choosing between an item of furniture or product.

Students will be taken on further industrial visits to a series of different factories to see at first hand the organisation & management of information & materials, sequences of manufacture, as well as the manufacturing. Processes, component finishing & assembly. By contrast with industrial visits in the first year MMT module, the second year's visits are to more sophisticated operations where they will see & hear some of the ways in which design & design-for-manufacturer. Work within the overall business.

**Module Title: Design Cultures 2**

**Module Code:** CULT2100

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** This 15-credit module engages Level 5 students with contemporary debates and research in the subject. By locating the second year Design Cultures module within current practice students will apply the skills acquired in the first year to develop an understanding of the landscape of their discipline, and to further embed connections with their practical work. This module is designed to complement the consolidation of material skills by introducing a broad knowledge of historical and contemporary design practice in a wider global context.

The module develops research methods, vocabulary and skills necessary to become

critically aware and confident in engaging in debate within and beyond the discipline. Key designers, thinkers and writers in the field will be introduced to embed a working knowledge of key concepts in discussions about the discipline, including sustainability, gender and cross-cultural awareness.

Students will be provided with directed background reading to supplement material covered in lectures and provide the basis for seminar discussions and written work which will demonstrate the ability to research, analyse and communicate their knowledge and understanding.

Typical content for Design Products will include ethical considerations for designers; sustainable design issues; gender and cultural identity; branding in the context of product design; niche marketing and consumption.

## **Contour Fashion**

**Module Title: Pattern Cutting & Construction**

**Module Code:** CONF2103

**Semester:** Semester 1

**DMU Credits:** 30

**Module description:** Designers, pattern makers & garment technologists working within various market levels within the Contour industry face commercial and creative challenges in terms of design, development & garment construction. Technical and practical innovation drives new product forward leading to design & branding success.

The aim of this module is to further extend the practical knowledge related to the design, development & construction of Contour type products. The learning within this module encourages both the commercial method of product design & creative awareness.

The approach of this practical module will continue to explore the holistic relationship between product aesthetic, colour, pattern, construction, material selection, construction, fit, grading & finish. Product research analysis, evaluation & communication will continue to develop through the use of a visual technical design book as a continuation from level 4 practical study.

Technical information will continue to be recorded within specification files & this will be on going. The use of commercial terminology is embedded throughout the course. Students will continue to extend their CAD, Modaris Lectra skills with product grading awareness.

**Module title: Visual Communications 2**

**Module code:** CONF2104

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** This module will provide students with the opportunity to develop and enhance their knowledge of and practical skills in the use of a Computer Aided Design (CAD) for a variety of Contour Fashion 2D outcomes. There will be an initial focus on the development surface design techniques, specifically, lace, print and embellishment and their use in Contour Fashion outcomes; illustrations and garment shapes.

The module will also introduce the concepts of desktop publishing and the basics of type and layout and provide a grounding in appropriate software. This will be used to support the development of trend prediction pages. This will feed into associated projects.

**Module title: Design Cultures**

**Module code: CULT2200**

**Semester: Semester 1**

**DMU credits: 15**

**Module description:** This 15-credit module engages Level 5 students with contemporary debates and research in the subject. By locating the second year Design Cultures module within current practice students will apply the skills acquired in the first year to develop an understanding of the landscape of their discipline, and to further embed connections with their practical work. This module is designed to complement the consolidation of material skills by introducing a broad knowledge of historical and contemporary design practice in a wider global context. The module develops research methods, vocabulary and skills necessary to become critically aware and confident in engaging in debate within and beyond the discipline.

Key designers, thinkers and writers in the field will be introduced to embed a working knowledge of key concepts in discussions about the discipline, including sustainability, gender and cross-cultural awareness. Students will be provided with directed background reading to supplement material covered in lectures and provide the basis for seminar discussions and written work which will demonstrate the ability to research, analyse and communicate their knowledge and understanding.

Typical content will include contemporary discourse and debate about ethical and sustainable design in Contour Fashion; global fashion contexts; cultural attitudes to gender and dress; the relationship between design and technology; brand, marketing and the culture of consumption; research methods and referencing.

Support from CLaSS and the Subject Librarian will be embedded in the curriculum.

## **Fashion Buying with Design**

**Module title: Core Buying 2**

**Module code: FBUY2000**

**Semester: Yearlong or Semester 1**

**DMU credits: 30/15**

**Module description:** This module builds on the theory delivered at level one and enables students to explore the broader aspects of the Fashion Retail industry. The process of buying and selling product is examined from a variety of angles to include both the retailer and customer's perspective. Students will consider the changing face of the industry in relation to the impact of technology and sustainable business practices.

The module encompasses the buying cycle and explores the buying function in more detail, as well as the relationship with merchandising, technology and commercial practice. An appreciation of the role of visual merchandising is also explored through a combination of practical and theoretical exercises. Within this module students are also introduced to global sourcing and the relevant ethical and environmental implications. Through the module presentation skills are enhanced via the development of CAD skills. Career planning skills are also embedded within this module to support employability.

The development of key skills associated with the role of buying including costing, negotiation, strategy and range planning also form part of this module. Projects undertaken within this module are designed to cover elements within the buying cycle to develop student's practical understanding of the buying process.



**Module title: Textile Materials 2**  
**Module code:** FBUY2001  
**Semester:** Yearlong or Semester 1  
**DMU credits:** 15/7.5

**Module description:** This module builds on the foundation knowledge of fibres, yarns and fabrics developed in Textile Materials 1 to appreciate how material selection can influence the properties of a finished product and its fitness for purpose. With a focus on product performance students will be introduced to the importance of quality through the creation of performance specifications via material analysis using industrial test laboratory apparatus. The product performance element will introduce a number of standard test methods that are used to assess how products are evaluated for different applications and what limits and tolerances may be acceptable. Students in groups will be given hands-on experience of the various test methods and an introduction to sampling and handling of numbers will enable students to interpret data from these methods.

Students will explore the technical qualities of fabrication aiming for an understanding of how different fibres and fabrics affect their suitability for a finished product and through critical analysis decide if a fabric is fit for its intended purpose. Within this module students are also introduced to new innovations in textiles with an emphasis on sustainable practices, ethical and environmental implications.

**Module title: Fashion Design and Realisation A**  
**Module code:** FBUY2006  
**Semester:** Semester 1  
**DMU credits:** 15

**Module description:** This is a highly practical learning experience in design development and pattern cutting skills, developed to provide a platform of sound skills that can be drawn upon for further study. Designs will target a commercial fashion retailer for men's, women's, or children's wear and the development process will become guided by the analysis of existing garments to help selection of materials, components and construction methods.

Experience will be developed in fitting and critically assessing toiles and final garments and communication will begin to progress to a professional level through the creation of technical specifications that relate to industry practice.

**Module title: Fashion Design and Realisation B**  
**Module code:** FBUY2007  
**Semester:** Yearlong or Semester 1  
**DMU credits:** 15/7.5

**Module description:** This is a highly practical learning experience where the process of design development for commercial and niche markets is explored through individual work. Men's and children's wear is an option for design and development alongside women's wear. Design development and pattern cutting skills are developed throughout the first term to provide a platform of sound skills to support this design project/competition work. The second term puts into context all learnt skills, as the student works on an industry/competition project.

Experience will be developed in fitting and critically assessing garments and communication will progress to a professional level through the creation of technical specifications that relate to industry practice. Confidence in design development through pattern cutting, fit and

communication will be developed, resulting in the student having a competent knowledge in the design process within the clothing industry. This project enables all learnt skills to work in the context of an industry based project.

**Module title: Style and Colour**

**Module code:** FBUY2008

**Semester:** Yearlong or Semester 1

**DMU credits:** 30/15

**Module description:** This module is focused on the development of a highly professional prediction package which can be contextualised into an area of fashion. Research and information gathering will be developed into a final package giving trend information for the fashion industry. To support this module students will visually research trends and how they evolve through contextual research.

These could be from social or political factors or from influential films, travel and street art to name a few. The second term is largely focussed on the development and creation of the package itself. CAD sessions will be provided to support the student in the realisation of the piece. In addition the student is expected to print the piece either through the use of an outside printing company or by themselves to reach a professional level.

**Module title: Design Cultures 2**

**Module code:** FBUY2200

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** This 15-credit module engages Level 5 students with contemporary debates and research in the subject. By locating the second year Design Cultures module within current practice students will apply the skills acquired in the first year to develop an understanding of the landscape of their discipline, and to further embed connections with their practical work.

This module is designed to complement the consolidation of material skills by introducing a broad knowledge of historical and contemporary design practice in a wider global context. The module develops research methods, vocabulary and skills necessary to become critically aware and confident in engaging in debate within and beyond the discipline. Key designers, thinkers and writers in the field will be introduced to embed a working knowledge of key concepts in discussions about the discipline, including sustainability, gender and cross-cultural awareness. Students will be provided with directed background reading to supplement material covered in lectures and provide the basis for seminar discussions and written work which will demonstrate the ability to research, analyse and communicate their knowledge and understanding.

Typical content will include contemporary discourse and debate about ethical and sustainable design in the context of fashion buying; globalisation and the role of fashion in development; the relationship between design and technology; retail environments and the culture of consumption; research methods and referencing. Support from CLaSS and the Subject Librarian will be embedded in the curriculum.

## Fashion Design

**Module title: Directional Outerwear**

**Module code:** FSHN2110

**Semester:** Semester 1

**DMU credits:** 30

**Module description:** This module affords students the opportunity to enhance existing design, technical and practical skills which have begun to be explored at level 4. Allowing for further development of more advanced techniques and processes before contextualising them into applications for design and production projects in more specialist disciplines for fashion design.

Projects will focus on the subject areas of tailoring and outerwear. The module will be supported by specialist practical tailoring skills sessions leading to the 3D production of own designs. Other content will include research, design development, pattern cutting and portfolio development (including CAD).

The curriculum will enable the development of visual communication skills through a portfolio of work for both design and technical outcomes. Students will have the option to focus on either womenswear or menswear.

**Module title: Fashion Portfolio 'LIVE'**

**Module code:** FSHN2111

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** This module builds upon portfolio skills which have begun to be explored at level 4 and develops them further with more advanced techniques and processes before contextualising them into applications for LIVE, fashion industry design projects and competitions.

The curriculum will develop 2D visual communication skills, including design drawing, illustration and layout. Students will move on to undertake LIVE project briefs, applying skills learnt to date as part of fashion industry focussed design and communication outcomes.

The module will utilise appropriate fashion related, national and international competitions and/or bespoke design project briefs developed with and set by appropriate industry organisations, working to specific company requirements and targeted fashion consumer levels. The element of choice between project briefs available will be offered to students wherever possible.

**Module title: Pattern Cutting with Lectra**

**Module code:** FSHN2112

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** This module will build upon pattern cutting skills delivered and explored during level 4, enabling students to not only progress their technical understanding but to do so via the internationally recognised, industry standard suite of Lectra® programmes and utilities.

