

TEXTILE AND CLOTHING DESIGN 2019-2020 / Clothing Design

Exchange students are integrated into the classes where the majority of the students are Finnish. Thus the teaching language is Finnish. The exchange students are tutored in English personally/individually by the teachers or the fellow students. The studies are supported by literature, presentations and exercises in English.

The exchange students applying to textile and clothing design studies are expected to have minimum 1-2 years previous studies in those fields. **There is a limited number of places available to each course.**

If necessary, the study plan is finalised after student's arrival at the university together with the academic tutor teacher to meet the student's goals.

AUTUMN SEMESTER 2019

MAAD1102 Introduction to Arctic Cultures	5 cr.
MAAD1103 Arctic Art, Design and Innovation	5 cr.
UMUO4005 Arts-Based and Community-Based Participatory Research Approaches	3 cr.
UART1101 Fine Art Excursion in Lapland	5 cr.
UART1102 Finnish Design	4 cr.
UART1105 Introduction to Service Design	5 cr.
FVAA1024 Creative Clothing Design	5 cr.
FVAA2024 Menswear Design	4 cr.
FVAA7006 Studies supporting student's own professional orientation	5-10 cr.

SPRING SEMESTER 2020

UART1103 Art and Visual Culture in the North	3 cr.
UYTY0116 Socially-engaged Art	2 cr.
UART1102 Finnish Design	4 cr.
UART1105 Introduction to Service Design	5 cr.
FVAA2027 Clothing Innovations	5 cr.
FVAA2032 Children's Wear Design	5 cr.
FVAA7006 Studies supporting student's own professional orientation	5-10 cr.

AUTUMN SEMESTER 2019

MAAD1102 Introduction to Arctic Cultures	5 cr.
MAAD1103 Arctic Art, Design and Innovation	5 cr.
UMUO4005 Arts-Based and Community-Based Participatory Research Approaches	3 cr.
UART1101 Fine Art Excursion in Lapland	5 cr.
UART1102 Finnish Design	4 cr.
UART1105 Introduction to Service Design	5 cr.
FVAA1024 Creative Clothing Design	5 cr.
FVAA2024 Menswear Design	4 cr.
FVAA7006 Studies supporting student's own professional orientation	5-10 cr.

MAAD1102 Introduction to Arctic Cultures 5 op

Learning outcomes

At the end of the course student is able to

- have basic understanding of the histories and experiences of the peoples of the Circumpolar North, and the development of northern cultures
- discuss and distinguish traditions and features of northern cultures and art
- describe cultural and artistic similarities and differences of northern peoples and cultures

Content The aim of this introductory course is to give knowledge of Arctic Cultures and how arctic landscapes and people have been presented in visual arts.

Method Lectures and seminars 28 hours, independent work, a learning diary and a seminar on literature.

Reading

A Land Shared. Contemporary and Applied Art of the Northern Peoples, 2003

Jokela, Timo & Coutts, Glen: RELATE NORTH 2014: engagement, art and representation, 2014

Jokela, Timo & Coutts, Glen: RELATE NORTH: art, heritage & identity, 2015

Jokela, Timo; Coutts, Glen; Huhmarniemi, Maria; Härkönen, Elina: Cool: applied visual arts in the North, 2013

Lehtola, Veli-Pekka: The Sámi People traditions in Transistion, 2002

Lähteenmäki, Maria: Terra Ultima. A Short History of Finnish Lapland, 2006

The Magic of Lapland. Lapland in Art from the 1800s to today, 2011

Sámi Contemporary, 2014

Sámi Duodji. Catalogue for the Jubilee Exhibition of the Sámi Handicraft Association's 30th Anniversary, 2006

Evaluation 5-1 / failed

Timing 1st and 2nd period

Target group The students of Master's programme in Arctic Art & Design, ex-change students (BA, MA)

Tutors Teaching and research staff of Arctic Centre and Faculty of Art and Design

Language of instruction English

MAAD1103 Arctic Art, Design and Innovation 5 cr.

