Suan Sunandha International School of Art (SISA)

Suan Sunandha Rajabhat University

Thai Qualification Framework for Higher Education (TQF3) : Course Specification

TQF. 3 Course Specification

Course Title : FPR1204 Costume Design 1

Credits : 3 (-0-6)

Semester : 2

Academic Year : 2017

Curriculum : Bachelor of Fine Art Program in Film production

Lecture : Sutida Singharach

Suan Sunandha International of Art (SISA)

Content

Section 1 General Information

Course Title : FPR1204 Costume Design 1

Credits : 3(-0-6)

Curriculum and course Category : Our goal in this course study costume design to the process of creating a cohesive style and appearance for characters in productions like television shows, movies and other kinds of theatrical performances The students will demonstrate an understanding of clothing communicating character by participating in a discussion and using clothes to create a character in final project.

Lecture : Sutida Singharach

E-mail : 6saints.sutuda@gmail.com

Section 2 Aims and Objectives

1. **Objective of Course**

   1.1 understand to the process of costume design.

   1.2 understanding to observe and analyze costumes.

   1.3 understanding to process of creating a cohesive style and appearance for characters.

2. **Objective of Developing/Revising Course -**

Section 3 Course Structure

1. Course Outline

The course topics are about communicate certain traits of a character through the design of a costume by designing a costume for a character in film.

2. Time Length per Semester (Lecture – hours / Practice – hours / Self Study – hours)

Lecture	**Practice/ Field Work/Internship**	**Self Study**	Remedial Class
3 hours per week	-	6 hours per week	Upon student request

3. Time Length per Week for Individual Academic Consulting and Guidance

3.1 Lecture will be available every Monday from 13:00 to 17:00 at Suan Sunandha School of Art

3.2 Lecturer can also be reached via e-mail for any short consultation : 6saints.sutida@gmail.com

Section 4 Developing Student's Learning Outcomes

Learning Standards/Outcomes	**Learning Activities**	**Learning Assessment**
1. Ethics and Morals 1.Honesty 2.punctual 3.help others 4.Self management 5. Confidence	1. Rules setting such as attending the class on time and regularly 2. Group discussion 3. Group work 4. Responsible for given tasks **and be honest in working**	1. Evaluation of on time class attendance 2. Evaluation of on time assigned tasks sending 3. Evaluation of harmony in students group working

Learning Standards/Outcomes	Learning Activities	Learning Assessment
2. Knowledge 1. Can apply knowledge. Real working time 2. Can intelligently comment and comment publicly. 3.Have a good attitude to work. And work accordingly Ethics and Ethics mass communication	1. Explain and conclude ideas through teaching documents and presentation by programs of Microsoft PowerPoint, Microsoft Word and Internet 2.Single and group assignment and discussion 3. case studies in film and conclusion	1. Evaluation by behaviors, attention and class participation and student can express opinions on issues. 2. Evaluation by group work 3. Evaluation by case study, questions, midterm examination and final examination.

Learning Standards/Outcomes	Learning Activities	Learning Assessment
3. Cognitive Skills 1. Can express opinions on issues. 2. Can describe and define the meaning of costume design. 3. Can Design and producing by conceptualizing and realizing artistic interpretations	1. Present and criticize social and cultural background. 2. The workspace as a group. 3. Projects on Cultural Studies 4. Develop art work 5. Mid-term and Final project	1. Evaluation by behaviors, attention and class participation 2. Evaluation by group discussion 3. Evaluation by class practice 4. Evaluation by students' ideas conclusion, analysis including with in class evaluation
4. Interpersonal Skills and		

Learning Standards/Outcomes	Learning Activities	Learning Assessment
Responsibilities 1.Relevant interpersonal skill 2.Skill of creation and Maintenance of Interpersonal relationship With colleagues and gain And loss people 3. Pay attention to classroom commenting. 4.Being leader and follower While working development 5. Try to research and present new ideas.	1.Explain and conclude ideas Through teaching Documents and Presentation by video clip and storyboard in class 2.Group works assignment 3.Group presentation	1. Evaluation by behaviors, attention and class participation 2. Evaluation by group works 3. Evaluation by in class practice
5. Numerical Analysis, Communication and Information Technology Skills 1.Effective communication skill which are listening,speaking 2.Information technology and new media	1.Report presentation skill by using proper forms, tools and technology	1. Evaluation by behaviors, attention and class participation 2. Evaluation by in class practice