Social and economic changes have transformed the way fashion is designed, developed,

produced and consumed. To keep up with ever-changing challenges and expanding markets, companies need to adapt how they work. Lectra®'s fashion and apparel solutions help the global fashion industry enhance their value chain and develop products with expertise, based on best practice methodologies and technologies.

The module will expose students to Lectra® technologies used in all levels of the fashion industry and will typically include; digitising, pattern creation, digital manipulation and adjustments, virtual sewing and 3D fit simulation on virtual avatars.

**Module title: Fashion Design in Practice**

**Module code: FSHN2113**

**Semester: Yearlong**

**DMU credits: 45**

**Module description:** This module affords students the opportunity to experience the demands of operating within the divergent challenges of a fashion design studio and practice appropriate skills. Working through two main project briefs, students will develop the full process of; research, design, communication, 3D development and 3D resolution outcomes. Project 1 allows students the opportunity to select between a project based around either woven or knit outcomes.

In both cases, the project brief will focus on group work where individuals creatively collaborate to manage and deliver a range of industry targeted and professional outcomes. Project 2 will be individually based and encourage the articulation and communication of a personal design concept and aesthetic. In addition, students will be introduced to and encouraged to experiment with textile embellishment techniques to enhance personal design skills and opportunities.

**Module title: Professional and Promotional Practice**

**Module code: FSHN2114**

**Semester: Yearlong**

**DMU credits: 15**

**Module description:** This module compliments subject specific skills and practice within the programme of study by focussing on professional and promotional skills. These skills and attributes become increasingly important factors as you begin to apply for jobs and work placements, including those opportunities available via the optional placement year and any other holiday work experience opportunities.

The module will consider two areas; the development of appropriate professional skills and the creation of suitable promotional materials. Professional skills will be both written and experiential, typically to include: CV writing, interview techniques, presentation techniques and skills auditing. The promotional material will focus on digital platforms where a student can present themselves and their work, encouraging a proactive approach to becoming known and accessible to a range of potential employers.

These digital tools can be continually updated with new content, both before and after graduation.

**Module title: Design Cultures 2**

**Module code:** CULT2600

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** This 15-credit module engages Level 5 students with contemporary debates and research in the subject. By locating the second year Design Cultures module within current practice students will apply the skills acquired in the first year to develop an understanding of the landscape of their discipline, and to further embed connections with their practical work. This module is designed to complement the consolidation of material skills by introducing a broad knowledge of historical and contemporary design practice in a wider global context. The module develops research methods, vocabulary and skills necessary to become critically aware and confident in engaging in debate within and beyond the discipline.

Key designers, thinkers and writers in the field will be introduced to embed a working knowledge of key concepts in discussions about the discipline, including sustainability, gender and cross-cultural awareness. Students will be provided with directed background reading to supplement material covered in lectures and provide the basis for seminar discussions and written work which will demonstrate the ability to research, analyse and communicate their knowledge and understanding.

Typical content will include contemporary discourse and debate about ethical and sustainable design and global fashion contexts; cultural attitudes to gender and dress; the relationship between design and technology; identity and subcultures; brand, marketing and the culture of consumption; research methods and referencing.

## **Fashion Textiles Design**

**Module title: Develop**

**Module code:** FTXD2000

**Semester:** Yearlong

**DMU credits:** 30

**Module description:** This module provides the opportunity for students to advance the technical and design problem solving activities related to designing and creating textiles for fashion. Technical understanding encompasses specific processes and techniques considered most relevant to the global fashion industry.

Projects will expand on skills develop in level 4, advancing technical and design skills across print, surface design, embellishment and knitted textiles. Design problem solving skills are addressed through specific fashion focused project briefs, developing a deeper knowledge of market, gender, fabrications and context.

**Module title: Communicate**

**Module code:** FTXD2001

**Semester:** Yearlong

**DMU credits:** 30

**Module description:** This module provides the opportunity to study and develop practical design communication for the fashion industry. Developing a range of portfolio techniques, fashion illustration, CAD and personal promotion. The aim is to explore and understand a

variety of methods to investigate, experiment, design, visualise and present information for a fashion audience.

Encouraging students to discover and refine their personal style and approach to fashion communication, whilst understand its relationship with their textiles design practice. To locate the skills being developed appropriately, the module contains a series of sessions, which aid development of career enhancement and professional practice skills, such CV's, cover letter, internship searches and promotional material.

**Module title: Principles**  
**Module code:** FTXD2002  
**Semester:** Yearlong  
**DMU credits:** 15

**Module description:** This module engages with contemporary debates and themes effecting contemporary fashion and its relationship with materials. The module develops research methods, vocabulary and skills necessary to become critically aware and confident in engaging in debate within the discipline.

Key designers, thinkers and writers in the field will be introduced to embed a working knowledge of key concepts in discussions about the discipline. Students will be exposed to range of contemporary factors effecting fashion and required to undertake a series of research tasks to understand and embed the knowledge of material culture into their personal practice.

**Module title: Consolidate**  
**Module code:** FTXD2003  
**Semester:** Yearlong  
**DMU credits:** 30

**Module description:** This module focuses on consolidating the students' design and technical skills, whilst also allowing for the strengthening of 2D-3D production construction and resolution skills.

Briefs will be developed by the student and focused towards identifying students' own individual technical specialisms, providing an opportunity to explore and combine a range of design, technical and realisation skills, as required.

Support is provided to develop advancing pattern cutting, prototyping and construction skills, allowing students to translate and combine textile development into fully functioning fashion outcomes.

**Module title: Design Cultures 2**  
**Module code:** CULT2300  
**Semester:** Yearlong  
**DMU credits:** 15

**Module description:** This 15-credit module engages Level 5 students with contemporary debates and research in the subject. By locating the second year Design Cultures module within current practice, students will apply the skills acquired in the first year to develop an understanding of the landscape of their discipline and to embed further connections with their practical work.

This module is designed to complement the consolidation of material skills by introducing a broad knowledge of historical and contemporary design practice in a wider global context. The module develops research methods, vocabulary and skills necessary to become critically aware and confident in engaging in debate within and beyond the discipline. Key designers, thinkers and writers in the field will be introduced to embed a working knowledge of key concepts in discussions about the discipline, including sustainability, gender and cross-cultural awareness. Students will be provided with directed background reading to supplement material covered in lectures and provide the basis for seminar discussions and written work which will demonstrate the ability to research, analyse and communicate their knowledge and understanding.

Typical content for Fashion Textile Design will include contemporary discourse and debate about ethical and sustainable design and global fashion contexts; cultural attitudes to gender and dress; the relationship between design and technology; identity and subcultures; brand, marketing and the culture of consumption; research methods and referencing. Support from CLaSS and the Subject Librarian will be embedded in the curriculum.

## **Footwear Design**

**Module title:** Global Live Design 1

**Module code:** FOOT2500

**Semester:** Yearlong or Semester 1

**DMU credits:** 30/15

**Module description:** This module is focused on the creation of different ranges of footwear from different markets and areas. Ideas will be developed from the initial concept through to the final range of footwear from which a lead shoe will be selected to be taken through all the necessary technical processes of pattern making and manufacturing techniques to produce the final prototype.

Students will work in both teams and individually to execute project briefs looking at market research and identification, shop reports. The role of the designer in range building the investigation of material and components and the effect of the influence of other consumer product areas will be discussed and evaluated.

Presentation skills will be reinforced with the input from CAD with new information being delivered via workshops and seminars with time allowed for students to explore these skills before developing them in order to answer the module brief. In addition to the footwear briefs students will explore critical studies through lectures seminars and tutorials addressing clothing communication and society.

**Module title:** Introduction to Pro-Style Trend

**Module code:** FOOT2501

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** This module provides the opportunity to study and develop practical delivery of Footwear design communication in both 2D and 3D formats. The content will investigate production of Trend prediction packages, mood board creation, schematic drawings and understanding Blue Prints and the design development process. This is also reinforced by investigation of brands, range - building and line segmentation. Leading to developing a range of portfolio techniques, footwear illustration, CAD and personal promotion.

The aim is to explore and to understand a wide variety of methods to investigate and experiment with, prior to presentation to an industry audience. Presentation and visual communication skills will be reinforced with use of both 2D & 3D CAD, for encouragement to discover, refine and express an individual style and narrative for footwear design presentation.

**Module title: Progressive Trend & Product Development**

**Module code:** FOOT2505

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** This module will extend the student's knowledge and progressive understanding of the key factors approaching the Design of Footwear product and its development within the Global Footwear Industry. It will assimilate visual design evaluation into a creative body of work and conclude with a presentation and reflection upon the work undertaken.

The Design decision making factors to be covered within this module will be extended by progressively underpinning the embedded understanding of these key factors. Students will extend their developing knowledge which can be applied across all aspects of creative research and presentations in various relevant formats for clients. A wide range of Footwear product categories across genders will be covered in this module, to include, formal, casual, athletic and 'white space' niche directional fashion.

A deeper, more refined and professional understanding of product, its development and presentation will be encouraged and sought. 'Lineapelle' the major material fair in Milan is embedded in our program as a direct link to industry leather and synthetic vendors. Students benefit greatly from this ability to experience industry products and personal contracts. Students will be directed to maintain a research file throughout the module to record resources, visuals, promotions and inspirational ideas to aid their approach to future design concepts. Students will consider and research all decision making factors for their presentation. They will then conclude a visual presentation for their chosen Footwear product concept, encapsulating the key design decision making and manufacturing processes.

Students will be encouraged to concentrate on the building of their designed product, supported by all previous learned elements relating to this specific subject area. At this level, all areas of the taught sessions will be aligned to ensure a high quality of developed work is achieved within the final presentations. Content outline to include: - Trend & Colour resources - Market research including competitive shopping - Introduction to industry process and workflow - Approaches to product development - Leather, Synthetics & Componentry sourcing - Product costing templates & margin requirements - Consolidation of factors for product design. Industry specialists will be invited to talk to the students, at key stages, throughout the module.

**Module title: Bespoke & Biomechanical Performance**

**Module code:** FOOT2506

**Semester:** Yearlong or Semester 1

**DMU credits:** 30/15

**Module description:** This module is concerned with the application of the design concepts and practical processes of Bespoke Footwear. The product areas may be in men's, women's or children's footwear dependent upon the market area in which the client is involved. Research and idea generation along with in-depth investigation into foot analysis will be



followed by the creation of a final footwear prototype.

The module will enable input and feedback to be given by external clients and practitioners exposing student work to comment and analysis from professionals in the footwear industry. Where feasible, a visit to a relevant footwear production unit will take place.