Learning outcomes

The course will introduce the thematic discussions related to the research, development and innovation work related to arctic art and design. The course will introduce central concepts in the core of arctic art, design and innovation: design for social innovation, design thinking, wicked problems and applied visual art. The course will also introduce research processes and case studies on development work in the north. Arctic Art, Design and Innovation work can be applied into marginal contexts and help in generating radical innovation for both social and business contexts

Content Students will be able to identify the main concepts and process related to thematic discussion and development processes in the arctic region. Students will learn how to use research and development strategies as well as methods and approaches based on art and creativity needed to solve extreme problems.

Method The course will be carried out through lectures and workshops 32 hours, and a seminar work, independent work.

Literature

Brown, T. (2008). Design Thinking. Harvard Business Review, June 2008, 84-92. Darso, L (2004) Artful

Creation: learning-Tales of Arts-in-Business.

Jokela, T., Goutts, G. Huhmarniemi, M. and Härkönen, E. (Eds): COOL – Applied Visual Arts in the North. Publications of the Faculty of Art and Design of the University of Lapland. Series C. Overviews and Discussion 41. 2013

Kolko, J. (Wicked Problems: Problems Worth Solving. Austin Centre of Design.
<https://www.wickedproblems.com/read.php>

Manzini, E.: Making Things Happen: Social Innovation and Design. Design Issues. Winter 2014, Vol. 30, No. 1, Pages 57-66 MIT

Tahkokallio, P. (Ed.): Arctic Design - Opening the Discussion. University of Lapland. Publications of the Faculty of Art and Design of the University of Lapland Series C. Overviews and Discussion 38. Rovaniemi 2012

Evaluation 1-5 / fail

Timing 1st period of 1st year MA studies

Target group MA and Doctoral students, exchange students (BA, MA)

Tutors Professors responsible for the programme

Language of instruction English

UMUO4005 Arts-Based and Community-Based Participatory Research Approaches 3cr.

Contents Introduction to a variety of arts-based and community-based research approaches of art education, applied visual arts and design.

Learning outcomes

Student will be able to use and combine arts-based and community-based methods and practice as research in the arts to his/her thesis and understands a specific nature of such methods in the field of academic research.

Methods Lectures 24 hours, exercises and independent work 46 hours

Requirements Active participation to the lectures, successful completion of assignments.

Literature

Leavy, Patricia: Research Design, 2017

Leavy, Patricia: Method Meets Art. Arts-Based Research Practice, 2009

Barone, Tom & Eisner, Elliot (2012) Arts based research

Cahnmann-Taylor, Melisa & Siegesmund, Richard (eds.): Arts-based research in education: Foundations for practice. 2008.

Shared articles

Evaluation 5-1 / fail

Timing 1st period of first year Master's studies

Tutors Maria Huhmarniemi, Satu Miettinen and Timo Jokela

UART1101 Fine Art Excursion in Lapland 5 cr.

Learning outcomes At the end of this course student is able to

- have an orientation to culture, landscape and environment in the Lappish north through photography, painting and regional cultural history

Content Introduction to photography, painting and culture of the Lappish landscape. The North presented via art of photography and painting, a cultural overview of the North in art and history.

Method Lectures, practice, critique.

Materials Digital camera (any kind), portable computer with simple or advanced imaging program, watercolors, lots of paper, brushes, pastels if desired but not required, attitude.

Requirements Participation and critique, diary based on experiences in the course, 6-8 pages.

Studies before A basic knowledge of photography.

Evaluation Pass / fail

Timing 28.8.–1.9.2017

Target group Exchange students (BA, MA)

Tutors Esa Meltaus, Tuija Hautala-Hirvioja, Michael M. Jacobs

Language of instruction English

Additional information *Min. 6 students, max. 10 students.* Students are required to pay for the travel, accommodation and subsistence costs (app. 150-200 €) themselves.

There will be lectures about basic photographic theory and practice. For painting only requirements are to bring the proper materials along.

UART1102 Finnish Design 4 cr.

Content The design culture in Finland is presented and discussed by using Finnish industrial, graphic, audio-visual, fashion and textile designers and their works as examples. Lectures are given from different fields of design. The emphasis is to introduce the key elements of Finnish design. Students will make assignments in groups, where they will apply their knowledge on Finnish design.

