

Course Specification

Course Summary Information		
1	Course Title	BA (Hons) Textile Design BA (Hons) Textile Design with Professional Placement Year
2	Course Code	US0638 US1270
3	Awarding Institution	Birmingham City University
4	Teaching Institution(s)	N/A
5	Professional Statutory or Regulatory Body (PSRB) accreditation	N/A

6	Course Description
	<p>Textile Design explores the potential of fibres, yarns and processes to create cloth and materials with distinctive qualities and properties. It is a highly creative field with the potential to impact and enrich all aspects of our lives. Knowledge in this area is key in making informed choices that will reduce the environmental and social impact of products, and can be used artistically to raise awareness and inspire behavioural change.</p> <p>Our course nurtures fresh thinking and industry-ready designers and practitioners with expertise in the craftsmanship of Textile Design across the disciplines of Print, Weave, Knit, Embroidery and Material Innovation. The exciting potential of cross-disciplinary practice is supported and encouraged, giving you the option to either specialise or combine disciplines, embracing both digital technologies and traditional craft skills.</p> <p>Through experimentation in dedicated textile workshops equipped with cutting-edge industry facilities, you will develop the specialist skills, knowledge and experiences required to thrive in a growing field of industry roles and opportunities. Creative play and problem-solving is at the heart of learning and you will be guided by passionate and experienced staff as you discover your own personal expression through the language of design – colour, pattern, surface, texture and image. Birmingham is a vibrant and multi-cultural city providing exposure to diverse perspectives and opportunities. Our inclusive creative community prioritises and celebrates individuality, empowering and supporting you to embrace and embed this within your practice.</p> <p>Career-focused teaching, industry live-briefs and integrated work-placements within the first two years of study will support you in identifying professional aspirations amongst the breadth of opportunities within textile design industry and other related fields. Choice points help you focus your experience and collaborative opportunities build your confidence and professionalism. You will develop a portfolio of responsible and future-thinking design concepts to drive the industry's transition to a circular sustainable economy and build healthy communities.</p>

In your final year, you will have the autonomy to celebrate your individual practice and interests. Our Next Step module at the end bridges the gap between study and industry, helping you plan to achieve your ambitions within the support of your university network.

You will graduate with a clear vision of where you personally fit in the industry and a tailored professional portfolio to get started. Our award-winning graduates emerge as innovative practitioners leading the way working for prestigious established brands or as influential entrepreneurs. They are in a wide variety of fulfilling and meaningful roles, shaping interior, fashion and cultural landscapes as Designers, Brand owners, Artists and Researchers.

7	Course Awards		
7a	Name of Final Award	FHEQ Level	Credits Awarded
	BA (Hons) Textile Design	6	360
	BA (Hons) Textile Design with Professional Placement Year	6	480
7b	Exit Awards and Credits Awarded		
	Certificate of Higher Education Textile Design	4	120
	Diploma of Higher Education Textile Design	5	240
	Bachelor of Arts Textile Design	6	300

8	Variation from the University Regulations
	N/A

9	Delivery Patterns			
	Mode(s) of Study	Location(s) of Study	Duration of Study	Code(s)
	Full-time	City Centre	3 years	US0638
	Full-time	City Centre + Placement	4 years	US1270

10	Entry Requirements	
	Home:	112 UCAS tariff points plus a good portfolio. GCSE English Language or English Literature and GCSE Maths at grade C/4 or above. If you do not have these or are not undertaking them, we accept other Level 2 equivalents, or we may ask you to pass BCU's GCSE equivalency tests.
	EU:	6.0 overall with no less than 5.5 in each band.
	International:	6.0 overall with no less than 5.5 in each band.
	Access:	Access to HE Diploma pass with 60 credits overall. At least 45 credits at Level 3. Arts, Media and Publishing subjects preferred but other subjects

	also considered.
11	Course Aims
	<ul style="list-style-type: none"> • Develop skills in using a wide range of materials and processes. • Find your distinctive creative style and strengths. • Understand the scope of career opportunities open to Textile Designers. • Work individually and collaboratively on industry focused projects. • Develop specialist and transferable skills in design and problem-solving. • Identify and target a defined career path within the industry. • Promote sustainable design approaches within employment or entrepreneurial settings.