This module also focuses on the development of a professional prediction package which can be contextualised into the area of any Fashion specialism. Research and information gathering will be developed into a final package giving trend information of the fashion industry. The co-ordination of a variety of media ranging from CAD to personal illustration and text will be evident in the final product. The tracking, in the role of the designer will be parallel to a similar role of a designer within the prediction industry.

**Module title: 3D CAD 2 (Advanced 3D)**

**Module code:** FOOT2503

**Semester:** Yearlong

**DMU credits:** 15

**Module description:** This module continues the investigation into the use of 3D CAD. The module will achieve its aims by taking students through more complex areas of 3D, introducing the foot scanner to the students, delivering the information via lectures in a computer suite, then allowing students to explore the skills before putting their work into a project.

The module will look at navigating through 3D allowing students to gain a more developed final design, learning a basic understanding for the foot scanner to scan feet and different lasts, before editing the lasts and last surfaces in forma to get new last models. Presentation and visual communication skills will reinforce the importance of 3D CAD within the footwear industry and the potential future of design. The CAD lessons will be held in a computer lab giving students an opportunity to learn and practice throughout the module before developing their skills to complete the module brief.

**Module title: Introduction to Fash/Footwear Business**

**Module code:** FOOT2504

**Semester:** Yearlong

**DMU credits:** 15

**Module description:** This module will provide grounding in the global fashion business and is designed to inform students at an introductory level. Module content will examine retail business models. This will include bricks and mortar models alongside multi-channel and omni channel retailing.

Fashion Business strategy will be examined. The module will explore the relationship between the key areas of fashion business; with comprehensive introductions to merchandising and marketing, and the key relationship that fashion buying has to these functions. Students will learn how retailers and brands operate, and explore the financial value and reach of the global fashion industry.

**Module title: Design Cultures 2**  
**Module code: CULT2400**  
**Semester: Yearlong**  
**DMU credits: 15**

**Module description:** This 15-credit module engages Level 5 students with contemporary debates and research in the subject. By locating the second year Design Cultures module within current practice students will apply the skills acquired in the first year to develop an understanding of the landscape of their discipline, and to further embed connections with their practical work.

This module is designed to complement the consolidation of material skills by introducing a broad knowledge of historical and contemporary design practice in a wider global context. The module develops research methods, vocabulary and skills necessary to become critically aware and confident in engaging in debate within and beyond the discipline.

Key designers, thinkers and writers in the field will be introduced to embed a working knowledge of key concepts in discussions about the discipline, including sustainability, gender and cross-cultural awareness. Students will be provided with directed background reading to supplement material covered in lectures and provide the basis for seminar discussions and written work which will demonstrate the ability to research, analyse and communicate their knowledge and understanding.

Typical content will cover all aspects of the product lifecycle, including contemporary discourse and debate about ethical and sustainable design and global footwear contexts; cultural attitudes to gender and dress, broadly defined; the relationship between design and technology; identity and subcultures; brand, marketing and the culture of consumption; research methods and referencing. Support from CLaSS and the Subject Librarian will be embedded in the curriculum.

## **Textile Design**

**Module title: Technical Block**  
**Module code: TXDN2001**  
**Semester: Yearlong**  
**DMU credits: 3**

**Module description:** The focus of the module is practical skills building and engagement with workshop facilities as a creative resource. Students will produce an in depth study of the processes, materials and techniques of their chosen specialist area. Each pathway will run technical workshop based sessions to enable students to become effective practitioners in their field of study.

Students are required to experiment and explore in their own time to develop their understanding and skillset. Using the specialist knowledge they acquire, and building on the design experience at level four, they will begin translating their ideas into/onto fabric. Innovation in sourcing and selection of materials and yarns, as well as in the combinations of processes and techniques is expected.

Students will also develop colouration skills, along with knowledge of fibres, yarns and fabrics which will inform their approach. Subject specific skills will be further developed over the next two years towards a variety of applications.

**Module title: Live Project**  
**Module code:** TXDN2002  
**Semester:** Yearlong  
**DMU credits:** 30

**Module description:** This module provides students with the opportunity to develop their studio practice within their textile design pathway through a live industry project or competition, for the interiors market. Through engaging with industrial practices, students will understand how an awareness of customer, branding and market points is fundamental to the textile design process. The module will develop interior textile design skills specific to individual pathways, such as half drop repeat, or technologies and processes within the pathway areas.

Students will extend and develop their technical and design skills from TXDN 2001 in order to apply their emerging design understanding to a different context than previous projects. Students will also produce a substantial research file, which demonstrates their understanding of the requirements of industry for submitting a competition or live brief. This will include contextual research, a CV, market and branding research.

**Module title: Consolidation**  
**Module code:** TXDN2003  
**Semester:** Yearlong  
**DMU credits:** 30

**Module description:** The module enables students to explore and develop their textile design skills through both internal and external project briefs. The module consists of a number of assignments with given deadlines, which are set by each Pathway Leader for students on either the Printed Textiles, Mixed Media Textiles or Constructed Textiles Pathways.

Students develop and demonstrate design problem-solving skills through exploratory research, an understanding of the theoretical context of textile design, exploration and application of technical processes, and an awareness of contemporary textile design practice.

Students are encouraged to extend the diversity of their visual research, technical, and contextual research skills and apply this knowledge to a range of design applications in support of their career ambitions. The projects will require the students to develop and demonstrate personal responsibility for their learning, and effective decision-making skills.

**Module title: Textile Visions**  
**Module code:** TXDN2004  
**Semester:** Yearlong  
**DMU credits:** 15

**Module description:** This module will explore textile innovations, technology and testing. Over the course of the module students will participate in practical workshops, supported by lecture/seminars, in order to understand the broad range of applications relevant to textile materials.

They will learn how to perform relevant performance and quality tests, in line with industry standards and UK garment labelling, to ensure fabrics and end products are fit for intended purpose. An informative lecture series will run alongside the practical sessions and will

examine textile innovations and cutting edge fibre and textile developments. Topics include; smart materials, finishing, sustainability and technical textile applications. Students will be encouraged to consider the entire life cycle of materials and textiles products and the impact of their design choices in context.

**Module title: Design Cultures 2**

**Module code: CULT2700**

**Semester: Yearlong**

**DMU credits: 15**

**Module description:** This 15-credit module engages Level 5 students with contemporary debates and research in the subject. By locating the second year Design Cultures module within current practice students will apply the skills acquired in the first year to develop an understanding of the landscape of their discipline, and to further embed connections with their practical work.

This module is designed to complement the consolidation of material skills by introducing a broad knowledge of historical and contemporary design practice in a wider global context. The module develops research methods, vocabulary and skills necessary to become critically aware and confident in engaging in debate within and beyond the discipline.

Key designers, thinkers and writers in the field will be introduced to embed a working knowledge of key concepts in discussions about the discipline, including sustainability, gender and cross-cultural awareness. Students will be provided with directed background reading to supplement material covered in lectures and provide the basis for seminar discussions and written work which will demonstrate the ability to research, analyse and communicate their knowledge and understanding. Typical content will include contemporary discourse and debate about ethical and sustainable design; globalisation and the role of design in development; the role of gender in making and design; the relationship between design and technology; design movements. Support from CLaSS and the Subject Librarian will be embedded in the curriculum.

## **Creative Writing**

**Module title: Word, Image, Sound**

**Module code: CREW2000**

**Semester: Yearlong or Semester 1**

**DMU credits: 30/15**

**Module description:** This module will explore contemporary writing practices that involve using words alongside, and in dialogue with, image and sound. This may encompass forms as diverse as audio-visual work, multilinear hypertext, poetry, podcasts, screenplays, radio drama and graphic novels.

Students spend time in the computer labs learning the craft of writing for the screen rather than the page, and experimenting with audio-visual software, and non-linear hypertext work that privileges readerly choice. In the contemporary poetry section, students explore Ekphrastic work written in dialogue with painting and other visual arts, and practice the musicality of the Ode, and the crystalline compression of Objectivist verse with its careful attention to visual layout.

There will also be opportunities to record audio work in DMU's studios.

**Module title: Writing Place****Module code:** CREW2001**Semester:** Yearlong or Semester 1**DMU credits:** 30/15

**Module description:** A specific sense of place informs writing in genres as diverse as travel writing, speculative fiction, the memoir and the ghost story; and this module develops awareness of its significance for central craft areas such as setting, characterisation, imagery and even dialogue. All writing takes place somewhere, and whether you are writing about Leicester or Mars you need to authenticate your world and provide the reader with a vivid sense of location.

This module will enable students to explore, through creative practice, the role place has as a major stimulant in writing. Students will write fiction, poetry and creative non-fiction in a variety of forms in order to explore the creative resources offered by local history, regional myths, environmental issues and hidden histories.

There will be a keen focus upon 'world building', and emphasis upon the importance of research to writers. You will submit a Field Trip assignment consisting of a piece of creative work written in response to a research trip you yourself plan, to a location of your choice.

**Module title: Story Craft****Module code:** CREW2002**Semester:** Yearlong or Semester 1**DMU credits:** 30/15

**Module description:** This module develops skills from level 4, especially building from Reading for Craft. Its focus is story in the broadest sense - a subject with broad relevance in genres as diverse as poetry, hypertext, and all scripted work.

Narrative remains a tremendously powerful tool in all aspects of media; in marketing, advertising, gaming, as well as all aspects of fiction.

This module will remind students why, and how, this is so. Main themes may include: narrative arcs and structures, characterisation, pace, event, story-world, dialogue, clue-laying, revelation and concealment, and means of involving the reader.

**Module title: Personal Project****Module code:** CREW2003**Semester:** Yearlong/Semester 1**DMU credits:** 15/7.5

**Module description:** This module builds upon the skills developed on Shaping Ideas at level 4, and runs in tandem with CREW 2002. It is therefore part of a Single Honours pathways dedicated to the planning for, and management of, longer projects that will culminate in the level 6 Extended Portfolio (CREW 3003).

By this stage in their academic careers, single honours students are likely to have once or more extended projects in mind and the time has come to test the sustainability of those projects; to plan and begin writing, and to evaluate and make use of feedback from tutors and fellow-students.

**Module title: Specialism and Negotiated Study****Module code:** CREW3001**Semester:** Yearlong or Semester 1**DMU credits:** 30/15

**Module description:** This module provides the student with an opportunity to work with a specialist practitioner in a set genre (e.g. web-writing, radio drama, children's writing) which may vary from year to year and to submit a project in that genre. In 2019/20 the tutor will be novelist Mahsuda Snaith, author of *The Things We Thought We Knew* and *How To Find Home*.

**Module title: Professional Writing Skills****Module code:** CREW3002**Semester:** Yearlong or Semester 1**DMU credits:** 30/15

**Module description:** This module provides graduates in Creative Writing with a range of professional knowledge and skills. Students will work on a publication to professional standard in print or online format, develop skills in oral presentation, and explore aspects of professional practice. The skills and knowledge gained on this course will not only be of value to creative writing practitioners, but will also be of advantage in a range of career options.