Learning outcomes At the end of this course student

- has basic knowledge on Finnish design
- can recognize different fields of design culture in Finland
- can apply the understanding of Finnish design in assignments

Method Lectures about different fields of Finnish design by using examples. Group assignment, where students are asked to apply their knowledge on Finnish design. Lectures and guided exercises 28 hours, 80 hours independent work.

Requirements Presence during the lectures (80%) and the finished assignment with a presentation.

Literature Korvenmaa, Pekka: Finnish Design –A Concise History, Design Forum Finland: Finnish Design Yearbook.

Evaluation 5-1 / failed

Timing 2st and 4rd period

Target group Faculty of Art and Design students and exchange students (BA, MA). Max 30 students.

Responsible tutor Milla Johansson

Language of instruction English

UART1105 Introduction to service design 5 cr.

Learning outcomes After the course student:

- understands the key concepts, methods, process and background of service design
- understands service design as a design activity and its link to one's own field of study
- has got basics for further method studies and projects on service design

Method: Lectures, exercises, design assignment and a final report for a case organization

Literature: Stickdorn, M. and Schneider, J. (Eds). 2010. "This is Service Design Thinking. Basics - Tools - Cases." BIS Publishers. NL.

Content The goal of the course is to give the participant an overview about service design, its key concepts, methods and process. The course will contain both theory and one practical case assignment, or smaller-scale service design tasks.

Method Lectures and workshop studying (35 hours), independent studies (100 hours)

Requirements Presence during the lectures (80%), finished assignment and a final report.

Evaluation 5-1 / failed

Timing 2nd and 4th period

Target group Exchange students (BA, MA)

Tutor To be announced later

Language of instruction English

FVAA1024 Creative Clothing Design 5 cr

Learning outcomes After completing the course of study students will be able to:

- use the basic elements of clothing design: silhouette, material, color, and details in outlining three dimensional solutions for clothing
- apply ideation and sketching for the artistic and functional goals of clothing
- identify the strengths of one's own identity in the design process
- critically evaluate the different phases of the one's own design process
- make a presentation of one's own design/collection and its starting points

Content Creative opportunities in the clothing industry, and methods of expressing in the design process. A garment as a product in design industry, and one's own starting points as a clothing designer. Design for women's wear. Exercises of ideation methods for clothing.

Method Lectures and guided exercises (60 h) and independent work (75 h).

Requirements Attendance at lectures and supervised exercises is 80% (minimum). All exercises should be passed satisfactorily.

Evaluation 5-1 / failed

Timing 1.-2n. period

Target group Exchange students

Tutor Johanna Oksanen

Language on instruction Individual tutoring in English in Finnish class

FVAA2024 Menswear Design 4 cr

Learning outcomes After completing the course of study students will be able to:

- apply social meanings and cultural traditions and phenomena to menswear design
- develop functional outfits basing on user-oriented information
- identify the requirements and challenges of menswear relevant in designer's profession

Content Socio-cultural development of menswear. The impact of gender on buying habits, on clothing needs and on commercial clothing supply. Designing menswear collections for different target groups.

Method Lectures and guided exercises (48 h) and independent work (60 h).

Requirements Attendance at lectures and supervised exercises is 80% (minimum). All exercises should be passed satisfactorily.

Evaluation 5-1 / failed

Timing 1.-2. period

Target group Exchange students

Tutor Johanna Oksanen

Language on instruction Individual Tutoring in English in Finnish class

FVAA7006 Studies supporting student's own professional orientation 5-10 cr

Learning outcomes The learning outcomes are modified either according to one theme chosen from the list below or according to the theme proposed by the student.

- Design of custom-made, unique dresses and costumes, formal and evening wear, costumes for performances and fantasy outfits.
- Developing costumes, using creative and ecological alternatives, and applying different ways of manipulating materials.
- Applying one's previous know-how in the field of creative costume design for theater, film or experience industry.
- Research and development of clothing for special user groups.
- Applying the service design in the field of clothing Design

Content Student becomes familiar with, or deepens know-how on the chosen theme either independently or in collaboration with an external partner.

Method Independent, teacher-directed work done on a given or proposed theme.

Requirements Work plan presented to and approved by the teacher before starting the work, guidance received during the work, and preparation of a report at the end of work, eg. portfolio.