12	Course Learning Outcomes
	Knowledge and Understanding
1	Apply specialist knowledge in relation to print, weave, knit, embroidery, biomaterials and digital approaches, to create design ideas with material properties appropriate to a particular context.
2	Innovate client-centred concepts that responds to the key drivers shaping the creative industries, including sustainable design and digital futures.
3	Apply the key elements of design, such as colour, pattern, texture, line, structure and materials, in relation to original concepts.
4	Make connections between the professional contexts in which Textile Designers' skills are valued and appropriate career-orientated strategies.
5	Synthesise research and demonstrate ethical consideration when working with cultural, historical and contemporary sources.
6	Contextualise personal contemporary design practice utilising current and historical research.
	Skills and Other Attributes
7	Be proficient in textile craftsmanship identifying a personal technical language involving traditional, contemporary and digital approaches.
8	Adopt a holistic and critical approach to design-thinking when problem-solving.
9	Apply sustainable design principles to manage responsible design journeys.
10	Work collaboratively, embracing different ideas and perspectives valuing equality, diversity and inclusivity.
11	Communicate ideas through visual, verbal and written means.
12	Be an independent creative problem-solver, demonstrating self-awareness, confidence, resilience and adaptability.

13	Level Learning Outcomes
	Upon completion of Level 4 / the Certificate of Higher Education, students will be able to:
1	Identify appropriate contemporary and historical research to inform the development of personal ideas and working methods.
2	Discuss the social and environmental challenges associated with the textile industry and basic principles of sustainable design.

3	Explore sources of inspiration to inspire textile design ideas.
4	Experimentally test basic technical skills in the craftsmanship of physical and digital ideas to identify personal strengths and interests.
5	Apply essential skills to manage a design journey within a professional studio environment, reflecting critically on experiences.
6	Work independently and collaboratively on design challenges.
Upon completion of Level 5 / the Diploma of Higher Education, students will be able to:	
1	Devise solutions to career sector and role challenges to explore future career paths.
2	Embed relevant sustainable design principles within design challenges.
3	Design diverse portfolio content using physical and digital processes with projects targeted towards different audiences.
4	Experiment with craftsmanship to development and resolve concepts that fulfil industry-focused design challenges.
5	Take ownership of decision making in relation to design, collaborative, entrepreneurial and industry opportunities.
6	Examine the professional and ethical considerations associated with different industry sectors.
Upon completion of 60 credits at Level 6 / the Bachelors Degree, students will be able to:	
1	Investigate self-selected career-orientated themes, generating and analysing research to inform design challenges.
2	Apply a systems-thinking and holistic research approach to formulate contemporary concepts based on sustainable design principles.
3	Construct appropriate responses to career specific opportunities and engagement with relevant professional communities.
4	Demonstrate a focus to creativity and craftsmanship, expressing ideas with contemporary relevance.
5	Realise a solution through a design journey that addresses contemporary issues with industry/ entrepreneurial potential.
6	Develop a professional portfolio that aligns with personal career ambitions.

14	Course Learning, Teaching and Assessment Strategy
	<p>Access to amazing workshop equipment and expertise is what this course is all about! Learning and teaching happens across specialist Weave, Embroidery and Print Workshop and studio spaces and is based on the hands-on practical problem-solving of industry relevant creative challenges.</p> <p>Developing craftsmanship is core. Through technical demonstrations, you will be introduced to an array of exciting traditional processes and digital equipment associated with printed, knitted, woven and embroidered textiles in the First Year (Level 4), enabling you to playfully experiment. This provides the basis for choosing one specialist area, or a combination of two to explore in depth.</p> <p>As you progress into your Second Year (Level 5) you will extend your knowledge of digital</p>

software and technologies experimenting with cross-disciplinary approaches to find innovative possibilities. In addition to our Textile Workshops, the Parkside Building has Wood, Metal, Ceramic, Glass, Photography, Laser cutting, Etching and Media workshops, which you can also access to extend the materials and processes with which to explore ideas. Risk-taking is an important part of the whole design process and you will learn to embrace this in a supportive environment involving discussion, reflection and feedback.

Collaboration happens in different ways throughout the course, with peer learning and reflection activities, as well as the option of a specific module at the end of second year. We encourage you to gain as much relevant work experience as possible. There is the option of both a short Work Experience embedded within the Level 5 programme or taking our Professional Placement Year between Level 5 and the Third Year (Level 6).

Level 6 requires you to take the lead in shaping the research focus of your practical activities. You will be supported to put into practice all the learning gained to date, to realise a distinctive body of work that targets the career ambitions that have emerged.

In each module you will have Directed Learning including: Technical Demonstrations, Lectures, Seminars and Tutorials. Technical Demonstrations introduce you to processes and equipment in Workshop spaces. Lectures and Seminars tend to be delivered to whole year groups with seminars involving group activities and tasks. A mix of Individual Tutorials and Group Tutorials are designed to help you build confidence in discussing and critiquing work.

This knowledge is explored and extended in Self-Directed Study hours, where you will work independently in Workshop, Library, Computer Suites and Open-Study areas. This time is key as you will build experience and confidence through making. As part of this we will expect you actively engage with research, accessing range of future-facing sources as well as visiting exhibitions, organisations and events.