**Module title: Extended Portfolio****Module code:** CREW3003**Semester:** Yearlong or Semester 1**DMU credits:** 60/30

**Module description:** This module provides the student with an opportunity to work at length in a single form or genre. The aims should be professionally presented independent creative work.

The precise portfolio content will be negotiated by the tutor in accordance with departmental guidelines, but **MUST** include: written creative work in a chosen form or genre accompanied by drafts and reflective essay. Students are expected to consider their own work in relation to current published work in the same and related genres.

## English Language

**Module title: Sociolinguistics****Module code:** ELAN2001**Semester:** Yearlong or Semester 1**DMU credits:** 30/15

**Module description:** This module develops awareness of the link between language and society and the issues that may arise from this link. It includes:

- The relationship between language and society
- How English varies between regions and countries
- The debate on Standard English
- Multilingualism and language choice
- Attitudes to language use in society
- Language and gender

- Language and class/age
- Language planning and maintenance
- Linguistic imperialism or a global language
- Language and societal problems
- Researching sociolinguistics

**Module title: Research Methods for Linguistics**

**Module code:** ELAN2006

**Semester:** Yearlong

**DMU credits:** 15

**Module description:** This module introduces students to key principles in conducting an effective research study within the specific context of linguistics. Students will consider such issues as:

- designing a research project
- conducting an effective literature review
- quantitative versus qualitative research
- introspective research
- the principles of fieldwork
- questionnaire and survey design
- engaging with statistics
- the use of mixed and blended methodologies
- conducting research in an ethical manner

**Module title: Phonetics and Phonology**

**Module code:** ELAN2007

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** This module introduces students to the fields of phonetics and phonology, and will enable them to:

- understand and describe the anatomical features and physical processes involved in the production of speech
- understand and describe the differences between phonetics and phonology as related but distinct disciplines
- analyse the key features of spoken human language (focusing principally on spoken English)
- discuss and comment upon key features of individual human speech, such as accent and register variation.
- understand and describe the regularities and rule-like processes that operate within sound systems

**Module title: English Language in UK Schools****Module code:** ELAN2013**Semester:** Semester 1**DMU credits:** 15**Module description:** This module will cover:

- the effects of age on teaching methodology
- primary national curriculum
- secondary national curriculum
- assessment requirements
- basic literacy or learning difficulties
- English as an Additional Language (EAL)

The module will also cover generic teaching and learning skills, such as classroom management, lesson planning and use of equipment.

**Module title: Grammar: Analysing Linguistic Structure****Module code:** ELAN2014**Semester:** Semester 1**DMU credits:** 15

**Module description:** This module seeks to develop students' understanding of the structure of words and sentences. The students will examine linguistic data, primarily from English, but also from other languages and will have many opportunities to describe and analyse the differences in the linguistic structures of different languages and dialects.

They will also be encouraged to collect their own linguistic data for analysis. Through this, the students will extend their skills in morphological and syntactic analysis. The module also introduces the students to different theoretical approaches to linguistic analysis (e.g. both generativist/Chomskyan approaches and cognitive approaches) and provides them with practice in critically evaluating different theoretical views.

**Module title: Language in Context: Pragmatic Theory and Politeness****Module code:** ELAN2015**Semester:** Semester 1**DMU credits:** 15

**Module description:** This module deals with Pragmatics: the study of language use in context. It explores the nature of human communication, and the ways in which the meaning communicated by utterances goes beyond the meaning of the words and sentences used.

We will first look at Grice's idea that utterance interpretation is an exercise in mindreading, and then move on to more recent Grice-inspired approaches, particularly Sperber & Wilson's Relevance Theory. We will examine how hearers understand indirectly communicated meanings (conversational implicatures) and a variety of kinds of non-literal meanings (for example, metaphor, irony, metonymy).

We also look at how politeness theory (e.g. Brown and Levinson) relates to theories of pragmatics.



**Module title: Introducing English to Speakers of Other Languages****Module code:** ELAN2023**Semester:** Yearlong**DMU credits:** 15**Module description:** This module will cover:

- the difference between learning a mother tongue and a second language
- The adult Learner and levels in ESOL
- teaching the four skills: reading, writing, listening and speaking
- pronunciation and phonetics
- ESOL methodology: task-based, lexical and grammatical approaches

The module will also cover generic teaching and learning skills, such as teacher roles, learner styles, error correction and developing materials.

**Module title: Semantics: Analysing Linguistic Meaning****Module code:** ELAN2024**Semester:** Yearlong**DMU credits:** 15

**Module description:** This module seeks to develop students' understanding of semantics: the study of linguistic meaning. Students consider issues in lexical and non-lexical semantics (e.g. the multiple meanings expressed by words, ways of using language to refer to the world, the semantics of tense etc.).

The students will examine linguistic data, primarily from English, but also from other languages, and will have many opportunities to describe and analyse contextual, social, cultural and cross-linguistic differences in concepts and meanings communicated through language.

They will also be encouraged to collect their own linguistic data for analysis. Throughout the module, students learn about different theoretical approaches and build their ability to critically evaluate alternative approaches and theoretical accounts.

**Module title: Pragmatics in the Real World****Module code:** ELAN2025**Semester:** Yearlong**DMU credits:** 15

**Module description:** This module deals with the applications of pragmatics (the study of language use in context) to the real world.

The basic ideas of inferential approaches to pragmatics will be introduced, and applied to a variety of topics: legal language; persuasion (e.g. in the use of metaphor in advertising and in political rhetoric; the use of puns in advertising); intercultural communication. We also look at children's acquisition and comprehension of implicated and non-literal meanings.

**Module title: English Language Dissertation****Module code:** ELAN3000**Semester:** Yearlong/Semester 1**DMU credits:** 30/15

**Module description:** Students will propose, refine, develop, research and write a dissertation on a topic accepted and supervised by a member of the English Language team.

The chosen topic may relate to any aspect of English Language or Linguistic study; as with all other dissertation modules, students will be encouraged to research topics in which they themselves are interested, rather than writing on a subject chosen by their supervisor. The key aim is to develop the student's autonomy as a learner, researcher and writer.

**Module title: Language Acquisition****Module code:** ELAN3024**Semester:** Semester 1**DMU credits:** 15

**Module description:** The focus of this module is how language is acquired – both as a first language and as a second language. Students will examine this question by exploring (psycho)linguistic theories and empirical research on language acquisition.

Students will be introduced to different theoretical approaches to first language acquisition (including Chomskyan nativist and more recent Constructivist approaches). We will examine in detail what research has shown about how children acquire the sounds, words and grammatical structures of their first language as well as considering the psychology of learning to read and dyslexia. We also consider the nature of bilingual and second language acquisition, and ask: is there a critical period for language acquisition or is it possible to attain native competence in a language later in life?

The module will also provide the students with an opportunity to reflect on the role of social, cultural and cross-linguistic differences in language acquisition (both first and second).

**Module title: Language, Mind and Culture****Module code:** ELAN3022**Semester:** Yearlong**DMU credits:** 15

**Module description:** On this module, students will examine the complex relationship between language, thought and culture. The module considers questions such as whether the language you speak affects how you think (the linguistic relativity question), the nature of concepts and mental representations of language and, importantly, how cultural differences can be reflected in language and in conceptualisation.

These questions will lead the students to consider the nature of human language itself – how it differs from animal communication and whether linguistic knowledge is of fundamentally different kind from other kinds of knowledge. During the module, students will examine linguistic materials from English and other languages (e.g. metaphorical expressions).

**Module title: Powerful Language: an Introduction to Rhetoric**

**Module code:** ELAN3013

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** The tools of effective, persuasive communication have been studied for over two millennia; what is now presented as 'advertising', 'PR', 'news management' or 'spin' has in previous centuries been known as 'rhetoric'.

This module introduces students to the key concepts of rhetoric and oratory as a discipline, and will enable them to both analyse and produce texts which employ language powerfully to persuade their target audience.

Students will be taking ideas and issues which have endured from Aristotle and the Renaissance to the present, and will examine rhetoric in theory and practice; while they will need to acquire a detailed knowledge of rhetorical structures and figures (and the associated technical vocabulary), the main concern of this module is to consider praxis, and the way in which theory is enacted in practice.

**Module title: Perception, Persuasion, Power**

**Module code:** ELAN3023

**Semester:** Yearlong

**DMU credits:** 15

**Module description:** This module examines the techniques of persuasive communication as they are employed in the real world in a variety of domains. Building on theories of figures such as Bernays and Cialdini, it will introduce students to a variety of ways of analysing techniques of persuasion, manipulation and perception management, and the methods used to shape opinion.

Students will examine such fields as propaganda, political discourse, advertising and interrogation, and learn how persuasion draws on a set of key techniques which can be applied across these areas.

The module will also enable students to move from analysis to production, by requiring them to show their ability to craft their own persuasive material. This will have clear benefits in terms of developing the key transferrable skills of effective communication and presentation in written and oral form.

## English Literature

**Module title: 20th and 21st Century Literature**

**Module code:** ENGL2016

**Semester:** Yearlong or Semester 1

**DMU credits:** 15/30

**Module description:** Following a broadly chronological structure, term 1 will cover the first half of the twentieth century. The Edwardian years provide the point of departure for this module and we shall move through such cultural moments and literary movements as Imagism, The First World War and Modernism.

Term 2 will investigate representations of the post-World War 2 period and will look at such trends as the politics of identity, notably class, gender and race, in various forms of realism

alongside postmodernist forms of expression.

The module will provide the opportunity to consider in more detail the role of literature in both reflecting and participating in social change. The texts consist of short stories, novels, poetry and plays. Writers studied may include: E. M. Forster, Katherine Mansfield, Virginia Woolf, James Joyce, D. H. Lawrence, Samuel Beckett, George Orwell, Alan Sillitoe, Jean Rhys, Angela Carter, Margaret Atwood and Monica Ali.

**Module title: Ways of Reading: The Past & Present of Literary Studies**

**Module code:** ENGL2017

**Semester:** Yearlong or Semester 1

**DMU credits:** 15/30

**Module description:** Where did the emphasis in literary studies on close reading come from? What kind of balance should be struck between focusing on the text itself and focusing on a text's historical context? Do works of literature have timeless significance or are they solely 'of their time'? What kind of morality, if any, does literature teach? What is the role of the reader in the process of interpreting a literary text? - does the text create the reader or does the reader create the text?

This module explores questions such as these as part of its examination of different approaches to the study of literature and different ways of thinking about literature's value. English in the twentieth- and twenty-first centuries has been host to an exhilarating array of different ways of reading (from poststructuralism, feminism, Marxism and psychoanalysis to eco-criticism, ethical criticism and the so-called 'new aestheticism') and it is important for any student of literature to gain some knowledge of what these involve.