Literature Literature is agreed with the teacher in charge.

Evaluation 5- 1 / failed

Timing autumn or spring

Target group: Exchange students

Tutor: Clothing Design

Language on instruction: Individual Tutoring in English.

SPRING SEMESTER 2020

UART1103 Art and Visual Culture in the North	3 cr.
UYTY0116 Socially-engaged Art	2 cr.
UART1102 Finnish Design	4 cr.
UART1105 Introduction to Service Design	5 cr.
FVAA2027 Clothing Innovations	5 cr.
FVAA2032 Children's Wear Design	5 cr.
FVAA7006 Studies supporting student's own professional orientation	5-10 cr.

UART1103 Art and Visual Culture in the North 3 cr.

Learning outcomes At the end of the course student is able to

- get an idea of culture and environment in North through fine art, contemporary art and community art

Content The North presented in fine art, North in the art, art in the North from the community art and environment studies perspective. The course is based on MAAD1102, student can choose to complete **one** of the courses.

Method Lectures and seminars 21 hours, independent work 17 hours. Visits to the exhibitions in Arktikum, in Rovaniemi art museum and other galleries; discussions and an essay on exhibitions.

Evaluation Pass / Fail

Timing 3rd period

Target group Exchange students (BA)

Tutors Tuija Hautala-Hirvioja, Timo Jokela, Mirja Hiltunen, Michael Jacobs, Maria Huhmarniemi, Max Juntunen

Language of instruction English

Suggested reading

Lohiniva, L.: Berenice's hair in search of northern woman artist's identity, 1999

Framework: The Finnish Art Review 1/2004

Guttorm, G. 2014. Contemporary Duodji – a personal experience in understanding tradition. In Jokela, T. & Coutts G. (eds) *RELATE NORTH – Art, Heritage & Identity*.

Huhmarniemi, Maria & Jokela, Timo & Vuorjoki, Susanna: Talven taide. Winter Art, 2003

Shared articles

UYTY0116 Socially-engaged Art 2 cr.

Learning outcomes Having completed the course the student can

-outline the operating area of applied visual art

-recognize the skills needed by a visual artist in designing and implementing event environments and events

-understand the theoretical principles community art activity

Content Outlining the differences between visual art, community art, community based art education art, architecture. The course will explore specific strategies and approaches to socially engaged art practices through readings and direct engagement with community-based projects. Application options of visual art in event environments and programme services. Principles of art's effect on wellbeing.

Method Lectures and exercises 24 h, independent work 51 h

Requirements Active participation in lectures and exercises. Implementation of tasks and group work.

Reading

Jokela, T; Coutts, G. & Härkönen, E. Cool. Applied visual art in the North, 2013

Coutts, G. & Jokela, T. (Eds.) Art, Community and Environment, 2008

Grande, J. Balance. Art and Nature, 2004

Kylänen, M. & Häkkinen A. (eds.). Articles on Experiences 5 – Arts and Experiences, 2007

Ahonen A. et al. Crystals of Children's Well-being. Cross Boarder Collaboration between Schools in the Arctic, 2008

Articles handed out during the course

Evaluation 1–5 / fail

Timing 4th period

Target group First year of Master's studies, Exchange students (BA)

Tutor Art Education Lecturer
Language of instruction English.

UART1102 Finnish Design 4 cr.

Learning outcomes At the end of this course student

- has basic knowledge on Finnish design
- can recognize different fields of design culture in Finland
- can apply the understanding of Finnish design in assignments

Content The design culture in Finland is presented and discussed by using Finnish industrial, graphic, audio-visual, fashion and textile designers and their works as examples. Lectures are given from different fields of design. The emphasis is to introduce the key elements of Finnish design. Students will make assignments in groups, where they will apply their knowledge on Finnish design.

Method Lectures about different fields of Finnish design by using examples. Group assignment, where students are asked to apply their knowledge on Finnish design. Lectures and guided exercises 28 hours, 80 hours independent work.

Requirements Presence during the lectures (80%) and the finished assignment with a presentation.

Literature Korvenmaa, Pekka: Finnish Design –A Concise History, Design Forum Finland: Finnish Design Yearbook.

