The Hong Kong Polytechnic University

Subject Description Form

Please read the notes at the end of the table carefully before completing the form.

| Subject Code | SFT5974 | | | | | |
|----------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|--|--|--|--|
| Subject Title | Creative Methodology | | | | | |
| Credit Value | 3 | | | | | |
| Level | 5 | | | | | |
| Pre-requisite/ Co-requisite/ Exclusion | Nil | | | | | |
| Objectives | This subject provides students the opportunity to conduct exploratory work, to establish unique creative methods, that can contribute to the realisation of a product. | | | | | |
| | Students are required to conduct extensive research and experimentation, to originate creative alternatives and processes in relation to patternmaking, sampling, material, finishing, and prototyping. | | | | | |
| | Throughout the unit, students will expand upon their individual skills, to initiate the focus of their own creative inquiry. | | | | | |
| Intended Learning Outcomes | Upon completion of the subject, students will: | | | | | |
| (Note 1) | a) Expand upon their specialist skills, to establish a suitable focus of inquiry to explore alternative possibilities. | | | | | |
| | b) Conduct substantial independent research and experimentation to produce a body of work that logically details all their experimental outcomes. | | | | | |
| | c) Demonstrate intellectual and critical thinking, to evaluate and appropriate methods, processes and materials to the development and realisation of a product. | | | | | |
| | d) Establish unique responses and alternatives to sampling, material, finishing, manufacturing, and prototyping that can become definitive of their practice. | | | | | |

Subject Synopsis/ Indicative Syllabus

(Note 2)

1. Creative Inquiry

Understanding how to utilize skills and personal expertise to develop a focussed route of investigation that is indicative of a design practice. Acknowledging the significance of societal needs and challenges, and how they could influence creative inquiry. Learning how to formulate clear objectives to engage upon independent exploratory work, to establish unique creative methods and possibilities.

2. Research & Experimentation

Through the study of research and practical experimentation, develop a deeper understanding of independent creative processes. Identifying existing methods and processes that are relevant to a focussed route of creative inquiry. Examining ways existing methods and processes can be utilized and developed differently to establish new possibilities. Learn how to logically document experimental processes and creative outcomes.

3. Critcal Evaluation

Learning the process of critical evaluation, and how to select appropriate methods, processes and materials based upon objectives and desired outcomes. Engaging with intellectual and critical thinking to identify areas for improvement, and discovering opportunities for further innovation.

4. Creative Innovation

Exploring how to originate creative methods beyond traditional norms. Understanding the significance of iteration and refinement to improve alternative processes and outcomes.

Teaching/Learning Methodology

(*Note 3*)

The teaching of this subject shall be delivered within a studio-based environment. Fundamental knowledge and concepts shall be introduced through lectures, practical demonstrations, and workshops.

With an emphasis on student-centred learning and development, students are individually guided and mentored while they experiment with different techniques and processes to develop their own creative methods.

Through workshop activities, students will perform practical tests, analysis, and evaluations.

Assessment Methods in Alignment with Intended Learning Outcomes

(*Note 4*)

| Specific assessment methods/tasks | % weighting | Intended subject learning outcomes to be assessed (Please tick as appropriate) | | | | |
|-----------------------------------|----------------|--------------------------------------------------------------------------------|---|---|---|--|
| | | a | b | c | d | |
| 1. Research | 30% | ~ | ~ | ~ | | |
| 2. Individual Project | 70% | ~ | ~ | ~ | ~ | |
| Total | 100 % | | | | | |

Explanation of the appropriateness of the assessment methods in assessing the intended learning outcomes:

Students will be assessed via a research file. They will be required to extensively research, to identify existing methods and processes that are relevant to their focussed line of enquiry. In addition, students are expected to logically document, and analyse their research discoveries and practical experimentations, as well as evidence a critical understanding of their findings in the research file.

The individual project will assess the student's ability to develop innovative and alternative uses of traditional and technological processes that are relevant to patternmaking, sampling, material, finishing, and prototyping. Students will then critically evaluate outcomes for their application towards the realisation of a product.

"The materials submitted for this assessment must be the student's own work. The submitted work may not be accepted for the purpose of assessment if its authenticity is questionable. Submitting GenAl-generated materials as students' own work or part of their work is an act of academic dishonesty. Students who are found committing academic dishonesty will face disciplinary actions."

Student Study Effort Expected

| Class contact: | | |
|---------------------------------------|---------|--|
| ■ Lecture | 9Hrs. | |
| Workshop | 9Hrs. | |
| ■ Tutorial | 21Hrs. | |
| Other student study effort: | | |
| Project/Assignments | 69Hrs. | |
| Total student study effort | 108Hrs. | |

Reading List and References

Books

Claude, A., Rabiller, E., (2021), Creative Paths: The Fashion Design Process 1, ESMOD.

Fashionary., (2020) Textilepedia: The Complete Fabric Guide, Fashionary International Ltd.

Muratovski, G., (2022), Research for Designers: A Guide to Methods and Practice (Second Edition), Sage Publishing.

Rissanen, T., McQuillan, H., (2020), Zero Waste Fashion Design, Bloomsbury Publishing.

Steed, J., (2020), Sourcing Ideas for Textile Design: Researching Colour, Surface, Structure, Texture and Pattern (Second Edition), Bloomsbury Visual Arts

Udale, J., (2023), From Fabric Construction to Surface Treatments, Bloomsbury Visual Arts.

Note 1: Intended Learning Outcomes

Intended learning outcomes should state what students should be able to do or attain upon subject completion. Subject outcomes are expected to contribute to the attainment of the overall programme outcomes.

Note 2: Subject Synopsis/Indicative Syllabus

The syllabus should adequately address the intended learning outcomes. At the same time, overcrowding of the syllabus should be avoided.

Note 3: Teaching/Learning Methodology

This section should include a brief description of the teaching and learning methods to be employed to facilitate learning, and a justification of how the methods are aligned with the intended learning outcomes of the subject.

Note 4: Assessment Method

This section should include the assessment method(s) to be used and its relative weighting, and indicate which of the subject intended learning outcomes that each method is intended to assess. It should also provide a brief explanation of the appropriateness of the assessment methods in assessing the intended learning outcomes.

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