The module will significantly expand your critical vocabulary and make you aware that there are important choices to be made about how literature and its value may be understood. A small number of literary texts will be revisited from different perspectives in order to put different approaches into practice.

**Module title: Exploration and Innovation: 14th century to 18th century Literature**

**Module code:** ENGL2018

**Semester:** Yearlong/Semester 1

**DMU credits:** 15/30

**Module description: This module is compulsory for Single and Joint Honours English students.** This course offers students an introduction to English literature written between the late medieval era and the early eighteenth century in its international, as well as its national, cultural and historical context.

This will include examples of each of the major genres (poetry, drama, and prose) and canonical and non-canonical authors and texts. Each text will be considered in relation to its genre and the historical and literary context in which it was written. Students will also be invited to compare and contrast examples of early English literature with some key works of European literature written in the same eras.

The course is organised around selected key themes, such as politics and power, faith, and love and gender. Students will be invited to explore the continuities as well as discontinuities between the literature written in the different historical periods and between the literature produced in England and that produced in Europe.

**Module title: Screen & Literacy Adaptations of the Classics****Module code:** ENGL2019**Semester:** Yearlong/Semester 1**DMU credits:** 15/30

**Module description:** What happens when an iconic literary text is adapted from one genre to another, one medium to another, and one cultural platform to another? What are the processes at work in these transformations? This module explores the practice of the textual transformation of iconic literary texts. Study will revolve around the adaptation of four classic texts: William Shakespeare's *Romeo and Juliet*, Charlotte Brontë's *Jane Eyre*, Emily Brontë's *Wuthering Heights* and Henry James's *The Turn of the Screw*.

We will examine the term 'adaptation' in its widest cultural context by engaging with a range of adaptive responses to these texts, tracing their transition from canonical works of 'high art' to products that thrive within popular culture. We will also be focusing on the ideological, political and cultural contexts of adaptations.

Introductory workshops will focus on adaptations theory and creative approaches to textual transformation. In subsequent workshops, the relationship between 'source' texts and their various adaptations (from novel to television, from play to film, from novel to novel, etc.) will be explored in closer detail via debates focusing on their social, cultural, historical and industrial production context. In particular, issues related to gender, sexuality, race and class will be central to our consideration of all texts under review. Students will also be given the opportunity to write their own adaptation.

**Module title: Romantic and Victorian Literature****Module code:** ENGL2021**Semester:** Yearlong/Semester 1**DMU credits:** 15/30

**Module description:** This module introduces students to literature of the period from 1780 to 1901. It initially focuses on a selection of the most significant poetry and fiction from the Romantic period.

Students explore these texts in relation to the huge social upheavals of the time (including the impact of the French Revolution) and the new and radical ideas about, for instance: childhood; the rights of man, and of woman; the natural world; the imagination. In the second part of the module the sFYlabus traces how Romantic ideas mutate in the literature of the Victorian period.

Students investigate issues such as class-conflict, urban poverty, faith, national identity and changing gender-roles as they are played out in the fiction and poetry of the time. Writers to be studied include William Blake, William Wordsworth, Jane Austen, Charles Dickens, Robert Browning, Charlotte Brontë, Thomas Hardy and Oscar Wilde.

**Module title: Text Technologies****Module code:** ENGL2035**Semester:** Yearlong/Semester 1**DMU credits:** 15/30

**Module description:** Literary and historical texts have always come down to us in material forms. These forms have included: stone and wax tablets inscribed with a chisel or stFYus;

ink applied by hand to sheets of papyrus, parchment, vellum or paper; ink impressed by machine onto leaves in printed books; and patterns of zeroes and ones in computers. This module is concerned with how these material forms function and how they have shaped the writings we read. We will proceed chronologically looking at each of these technologies in turn.

The module is divided into three 8-week parts, covering in turn "From Medieval Manuscripts to Early Printed Books", "Reading and Writing in the 21<sup>st</sup> Century"; and "Practical: Hand-printing and the Letter-press". We will consider such questions as how print disrupted and displaced manuscript culture, how the changing economics of textual dissemination affect what gets written and disseminated, and how reading is shaped by the medium in which the writing is embodied. As well as traditional classroom work, the module is taught by practical hands-on sessions on making quill pens, printing using movable-type with a hand-operated printing press and creating a Wikipedia entry.

As part of this module there is an optional DMUglobal field trip to Meisei University, Tokyo Japan (subject to approval).

**Module title: English Dissertation**

**Module code:** ENGL3000

**Semester:** Yearlong

**DMU credits:** 30

**Module description:** Students will propose, refine, develop, research and write a dissertation on a topic accepted and supervised by a member of the English team. Students will be required to organise a dissertation conference (in week 6) and give presentations on their own topics. They will submit the paper on which their presentation is based as their preliminary work for the module.

**Module title: The British Working Class in Literature, Film and Television**

**Module code:** ENGL3042

**Semester:** Yearlong

**DMU credits:** 15.00

**Module description:** Over the course of the term students will be introduced to literature that presents, defines and differentiates the working-class experience from mainstream texts across the post-World War 1 period up to the turn of the 21<sup>st</sup> century.

We will discuss the importance of historical changes on the presentation of working-class life from the economic depressions of the 1920s and 30s, the development of the Welfare State, the Swinging Sixties, the challenges to labour power in the 1970s and 80s, up to working-class experience in the new millennium.

Changes in technology across the period means that we will study film and televisual texts alongside the literary. All texts will be studied to help consider the ways in which a reader or audience can engage politically and imaginatively with the changing presentation of class images.

**Module title: Unruly Women, Revolutionary Men: Gender, Politics and Gothic at the Fin de Siecle**

**Module code:** ENGL3045

**Semester:** Yearlong

**DMU credits:** 15

**Module description:** This module examines the impact of history, memory and publication media on narrative. Students will examine the production and use of selected narratives in different media: manuscript, print and current digital cultures. It will use well-known English texts of medieval origin that have blended with wider society to become part of our history and modern popular culture: Chaucer, Malory and the Arthurian Legend, Robin Hood and the Ballads tradition, and the Bible and Saints' Legends.

This will provide students with opportunities to explore the relationship between a past world and our own representations of it. A distinctive feature of this module is its use of digital technologies as a vehicle to explore manuscript and print literary production from historical perspectives. Implications of the use of digital media will be considered in comparison with manuscript and print. The module will offer practical training, providing students with skills in digital publishing which will be of use in a wide variety of contexts.

Students will be required to undertake extensive preparation for each session, and give at least one presentation to the class (un-assessed but compulsory) on the nature of the impact of a particular technology on a particular narrative. Students will explore a topic in depth and report his/her research outcomes in the form of a sample website.

**Module title: Watching Early Modern Drama: Spectatorship & Fandom**

**Module code:** ENGL3054

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** On this module we will explore the role of the audience in the production of early modern dramatic meaning, both then and now. We will begin in the early modern period with the plays *The Knight of the Burning Pestle* by Francis Beaumont and *The Roman Actor* by Philip Massinger as well as number of short tracts on theatre ('An Apology for Actors', Thomas Haywood; 'To the comic play-readers...', Thomas Middleton) and explore the ways that early modern dramatists imagined and engaged their audiences and vice versa. In doing so, this module will enhance your understanding of theatre-going in this period.

As we move into the second half of the module, we will utilise this knowledge and compare early modern spectatorship against the types of audience engagement that can be found in the contemporary moment. The module will introduce the critical concept of fan theory and we will then work through a series of representative fan texts. These will allow us to understand the nature of Shakespeare's fan presence online and to discuss some of the broader functions of fandom.

By looking at fan texts which respond imaginatively to star performers and productions and to Shakespeare's legacy more generally, the module will invite students to consider fans as not simply audiences but creative producers and critics.

**Module title: Staging the World****Module code:** ENGL3059**Semester:** Yearlong**DMU credits:** 15

**Module description:** On this module students will look at the plays of Shakespeare alongside the plays of his contemporaries and in relation to the theatrical and the national and international historical context in which they were produced. In this way the module will enhance students' understanding of the ways in which Shakespeare and his contemporaries were influenced by each other and the theatrical and historical culture of which they were a part.

The module will be organised thematically, with the plays of Shakespeare and his contemporaries studied in pairs in relation to a series of themes. Possible organising themes include: 'Courts and Power', 'Gender and Sexuality', 'Magic and Knowledge'.

**Module title: Radical and Contemporary Adaptations****Module code:** ENGL3100**Semester:** Yearlong**DMU Credits:** 15

**Module description:** In this module, we will consider radical texts and the relationship between creative work, counter-culture, and adaptation. We will be focusing on texts that ask central questions about gender, sexuality, race, class, multiculturalism, and nationality in often interrogative ways that question the status quo.

As part of this focus, we will examine whether these issues are enhanced, reworked, or neutralised by adapters when these radical literary works are transferred to the screen and other media, such as graphic novels.

As such, this module will not only introduce students to the practice of adaptation within a contemporary context, but also explore the ideological contexts of source texts and adaptations, such as the counterculture movement of the Beat generation in 1950s America (which later became the 'hippie' movement in the 1960s), the 'grunge' literature and film of 1990s Australia, and the contemporary race politics of America. We will be thinking widely about what constitutes 'radical' culture and texts, and how this shifts into the contemporary age.

Introductory workshops will focus on more famous and groundbreaking radical texts such as Virginia Woolf's *Orlando* and Allen Ginsberg's *Howl*, while later workshops will move to examine lesser-known and more contemporary works and their adaptations, such as Christos Tsiolkas's debut Australian novel *Loaded* and Jeffrey Eugenides's debut American novel *The Virgin Suicides*.

Workshops will not simply be structured around set texts but also around the wider political and cultural issues raised by such texts, including questions of diversity, immigration, multiculturalism and belonging within contemporary England, America, and Australia, or gender, sexuality, suburbia and the city.



**Module title: Biofiction**  
**Module code:** ENGL3101  
**Semester:** Yearlong  
**DMU Credits:** 15

**Module description:** This module explores the popular sub-genre of biographical fiction about author figures, focusing on novels and films about Henry James, Virginia Woolf, and Sylvia Plath, all of which have been written since the new millennium. It enables students to place biofiction in dialogue with some of the key concepts of postmodernism, such as the Death of the Author, the collapse of the boundary between fact and fiction, and ideas surrounding ethics, truth, and subjectivity.

Examining eight fictional representations of three key subjects, the module showcases the plurality of biofiction while enabling productive comparisons between different versions. Texts examined may include David Lodge's *Author, Author*, Susan Sellers' *Vanessa* and Virginia and Emma Tennant's *The Ballad of Sylvia and Ted*, while films studied may include Stephen Daldry's *The Hours* and Christine Jeffs' *Sylvia*.

**Module title: Writing Adaptations**  
**Module code:** ENGL3102  
**Semester:** Semester 1  
**DMU Credits:** 15

**Module description:** This module introduces students to key theories of adaptation studies and assesses them on their own creative adaptation practice in the form of screenplays and treatments, plus critical and reflective essays.