Evaluation 5-1 / failed

Timing 2st and 4rd period

Target group Faculty of Art and Design students and exchange students (BA, MA). Max 30 students.

Responsible tutor Milla Johansson

Language of instruction English

UART1105 Introduction to service design 5 cr.

Learning outcomes After the course student:

- understands the key concepts, methods, process and background of service design
- understands service design as a design activity and its link to one's own field of study
- has got basics for further method studies and projects on service design

Method: Lectures, exercises, design assignment and a final report for a case organization

Literature: Stickdorn, M. and Schneider, J. (Eds). 2010. "This is Service Design Thinking. Basics - Tools - Cases." BIS Publishers. NL.

Content The goal of the course is to give the participant an overview about service design, its key concepts, methods and process. The course will contain both theory and one practical case assignment, or smaller-scale service design tasks.

Method Lectures and workshop studying (35 hours), independent studies (100 hours)

Requirements Presence during the lectures (80%), finished assignment and a final report.

Evaluation 5-1 / failed

Timing 2nd and 4th period

Target group Exchange students (BA, MA)

Tutor To be announced later

Language of instruction English

FVAA2027 Clothing Innovations 5 cr.

Learning outcomes After completing the course of study students will be able to:

- master the innovative design process in outdoor clothing
- look at clothing design in relation to the requirements set by the surrounding world
- design new applications for future clothing challenges
- apply clothing physiology to cold climate clothing
- produce a report on the different stages of the clothing design process as an innovative entity
- assess the requirements for the shape and measurements of outer clothing

Content Product development and innovation requirements for cold climate clothing. An inspiring outfit for the future challenges posed by nature, culture and the environment. New materials and their

applications. Outerwear design. The course content is divided into clothing design (3 cr) and clothing form (2 cr).

Method Lectures and supervised exercises (60 h) and independent work (75 h).

Requirements Attendance at lectures and supervised exercises is 80% (minimum). All exercises should be passed satisfactorily

Evaluation 5-1 / failed

Timing 3rd period

Target group Exchange students

Tutors Johanna Oksanen and Päivi Rautajoki

Language of instruction Individual Tutoring in English in Finnish class.

FVAA2032 Children's Wear Design 5 op

Learning outcomes After completing the course of study students will be able to:

- define essential information needed in children's wear design
- pay attention to the requirements of functional clothing emerging from the child's development
- apply the 3D clothing design
- interpret and deepen the children's wear collection design
- master the basics of digital clothing production

Content Requirements children's wear, and different approaches to children's wear design. Children's wear as part of a child's action environment, and its opportunities to support child's physical and psychological well-being. Prototyping with 2D and 3D softwares.

The course content is divided into areas of clothing design (2 cr) and digital clothing form (2 cr)

Method Lectures and guided exercises (60 h) and independent work (75 h).

Requirements Attendance at lectures and supervised exercises is 80% (minimum). All exercises should be passed satisfactorily

Evaluation 5-1 / renewable

Timing 4. period

Target group Exchange students

Tutors Anu Kylmänen, Päivi Rautajoki

Language of instruction Individual tutoring in English in Finnish class.

FVAA7006 Studies supporting student's own professional orientation 5-10 cr

Learning outcomes The learning outcomes are modified either according to one theme chosen from the list below or according to the theme proposed by the student.

- Design of custom-made, unique dresses and costumes, formal and evening wear, costumes for performances and fantasy outfits.
- Developing costumes, using creative and ecological alternatives, and applying different ways of manipulating materials.
- Applying one's previous know-how in the field of creative costume design for theater, film or experience industry.
- Research and development of clothing for special user groups.
- Applying the service design in the field of clothing Design

Content Student becomes familiar with, or deepens know-how on the chosen theme either independently or in collaboration with an external partner.

Method Independent, teacher-directed work done on a given or proposed theme.

Requirements Work plan presented to and approved by the teacher before starting the work, guidance received during the work, and preparation of a report at the end of work, eg. portfolio.

Literature Literature is agreed with the teacher in charge.

Evaluation 5- 1 / failed

Timing autumn or spring

Target group Exchange students

Tutor Clothing Design

Language on instruction Individual Tutoring in English.