



## Module Definition Form (MDF)

<b>Module code:</b> MOD010592	<b>Version:</b> 2 <b>Date Amended:</b> 11/Oct/2024
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<b>1. Module Title</b>
Fashion for Change

<b>2a. Module Leader</b>
Lauren Fried

<b>2b. School</b>
Cambridge School of Art

<b>2c. Faculty</b>
Faculty of Arts, Humanities, Education and Social Sciences

<b>3a. Level</b>
6

<b>3b. Module Type</b>
Standard (fine graded)

<b>4a. Credits</b>
30

<b>4b. Study Hours</b>
300

<b>5. Restrictions</b>			
<b>Type</b>	<b>Module Code</b>	<b>Module Name</b>	<b>Condition</b>
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
<b>Courses to which this module is restricted:</b>	None		

## LEARNING, TEACHING AND ASSESSMENT INFORMATION

### 6a. Module Description

This module provides you with the tools to develop powerful ways to enact fashion for change. You will understand how to engage with fashion to create change in the world. Through work-related experiences you will have the opportunity to partner with industry, hear from specialist speakers, as well as engage with activists, organisers and professional organisations, and as a result you will develop an enhanced understanding of how to integrate your own specialist skills for changing the social, cultural, and political environments within which fashion operates.

The module will be delivered through a series of lectures, workshops and tutorials, which will enhance and deepen your understanding and appreciation of the multiple ways in which fashion can be used within professional environments to enact change.

During the module, you will research, identify and partner with a collaborator, according to your own specialist interests, to develop a project around fashion for change. This could be with an independent or government organisation, a charity, an industry, an individual business owner, a museum, gallery or archive, an NGO, a social enterprise, an entrepreneur, or a commercial industry, to gain real-world experience of how to create fashion for change.

This module is driven by you as students. You will take a pro-active, collaborative role in the way this module is taught and delivered, and you will be able to inform the type of content according to your interests, experiences, and ambitions, with consultation with the module tutor.

By the end of this module you will be able to understand an independent, critically-engaged project that analyses the ways in which fashion can produce change. You will have developed industry links and networks, and produced a substantial piece of work that can be developed in your Major Project and as you move forward in your chosen career after graduation.

### 6b. Outline Content

- Environmental and Sustainability concerns in fashion
- Social justice and fashion
- Heritage and fashion
- Gender and fashion
- Race and fashion
- Class and fashion
- Activism and fashion
- Politics and fashion
- Advanced marketing and communication in the creative industries
- ARU's Graduate Capitals

### 6c. Key Texts/Literature

The reading list to support this module is available at: <https://readinglists.aru.ac.uk/>

### 6d. Specialist Learning Resources

7. Learning Outcomes (threshold standards)		
No.	Type	On successful completion of this module the student will be expected to be able to:
1	Knowledge and Understanding	Demonstrate knowledge and understanding of the critical evaluation and application of the concepts, theories, techniques and challenges of fashion within a contemporary environment.
2	Knowledge and Understanding	Demonstrate knowledge and understanding of innovative and creative solutions to fashion industry problems, incorporating an understanding of audience, fitness for purpose and the implications of the solution in terms of its broader social, cultural, business and marketing and economic implications.
3	Intellectual, practical, affective and transferrable skills	Apply effective analytical techniques and resolve complex fashion industry problems.
4	Intellectual, practical, affective and transferrable skills	Employ technical innovation and communication skills to explore a range of processes, materials and media.

8a. Module Occurrence to which this MDF Refers				
Year	Occurrence	Period	Location	Mode of Delivery
2025/6	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence			
Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments
Lectures	12	1-4	Delivered in Tri 1
Other teacher managed learning	30	1-4	Delivered in Tri 1 including workshops, crits, group tutorials, site visits, seminars, work reviews, individual tutorials
Student managed learning	258	1-4	Delivered in Tri 1 including session preparation, reading and research, group and individual assignment work, and independent study
TOTAL:	300		

9. Assessment for the above Module Occurrence					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-4	100 (%)	Fine Grade	30 (%)
Industry Case Study (3,000 words equivalent).					

Assessment components for Element 010				
Component No.	Assessment Title	Submission Method	Weighting (%)	Components needed for Mark Calculation?
010/1	15 minute individually assessed Presentation plus 5 minutes of Q&A (2,500 words equivalent)	Scheduled Activity: Timetabled assessment task	50 (%)	All
010/2	Reflective Document (2,500 words equivalent)	Canvas	50 (%)	

<p>In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).</p> <p>In addition, students are required to:</p> <p>(a) achieve the qualifying mark for each element of fine graded assessment as specified above</p> <p>(b) pass any pass/fail elements</p> <p>[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]</p>
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