Workshops will deliver various discourses on the history and development of literary and non-literary adaptations and interrogate the various relationships of differing media. These sessions will also examine a range of concepts related to adaptation, including authorship, visual storytelling, narratology and intertextuality.

These concepts will then be applied to film and television adaptations screened in the same week. Themes covered include adapting fairy tales and myth, experimental literature, postmodern adapting, and the art and craft of screenwriting for film and television.

**Module title: Modernism and Modernity**  
**Module code:** ENGL3086  
**Semester:** Yearlong/Semester 1  
**DMU Credits:** 30/15

**Module description:** This third level module looks at what we mean by the term 'modernism'. Are there any common characteristics that link writers as different as, say, T.S. Eliot and Virginia Woolf? How do they represent and explore modernity?

By analysing a range of experimental poetry and fiction, we gain a clearer understanding of how and why 'modernism' developed in relation to its literary and historical contexts.

Having gained an overview of writers and their contexts, students can study a specific aspect, writer, or one of the many magazines that published modernist outputs during the early twentieth century.

**Module title: Textual Studies Using Computers****Module code:** ENGL3099**Semester:** Yearlong/Semester 1**DMU Credits:** 30/15

**Module description:** More literary texts are now stored electronically in the world's computers than on paper in its libraries, and as well as preserving them these machines allow us to ask new and sophisticated literary questions about these texts. Who had the larger vocabulary, William Shakespeare or Jane Austen?\* What proportion of the places mentioned in Charles Dickens's novels are outside London?

Is literature from the 20th century more or less verbally complicated than literature from the 21st century? How many of Oscar Wilde's characters have aristocratic titles, and which Christian names did he particularly prefer?

Are there really more words beginning with the letters *c* or *k* in comic writing† than in other kinds?

This module is concerned with how computers are able to store and process literary texts and so answer such questions about them, and building from an understanding of the underlying principles students will learn to explore in project-work their own literary questions that no-one has thought to ask before.

Students will learn some simple computer programming to answer their own textual questions. As part of this module there is an optional DMUglobal field trip to the Electronic Textual Cultures Lab (ETCL) at the University of Victoria on Vancouver Island in Canada.

\* The correct answer is Jane Austen.

† As claimed by the comic writers Ray Galton and Alan Simpson.

**Module title: Nineteenth Century American Literature****Module code:** ENGL3015**Semester:** Semester 1**DMU credits:** 15

**Module description:** This module will introduce students to a representative range of nineteenth-century American literary texts, studying them in their cultural and historical contexts. It will examine the attempt to develop a distinctively American literature, the impact of slavery and the Civil War on literature, and transatlantic literary and cultural relations during the period.

Authors to be studied include Fenimore Cooper, Edgar Allan Poe, Longfellow, Emerson, Hawthorne, Harriet Jacobs, Walt Whitman, Emily Dickinson, Henry James and Theodore Dreiser.

**Module title: Contemporary Irish Writing****Module code:** ENGL3020**Semester:** Semester 1**DMU credits:** 15

**Module description:** The module will examine a range of Irish fiction, drama, and poetry from the later 20th and 21st century.

Drawing on a range of historical and theoretical sources, the module will explore how Irish writers have responded to the complex history and politics of Ireland across genres, considering the work of major contemporary Irish writers.

The module will be organised thematically and will focus on the following:

- The postcolonial dimensions of Irish literature
- Emigration and the Irish diaspora
- the persistent mythic, cultural, and literary trope of woman-as-nation
- Contemporary Irish writing and postmodernism
- Readings of the past in contemporary Irish literature
- Northern Ireland and the 'Troubles'

## History

**Module title: The Cold War****Module code:** HIST2007**Semester:** Yearlong/Semester 1**DMU credits:** 30/15

**Module description:** This module examines the history of the Cold War, adopting a thematic and a comparative approach in order to explore some of the contested issues in our understanding of this key period in twentieth century history, and of subsequent ways in which this war has been interpreted and represented by historians, commentators and politicians.

The module will also engage with the debates which run at the heart of this topic, and will introduce students to the contested interpretations of key moments, individuals and documents and will explore why such divergent interpretations have emerged and assess the relative strengths and weaknesses of these interpretations.

The module will make extensive use of primary source material (in translation), and will devote considerable time to the interrogation of key documents and texts from this period.

**Module title: Newton to Nuclear – An Introduction to the History of Science****Module code:** HIST2022**Semester:** Yearlong/Semester 1**DMU credits:** 30/15

**Module description:** This module introduces students to the role that science and scientists played in historical societies from the 16th to the 20th centuries. Students will discover how the history of scientific disciplines such as medicine, chemistry and physics helped to shape world history through case studies such as Newton's optical experiments, Galileo's astronomy, and the physics research that culminated in the development of the atomic bomb. Students will also reflect on the history of scientific ideas such as objectivity.

This module emphasises the connected and international nature of scientific research and therefore has a strong global component. It will help students to develop a more nuanced

appreciation of wider historical questions thanks to its broad temporal and geographical scope. Students will learn to examine a wide range of historical sources such as material culture, illustrations, and printed material, and will learn to locate such sources in online databases, museums and archives.

The following topics will be covered in the module:

- The role of science and scientists in society
- Science (including natural philosophy and natural history) in the 16th and 17th centuries
- Role of expeditions and colonial networks in the making of knowledge
- Emergence of scientific disciplines in the 19th century
- The role of scientific institutions
- History of technology and scientific instruments
- Historiography in the history of sciences
- History of scientific ideas and epistemology

**Module title: Mass Observing Britain in War and Peace**

**Module code:** HIST2023

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** The module uses the history of Mass Observation as a basis to explore the social, cultural and political history of Britain from the late 1930s to the early 1950s. Established by its founders to establish 'an anthropology of ourselves', Mass Observation drew on a variety of methods - from participant observation, interviewing, directives to its national panel, and diary-writing - to produce contemporary studies of various aspects of social life and beliefs, including work, leisure, religion, politics, love, sex, and many more. The material gathered by the Mass Observers has provided a wealth of material for later researchers and historians.

The module will consider key issues in the historiography of mid-twentieth century Britain, such as: attitudes to war, war leaders and civilian morale; citizenship and national identity; race and ethnicity; the politics of war and peace; perceptions of work; rationing and notions of individual and collective sacrifice; and gender relations in wartime and austerity Britain.

**Module title: Heritage and History**

**Module code:** HIST2025

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** This module will introduce students to the diverse field of heritage, and its relationship with history as a discipline. It will introduce students to the theoretical debates about what heritage is, who owns and controls it, and how understandings of it change over time and place.

It will also explore different ways in which heritage is presented and mediated, the development of a distinct heritage industry, and the ways in which media and digital developments have affected the sector. It will draw in examples and case studies from a variety of national and cultural settings.

**Module title: The Sporting Body: Sex, Drugs and Disability****Module code:** HIST3012**Semester:** Semester 1**DMU credits:** 15

**Module description:** This module employs the techniques and methodologies of both history and cultural studies to critically analyse the impact and demands of sporting performance within both its historical and global contexts. The module brings together two historical strands – the history of sport and the history of medicine – to analyse the notion of the sporting body. The sporting body is an idealised concept but one that has evolved in light of political, social and cultural change. Hence the intention is to analyse it from a number of different perspectives, which include ethics, drugs, gender and disability, all within the context of sporting performance.

As consequence, it will provide important insights into our understanding of the relationship between sport and society from the 19<sup>th</sup> century as well as the attitudes and values attributed to global sport, such as amateurism and professionalism.

The module will examine issues and debates that have emerged out of global sporting competitions such as the Olympics and the Tour de France. The module is organised thematically rather than chronologically. It is roughly split into two parts – first, Science; second, Social – although there will be considerable overlap between both.

**Module title: Photography and Conflict****Module code:** HIST3026**Semester:** Semester 1**DMU credits:** 15

**Module description:** This module addresses the use of photography in the social understanding of conflict through the Nineteenth, Twentieth and Twenty-first centuries.

The module will consider photography at the front, photojournalism, dissemination outlets, archiving practices, and in particular historiographical and methodological approaches. Conflicts covered may include but not be limited to: Nineteenth Century: Crimea, American Civil War, both Boer Wars, colonial conflict. Twentieth Century: First World War, Nicaraguan Conflict, Vietnam War, the Home Front, Cold war, colonial wars of independence. Twenty-first Century: Israel and Palestine

In all these conflicts we will address photography's role as evidence in war crimes, reporting, dissemination of political ideologies, propaganda, negotiation of private and public understanding of these conflicts and war in general, the role of the media, and the making of the professional war photographer.

**Module title: Borders and Boundaries: India and Pakistan since 1947****Module code:** HIST3040**Semester:** Yearlong/Semester 1**DMU credits:** 30/15

**Module description:** Since 1947 India and Pakistan have both been through enormous change, India is now looking for a global position and Pakistan has played a pivotal role in the 'war on terror'. Both of these events will shape the future but how did they get to this position?

This module aims to engage the student in the study of India and Pakistan by dividing the module into three main areas. These are: the emergence of modern India and Pakistan; the challenges of ethnic and religious nationalism; and the impact of internal and external migration in the sub-continent. These will be explored by examining historical events and their links with the relatively new themes of migration, identity formation, global South Asia, growth of nationalism and extremism and the impact of these new challenges on the nation state in India and Pakistan.

**Module title: Nationalism, Racism and Genocide in Twentieth Century Europe**

**Module code:** HIST3098

**Semester:** Yearlong/Semester 1

**DMU credits:** 30/15

**Module description:** The module will examine the manifestations of racism in Europe during the twentieth century. It will demonstrate that while racism differed dramatically in the way it operated, it was rarely absent from European societies during the twentieth century.

The module will begin by providing conceptual definitions about the meaning of nationalism, racism and genocide and will also look at the structural foundations of these ideologies. The bulk of the module is taken up by an examination of a series of case studies which include: the Armenian genocide; the racial consequences of Nazism; the collapse of Yugoslavia; and the example of racism in the liberal democratic state of Great Britain.

**Module title: Yugoslavia and Beyond**

**Module code:** HIST3099

**Semester:** Yearlong/Semester 1

**DMU credits:** 30/15

**Module description:** The module will examine the processes behind the creation of the Yugoslav state, its ideological, political and social underpinnings, and its inherent flaws. Broadly the course deals with the validity of creating states from diverse ethnic groups, and the difficulty in finding an ethnic balance.

It is, in a sense, a study of conflict and conflict management. More specifically, the course will cover the history of Yugoslavia from its establishment in 1914, its disintegration in 1941, the civil war 1942-45, Communist Yugoslavia, and the processes that led to Yugoslavia's final demise. The 'and beyond' aspect of the course analyses the disintegration process which led to war in Croatia, Bosnia and Kosovo.