Section 5 Lesson Plan and Assessment

1. Lesson Plan

Week	Topic/Outline	Hours	Learning Activities and Medias	Lecturer(s)
1	Learn to history of costume design.	3	-lecture with Power point -Questions and Answer	Sutida Singharach
2	Learn to basic costume design techniques such as color, texture and pattern and will use that knowledge to design of a character's costume.	3	-lecture -Discussion	Sutida Singharach
3	Understanding costuming communicates Students The students will demonstrate their understanding of how to communicate with clothing for a specific character.	3	-lecture -Questions and Answer -Discussion	Sutida Singharach
4	Describe the process of costume design.	3	-lecture -Questions and Answer -Homework	Sutida Singharach
5	Observe and analysis constructing meanings from theatre , television and film.	3	Group presentation	Sutida Singharach
6	Analysis cultural and historical information to support artistic choices.	3	Group presentation	Sutida Singharach
7	Learn to meaning of symbols.	3	Group presentation	Sutida Singharach
8	Learn to the best way for character analysis.	3	-Lecture with Power point -Questions and Answer -Homework	Sutida Singharach
9	The students will demonstrate knowledge of conceptualizing characters through costumes by	3	-lecture -Questions and Answer -Discussion	Sutida Singharach

	presenting the designs that they created to the class.			
10	Define 'costume design'.	3	Lecture and group discussion Case study	Sutida Singharach
11	Final project	3	Lecture and group discussion Case study	Sutida Singharach
12	Final project	3	Lecture and group discussion Case study	Sutida Singharach
13	Final project	3	Group project	Sutida Singharach
14	Final project	3	Group project	Sutida Singharach
15	Final project	3	Group project	Sutida Singharach
16	Presentation	3	-Group project -Project Presentation	Sutida Singharach
17	Project Submission	3		Sutida Singharach
Total of Hours		51		

2. Learning Assessment Plan

	Learning Outcome	**Assessment Activities**	**Time Schedule (Week)**	**Proportion for Assessment (%)**
1	**Ethics and Morals** 1.Honesty 2.punctual 3.help others 4.Self management 5. Confidence	Behaviors and Class Practical Participation	Every Week	Class Attendance
2	**Knowledge** 1. Can apply knowledge.	Midterm Exam	week 6	Midterm

	Real working time 2. Can intelligently comment and comment publicly. 3. Have a good attitude to work. And work accordingly Ethics and Ethics mass communication			Examination 30%
3	**Cognitive Skills** 1. Can express opinions on issues. 2. Can demonstrate knowledge of characters costume.	Case Study Analysis, Homework Assignment	week 1-12	
4	**Interpersonal Skills and Responsibilities** 1.Relevant interpersonal skill 2.Skill of creation and Maintenance of Interpersonal relationship With colleagues and gain And loss people 3. Pay attention to classroom commenting. 4.Being leader and follower While working development 5. Try to research and present new ideas.	Class Participation, homework, group project, presentation	Every Week	Class Participation 10%
5	**Numerical Analysis, Communication and Information Technology Skills** 1.Effective communication skill which are listening,speaking 2.Information technology and new media	Group Presentation	Week 5-7, week 11-17	Group Presentation 5 0%

Section 6 Learning and Teaching Resources

1. Textbook and Main Documents

Text book by Sutida Singharach

2. Important Documents for Extra Study

Power point with costume/character images.

3. Suggestion Information (Printing Materials/Website/CD/Others)

Costume Design (Youtube)

Section 7 Course Evaluation and Revising

Strategies for Course Evaluation by Students

1.1 Explain to students to understand significance of subject development and students' roles insubject effectiveness evaluation as gain and loss people of program management

1.2 Support subject effectiveness evaluation by students before and after studying

1.3 Create opinion sharing atmosphere about subject effectiveness between lecturer and students while studying

Strategies for Course Evaluation by Lecturer

2.1 Evaluation majorly based on students' participation such as students' behaviors and participation consideration

2.2 Evaluation by lecturer's point of view such as teaching potential according to set teaching plan evaluation and teaching atmosphere consideration

2.3 Evaluation by students' scores

2.4 Evaluation of teaching by faculty's academic section Teaching Revision

Feedback for Achievement Standards

4.1 Students' outcomes, group works' quality and single assignment the whole semester harmony consideration

4.2Proper teaching management plan evaluation, teaching activities creation, giving assignments,evaluation and score assessment with subject description and program objectives

4.3 Cooperation with the next subject lecturer for previous subject evaluation

Methodology and Planning for Course Review and Improvement

Section 8.Grading System

Marks (%)	Grade	Meaning	Value
86-100	A	Exceptional	4.00
82-85	A-	Excellent	3.75
78-81	B+	Very Good	3.50
74-77	B	Good	3.00
70-73	B-	Fairly Good	2.75
66-69	C+	Very Satisfactory	2.50
62-65	C	Satisfactory	2.00
58-61	C-	Fairly Satisfactory	1.75
54-57	D+	Poor	1.50
50-53	D	Fairly Poor	1.00
46-49	D-	Very Poor	0.75
0-45	F	Failure	0.00
-	I	Incomplete	-
-	W	Withdraw	-