Assessments vary in relation to type and format, and all are designed to develop confidence and employability skills. Each Module brief is different. You may be asked to create physical and digital portfolio content or give a presentation where you talk through your work to small groups. Summative Assessments mostly happen at the end of Modules and result in written Feed Back and Feed Forward comments, together with marks against clear Assessment Criteria and Grade Category descriptions. A supportive Formative Review happens during modules where you critically review your process against the Assessment Criteria, identifying action points for developing your work further. The combination of the Module challenges and the assessment formats means you build the necessary specialist and transferable skills to leave confident in your ability to promote yourself in a variety of ways.

There is an emphasis on sustainability right from the start of the course. You are taught to source materials responsibly, use materials efficiently and think critically about the decisions you make as both a designer and consumer of materials. A specific Module at the end of the first year focuses builds an understanding of the lifecycle of products and practical design strategies. These are applied in second year challenges in relation to industry sectors and become an integral part of the rationale of final year design projects.

Industry-informed design challenges encourage innovative responses, combining textile traditions with contemporary design thinking and digital technologies. Live projects, industry guests and competitions provide a rich selection of opportunities that develop your industry awareness and professional networks to support employment and entrepreneurial ambitions. Our curriculum reflects the rich heritage and diversity of our student cohort and provides space and encouragement to explore different perspectives to generate wide-ranging contributions to

help rethink industry and build a more equitable society.

15 Course Requirements

15a Level 4:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
TEX4XXX	Creative Industries: Connections	20
TEX4XXX	Textiles for Fashion: Print & Knit	20
TEX4XXX	Textiles for Fashion: Embroidery & Weave	20
TEX4XXX	Textiles for Interiors: Pattern & Digital Processes	40
TEX4XXX	Sustainable Design: Principles & Practice	20

Level 5:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
FAS5XXX	Creative Industries: Industry Futures	20
TEX5XXX	Design for Industry	40
TEX5XXX	Textile Craftsmanship	40

In order to complete this course a student must successfully complete at least 20 credits from the following indicative list of OPTIONAL modules.

Module Code	Module Name	Credit Value
ADM5000	Work Placement	20
ADM5XXX	Industry Project	20
ADM5XXX	Independent Creative Entrepreneur	20

Level 6:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
TEX6XXX	Creative Industries: Development and Enquiry	20
TEX6XXX	Textile Collection	40

	TEX6XXX	Textile Showcase	20	
	TEX6XXX	Next Step	40	

15b	Structure Diagram
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Level 4

SEMESTER ONE	SEMESTER TWO
Core FAS4XXX Creative Industries: Connections 20 credits, weeks 1-12 TEX4XXX Textiles for Fashion: Print & Knit, 20 credits, weeks 1-12 TEX4XXX Textiles for Fashion: Embroidery & Weave, 20 credits, weeks 1-12	Core TEX4XXX Textiles for Interiors: Pattern & Digital Processes, 40 credits, weeks 1-12 TEX4XXX Sustainable Design: Principles & Practice, 20 credits, weeks 1-12

Level 5

Core FAS5XXX Creative Industries: Industry Futures, 20 credits, weeks 1-12 TEX5XXX Design for Industry, 40 credits, weeks 1-12	Core TEX5XXX Textile Craftsmanship, 40 credits, weeks 1-12
	Optional: all 20 credits, weeks 1-12 ADM5XXX Work Placement ADM5XXX Industry Project ADM5XXX Independent Creative Entrepreneur

Level 6

Core FAS6XXX Creative Industries: Research & Enquiry, 20 credits, weeks 1-12 TEX6XXX Textile Collection, 40 credits, weeks 1-12	Core TEX6XXX Textile Showcase, 20 credits, weeks 1-12 TEX6XXX Next Step, 40 credits, weeks 1-12
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16	Overall Student Workload and Balance of Assessment
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Overall student workload consists of class contact hours, independent learning and assessment activity, with each credit taken equating to a total study time of around 10 hours. While actual contact hours may depend on the optional modules selected, the following information gives an indication of how much time students will need to allocate to different activities at each level of the course.

- Scheduled Learning includes lectures, practical classes and workshops, contact time specified in timetable
- Directed Learning includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning
- Private Study includes preparation for exams

The balance of assessment by mode of assessment (e.g. coursework, exam and in-person) depends to some extent on the optional modules chosen by students. The approximate percentage of the course assessed by coursework, exam and in-person is shown below.

Level 4

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	259
Directed Learning	701
Private Study	240
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	0%
In-Person	0%

Level 5

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	186
Directed Learning	614
Private Study	200

Total Hours	1000 + 200 hours optional module – breakdown not yet agreed
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Balance of Assessment

Assessment Mode	Percentage
Coursework	88.75%
Exam	0%
In-Person	11.25%

Level 6

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	166
Directed Learning	794
Private Study	240
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	95%
Exam	0%
In-Person	5%