The course not only provides a succinct and detailed overview of Yugoslavia and its territories throughout the 20<sup>th</sup> century, it will also deal with the great ideological shifts of the 20<sup>th</sup> century and will incorporate wider eastern European history. Thus the will be a useful tool for those students seeking to understand the wider processes beyond simply those which were internalised.

## Arts and Festivals Management

**Module title: Creative Management: Finance and Law**

**Module code:** AMAN2101

**Semester:** Semester 1

**DMU credits:** 30

**Module description:** As the business environment becomes more complex so the need increases for arts managers to develop management competencies which integrate different disciplines and traditions. In this module students have the chance to develop their understanding of strategic planning with respect to a legal perspective.

The core of the module is a festival case study that is used to introduce key concepts in strategic planning and some management tools with which students can develop a business plan. The case study also provides an in depth understanding of accounting practice in the arts and its relationship with the other management functions covered in the module.

**Module title: Art, Culture and People**

**Module code:** AMAN2013

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** This module offers you the chance, as a potential producer, to engage with cultural diversity by thinking about the relationship between social movements and cultural policy and practice and to expand your understanding of how arts and cultural practice can be made relevant to and accessible by people and communities that may be presently excluded.

It provides an invaluable opportunity to develop your practical experience as a producer by putting on an arts event of your choice within a community setting, in the context of DMU's Square Mile project and with the help of a small budget.

**Module title: Engaging Audiences**

**Module code:** AMAN2007

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** This module seeks to introduce the student to the key concepts of strategic marketing and audience development from both management and audience perspectives. Students will be asked to investigate how, by understanding the artistic product and the motivations, perceptions and attitudes of existing and desired customers; we can develop audiences for the arts from all walks of life.

The issue of strategic choice will be examined as will the relationship between educational activities, marketing and audience development.

Topics, such as co-creation, experience marketing, the use of education, customer relationship management and communications, will be illustrated using case studies from subsidised and commercial sectors.

Students will be expected throughout the course to critically evaluate a wide range of strategies currently being pursued in the arts world today and to contribute relevant examples of audience development on a regular basis in seminars.

**Module title: Music Industry Management****Module code:** AMAN3040**Semester:** Yearlong/Semester 1**DMU credits:** 15/30

**Module description:** Music exerts a major influence on our everyday lives and the music industry ranks as one of the most successful elements of the UK's creative economy. The overall aim of this module is to increase general understanding of the sector and to develop personal confidence in it as a possible source of employment.

The module provides an overview of the sector since 1945, tracking the emergence of the global system that we have today and considering key developments and influences in its history. It examines both the commercial and subsidised sectors and the role of Government and other national bodies, exploring their different roles and how they work together.

It introduces students to some theoretical and philosophical frameworks for examining the workings of the music industry, the relationships between its many parts and the different styles and genres it produces, as well as exploring how different aspects of the sector are managed e.g. an orchestra or a rock band.

This will include live (touring, festivals) and recorded work, and explore the relationship between artists and management, and the role of the latter in developing a band/an artist's career.

The module will also provide opportunity for students to develop their understanding of particular genres of music and any management issues that it faces - e.g. marketing and issues of access. Students will have the opportunity to share this in their seminar work.

## Dance

**Module title: Promoting Dance****Module code:** DANS2513**Semester:** Yearlong**DMU credits:** 15/7.5

**Module description:** This module introduces aspects of marketing and managing dance events and the key roles and responsibilities involved in curating, organising and promoting. You will cover event planning; health and safety compliance; evaluation; marketing strategies on--- and off---line; basic budgeting. The module guides you on how to prepare for and manage small---scale dance events, and on the analysis of personal and job---specific skills.

**Module title: Dance Technique 2****Module code:** DANS2520**Semester:** Yearlong**DMU credits:** 45/22.5

**Module description:** The module is delivered through daily class. It continues to develop your skills in and understanding of a range of dance techniques and practices.

You will develop skills in solo, duet and ensemble work and demonstrate your assimilation of these in a performance.

You engage in self-reflection and preparation, and are supported to actively engage with tutor feedback through researching, reading, writing and discussion. Classes include ballet for contemporary dancers, contemporary techniques and contact improvisation and address artistry, movement analysis, anatomy and safe practice.



**Module title: Teaching and Leading Dance 1****Module code:** DANS2525**Semester:** Yearlong**DMU credits:** 15/7.5

**Module description:** This module provides an introduction to teaching and leading participatory dance activities. It explores the role of dance artists as contributors to education in formal and informal contexts and as dance leaders in a range of community settings.

The module considers their contribution to physical, creative and cultural education; to the enhancement of health and wellbeing; to individual and community development. Students investigate the values, responsibilities and practices involved in teaching, leading and facilitating dance for children, young people and adults.

**Module title: Dance Contexts****Module code:** DANS2524**Semester:** Yearlong**DMU credits:** 15/7.5

**Module description:** In this module students will have the opportunity to look at a range of dance performance in relation to concepts of the individual. It introduces theoretical and philosophical frameworks that enable students to critically evaluate identities as they arise in dance performance.

This will facilitate understanding of such areas as: gender, sexuality, ethnicity and disability. Students will develop skills in gathering and synthesising ideas from appropriate sources in order to construct a written argument.

**Module title: Performance Project****Module code:** DANS2521**Semester:** Yearlong**DMU credits:** 15/7.5

**Module description:** This short, intensive module gives you the opportunity to work with others to create and realise a dance performance. The module is delivered through studio-based workshops that develop and facilitate your devising skills and the assimilation of these in a performance/final work.

You will respond to a professional choreographic brief to inform this final performance project. Realisations of performance work can span a range of live / screen or digital contexts, sites or locations. The project may encompass the experience of being directed by peers, directing others and collaboration.

You will engage in self-reflection and preparation, and are supported to actively engage with tutor feedback through researching, reading, writing and discussion.

**Module title: Choreography for Live Performance****Module code:** DANS2522**Semester:** Yearlong**DMU credits:** 15/7.5

**Module description:** This module continues to develop students' skills in and understanding of choreography in a live context. This will include a focus on the skills of devising, composition, creative thinking, self and group direction and collaboration.

It will consider different contexts for live performance. The students will attend workshops and lectures and will create their own live choreographic work. Individual students will be expected to contextualise and critically reflect on their work and the creative process.

**Module title: Choreography for Screen**

**Module code:** DANS2523

**Semester:** Yearlong

**DMU credits:** 15/7.5

**Module description:** The module aims to develop students' compositional skills for the camera. It will develop ability and practice in the use of the digital movie camera and edit to develop new work for screen. Approaches to making enable students to appreciate and interrogate choreographic knowledge and understanding in this medium.

The module support students to engage with how to map and transpose choreographic ideas to the screen, and find appropriate presentational forms (single screen, multiple screen, or other platforms etc.). Students will demonstrate their ability to implement production, risk evaluation and basic knowledge of legal requirements for shoots. Practical work will support students ability to consider how location — internal / external spaces —; design elements and sound can work together to improve visual literacy.

This process of exploration gives rise to different readings, meanings and interpretations of material, and potential for new screen forms to emerge.

Congruently the process of making creatively is supported by a framework of ideas, practices and guidance for creative making through collaboration. An objective is to enhance appreciation of how the co-creative process is navigated and managed, and new choreography developed for this profession.

**Module title: The Healthy Practitioner**

**Module code:** DANS2527

**Semester:** Yearlong

**DMU credits:** 15/7.5

**Module description:** This module develops understanding of the creative industries, and the place of Dance within these. It will touch on notions of cultural capital and how this has shaped Creative Britain.

It introduces ideas of entrepreneurialism and employability, to prepare and understand your place within a range of employment and self-employment contexts. You will gain an overview of creating a business model, which helps reflect and support your artistic mission. You investigate online presence as a marketing tool, and develop skills in the design and creation of such materials.

You will be expected to engage in and reflect upon sessions delivered by DMU's Central Services, such as mentoring, interview techniques, freelancing etc.

## **Drama Studies**

**Module title: Directing**

**Module code:** DRAM2006

**Semester:** Yearlong

**DMU credits:** 30.00

**Module description:** This module will provide the main rudiments of theatre direction through practical workshops and ongoing support towards the development of your own directing project. Building on the knowledge gained at level 4, specifically in both 'Acting and Performing' and 'Drama Performance Project: Collaboration', you will explore the essential skills, working processes and shared languages of direction.

The module will invite you to look at a range of approaches to directing from both Western and non-Western practitioners, with a view to helping you to find your own directorial style.

A feature of this module is its willingness to prepare you for employment; therefore, it will introduce you to the entrepreneurial, leadership, and practical skills necessary to lead your own theatre projects on graduation

**Module title: Drama Performance Project**

**Module code:** DRAM2012

**Semester:** Yearlong

**DMU credits:** 30.00

**Module description:** This module enables you to gain valuable experience working as a theatre company, whilst providing you with the opportunity to stage performances under the guidance of members of the Drama staff.

You will undertake the realisation of a text or a devised performance using stimulus, from the initial research phase through to the final product. In doing so you will engage with a model of production process that aims to build on your understanding of theatre making, develop your performance skills and offer a further insight into textual analysis. The module considers your role in ensemble and also as an individual performer and, importantly, the relationship between the two.

**Module title: Popular Performance**

**Module code:** DRAM2009

**Semester:** Yearlong

**DMU credits:** 30.00

**Module description:** This module runs throughout the academic year and introduces students to a range of popular performance traditions. While commedia dell'arte and clown are typical examples of these traditions, the module could focus equally on a number of other forms including pantomime, melodrama, farce, stand-up comedy or even Shakespeare.

The histories of these modes of performance and their conceptual contexts serve as a foundation for the exploration of methods, techniques and concepts that arguably are common to all forms of popular performance.

While these might include performance strategies that enable the performer to demonstrate a specific skill or skills in novel ways; establish a direct relationship with the spectator or create and perform a persona or role that is informed by the performer's own personality, they might also comprise the broader concepts of presence, play and the integral role of the spectator in the creation of meaning.

The practical exploration of key techniques and conventions such as these provide students with a reliable basis on which to build their own original performance material in response to the forms studied.

**Module title: Devised Theatre and Performance**

**Module code:** DRAM2010

**Semester:** Yearlong

**DMU credits:** 30.00

**Module description:** This module will provide the main rudiments of devised theatre and performance through a series of workshops and ongoing support towards the development of your own practice.

Drawing on a range of case studies from theatre and contemporary performance more widely, you will explore the processes, shared languages and methodologies that underpin devised work.

Over the duration of module, you will focus on two devised projects, one solo and one collaborative or solo, generated from your own material and research, in a climate of ongoing support and critical consideration.

**Module title: Performance in Context: Culture and Theory**

**Module code:** DRAM2011

**Semester:** Yearlong

**DMU credits:** 30.00

**Module description:** Building on Performance in Context: history and analysis, this module provides an opportunity for students to develop their understanding of theatre history further, while simultaneously allowing them to access some more advanced key critical theories.

Moving more conclusively into the modern and contemporary period, the module seeks to unpack the relationship between performance and politics (identity, positionality and framework) to contextualise the history of criticism, as well as discuss ideas such as intermediality and the site-specific.

This module provides a key link between Level 5 and the larger projects at Level 6, preparing students by advancing their writing, reading, analytical and presentation skills.

**Module title: Drama and the Community**

**Module code:** DRAM2013

**Semester:** Yearlong

**DMU credits:** 30.00

**Module description:** This module will introduce students to the realm of applied and community practices and the way in which drama has a function outside formal theatrical settings as a means of engagement and communication within society. Students will start by exploring some of the theories which underpin community practice and the cultural, social and political history which has informed its development.

Having examined theory, the module will move on to look at case studies (both national and international) allowing students to understand a diversity of practice. They will research and reflect on the work of influential companies and practitioners in the fields of community theatre, theatre with young people, theatre in prisons and theatre with marginalised communities and groups.

The module will also examine questions of ethics. Having undertaken practical exploration of the methodologies used by key practitioners, students will be able to develop their own

practical skills as facilitators/devisers within a structured framework. This will include the opportunity for students in small groups to make a link with an external organisation in Leicester such as a school or Age UK.

This community partner will be the focus of the workshop assignment and students will be able to carry out research and active experimentation with their community partner in preparation for the workshop assessment.

## Performing Arts

**Module title: Performing Mixed Realities Project**

**Module code:** PERF2051

**Semester:** Yearlong

**DMU credits:** 15

**Module description:** Mixed reality is the dynamic collision of technologies, digital realms and platforms into a single performance experience. Borrowing from gaming, digital performance, human-computer interaction, smart media and pervasive technologies we will workshop and laboratory test working prototypes of Mixed Reality Performance.

You will further your skills in digital technologies; explore new media as well as developing innovative approaches that may include mixed reality, mobile media and gaming technology. Your work might bring together virtual-spaces, GPS tracking, sound and music, gaming, the Internet, digital creative play, networked bodies, digital-narrative and lots of other performative elements into a final solution that will innovate and surprise.

You will engage in a range of studio-based, creative laboratories that are designed to advance your skills and knowledge in Mixed Reality. You will explore new methods of making including “agile” and “scrum” methods, or *Wizard-of-Oz* prototyping. This will develop further creative approaches to performance making in solo, partner and ensemble work.

**Module title: Site Project**

**Module code:** PERF2052

**Semester:** Yearlong

**DMU credits:** 15

**Module description:** This module provides the opportunity for you to consider and experiment with the specific performance challenges of different sites, beyond the limits of usual theatre spaces. Contemporary theatre practitioners now utilize a wide variety of locations to inspire them and to situate their performances within.

**Project 6: SITE** allows you to experiment with different dramatic and/or post dramatic performance styles, dance techniques and a range of technical media to create an original site inspired work in a pair or trio. The selection of techniques is your choice depending on what site you choose and how you wish to respond to it.

**Module title: Score Making Project****Module code:** PERF2053**Semester:** Yearlong**DMU credits:** 15

**Module description:** This project encourages you to draw from your knowledge of culturally iconic images from the Disney portfolio. It provides the opportunity for you to re-consider the framing of these childhood references and bring them into the 21<sup>st</sup> century. It is a chance to tear apart and re-arrange the familiar happy-ever-afters.

This project **is not** a re-enactment or re-incarnation of iconic Disney moments, but a more considered analysis of re-current themes, such as the morals revealed in the narratives, a breakdown of the characters and their actions, settings, the lavish costumes etc. There will be a political investigation into the gender roles, issues around class and race equality. The project will construct a relationship between the traditional structure of the Disney works and our own social conditioning, it will ask what kind of messages they transmit about society and identity in the 21<sup>st</sup> century.

**Module title: Deconstructing Performance Project****Module code:** PERF2054**Semester:** Yearlong**DMU credits:** 15

**Module description:** This project provides the opportunity for you to continue your experiments in contemporary performance making, drawing from the range of practices, methods and techniques introduced during the year. Further more, it requires you to discover an exciting and innovative style of presentation.

**Project 8 Re-Making Performance** pulls together all the learning strands from Project 5 (Performing Mixed Reality), Project 6 (SITE), Project 7 (Deconstructing Disney and Score-Making) You will be expected to pool your knowledge and experiences from these projects to Re-Make your own performance piece. You may draw from the methods and techniques you have explored in just one of these projects, or combine ideas from across all four if you wish. However it is **essential** that there is evidence of this learning in your practice.

You will be provided with a list of artworks/images/texts of which you will choose **one** as the stimuli. You may work individually or in groups of up to 3, with the aim of creating a **contemporary live performance**.

**Module title: Perspectives on Performance and Digital Arts****Module code:** PERF2010**Semester:** Yearlong**DMU credits:** 30

**Module description:** The module will be delivered through seminars, lectures and demonstrations drawn from across Dance, Drama and Music Technology and Innovation. The module aims to introduce students to a range of perspectives in thinking about, discussing and making performance.

The module will engage with a range of perspectives through close study of a range of aims, approaches, contexts, ideologies and works. Students are invited to consider these from a critical, analytical, theoretical and performative perspective and will be expected to articulate their learning through discussion, verbal presentation and writing.

**Module title: Applied Performance**

**Module code:** PERF2025

**Semester:** Yearlong

**DMU credits:** 15

**Module description:** This module reflects upon the multitude of social contexts in which performance is utilised, outside of standard theatrical situations. These range from drama and theatre in educational settings to drama therapy, drama in healthcare and many other forms. The module considers the aims, objectives and methodologies behind such practices and their relationship to broader drama, theatre and performance practices. The content of the module will be explored through workshop-based sessions.

**Module title: Technical Stage Production**

**Module code:** PERF2026

**Semester:** Yearlong

**DMU credits:** 15

**Module description:** This module will introduce the knowledge of technical stage production skills such as lighting design, sound design, stage design, events management, stage electrics, set build, technical operation and production management. The student will be introduced to these skills through practical workshops, and apply them in the production of student performances and professional visiting companies. This module will deepen an understanding of the creative skills required to technically design performance work, and the production skills apply this creativity into practice.

## **Fine Art**

**Module title: Studio Practice and Development**

**Module code:** FINE2201

**Semester:** Yearlong

**DMU credits:** 90

**Module description:** This module will enable students to confirm and develop their choice of path/direction within or across the range of fine art disciplines. Students will choose from a range of disciplines and initially follow a project based path in term one before applying the understanding, knowledge, and skills acquired to the development of a self directed body of work in terms two and three.

The project based activities will provide the opportunity to develop and apply the acquired practical, technical, and critical skills and contextual awareness to the emerging skills of directing and managing self directed study.

The module will also enable students to take risks, to question and explore possibilities and alternatives in establishing an individual direction.

**Module title: Contextual and Professional Studies**

**Module code:** FINE2202

**Semester:** Yearlong  
**DMU credits:** 30

**Module description:** This module will provide for the development of a sound understanding and knowledge of the concepts and principles of the contextual studies and professional practice of fine art.

The module will provide opportunities to:

- develop research methods and uses of information sources
- develop presentation and writing skills
- engage with approaches to the history and critical theories of fine art, in particular to the history, and issues and debates in fine art practice in the period from 1945 to the present
- undertake a professional project
- acquire information on professional opportunities and the cultural context

**Module title:** Studio Practice and Development 2, 3, 4, 5

**Module code:** FINE2080, FINE2081, FINE2082, FINE2083

**Semester:** Semester 1

**DMU credits:** 15

**Module description:** This module will enable students to confirm and develop their choice of path/direction within or across the range of fine art disciplines. Students will choose from a range of disciplines and initially follow a project based path in term one before applying the understanding, knowledge, and skills acquired to the development of a self directed body of work in terms two and three.

The project based activities will provide the opportunity to develop and apply the acquired practical, technical, and critical skills and contextual awareness to the emerging skills of directing and managing self directed study.

The module will also enable students to take risks, to question and explore possibilities and alternatives in establishing an individual direction.

## Photography and Video

**Module title:** Still and Moving Image: Research and Practice

**Module code:** PHVP2406

**Semester:** Yearlong

**DMU credits:** 60

**Module description:** This 60 credit module begins with 3 weeks of short, skills based, non-assessable projects with, contextual lectures / screenings & showings of work. This involves group work. The emphasis will be on critical evaluation and creative problem solving and will set the tone for the module.

In term 1 each student begins work on a themed brief, using photography and video. The emphasis will be on research, development and continual critical reflection, not finished polished product. Contextual lectures, showings and screenings of work will inform each project brief. There is a mixture of seminars, group and individual tutorials and workshops.

The final practical project in term 2 emerges from ideas that have arisen in term 1's work. Each student writes a proposal for a more focused approach and can choose the most



appropriate medium or mediums to work in: either photography or video or an area of converging media. A selection of workshops runs throughout term 2, each student chooses a minimum of three. Workshops allow students to hone craft and technical skills to support their creative negotiated projects.

A programme of contextual lectures will inform the practical projects and will result in each student researching and writing a short essay. There will be a number of essay questions to choose from, allowing subject matter for the essay to help to inform each student's development of the final brief, relating theory to practice.

Each student will keep a research and development book and materials, that shows the research and development of creative ideas and processes.

**Module title: Professional Studies**

**Module code:** PHVP2407

**Semester:** Yearlong

**DMU credits:** 30

**Module description:** This module allows students the opportunity to develop and apply professional presentation and communication skills and tools. Guest lecturers from diverse lens based backgrounds discuss their professional practice and show examples of their work. Seminars will follow each guest lecture.

Each student will:

- Produce a presentation package of CV, covering letter and portfolio or show reel
- Research a company or artist of their choice, leading to the production of a written report and a short peer presentation
- Respond to a live practical brief, to deadline and present the finished work to the client

**Module title: Lens Based Choice**

**Module code:** PHVP2408

**Semester:** Yearlong

**DMU credits:** 30

**Module description:** Lens Based Choice will allow each student to become more autonomous in his or her practice and to begin to specialise in an area of lens based production (photography, video, or converging media) as appropriate to his or her emerging creative concerns.

A practical project in two parts provides each student with the opportunity to research and develop his or her practice within a structured framework. Each student will be responsible for a process of research, experimentation and development (part 1), leading to the production of a creative practical project (part 2) and its presentation to peers and staff. This creative practical project will be defined in a learning contract as negotiated with staff at the culmination of the research period.

As a part of the research process each student will make a seminar presentation in an area related to an area or practitioner covered in the lectures and relevant to the students own interests and emerging practice to peers and staff, within their study group. Each student will also produce a research and development book and materials, which document the creative development of their work.