COURSE SYLLABUS						
Course Title	**Course Code**	**Semester**	**Course Hour/Week**		**Credit**	**ECTS**
Furniture Design and Manufacturing	INAD 368	2	**Theory** 2	**Practice** 2	3	5
Course Type	Compulsory Courses	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Compulsory	Other
		x				
Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate / Doctoral (Second / Third Cycle)	
			x			

Language of Instruction	English

Course Instructor(s)	Asst. Prof. Dr. Burcin SALTIK	E-mail: burcin.saltik@arucad.edu.tr Office: TI-OFF07
Course Objectives	Students learn about the economical use of materials; the appropriate selection and application of materials; fabrication and manufacturing processes; and furniture traditions and typologies. Design exercises guide students through the furniture design process and culminate in a final project. This course gives students the opportunity to investigate material, structure, production, and design intensively. The limited scale and specific demands of furniture design reinforce fundamental design principles and give students a greater awareness of interior architectural design as well as individual product design. Within the scope of the given project, students are encouraged to be inventive and develop a personal response.	

Course Learning Outcomes	**Students will be able to:**	**Teaching Methods**	**Evaluation Methods**
	Establish an understanding of the historical design development of furniture.	Weekly lectures/fabrication, production process	Midterm project/Final project
	Explore how materials and details of design are connected.	Weekly lectures/fabrication, production process	Midterm project/Final project
	Develop skills tools, accessories and machines used in production.	Weekly lectures/fabrication, production process	Midterm project/Final project
	To comprehend the processes of manufacturing, such as preparation of parts,	Weekly lectures/fabrication, production process	Midterm project/Final project

	assembly, preparation for finishing.		
	To produce technical descriptions and drawings for design and production of furniture.	Weekly lectures/fabrication, production process	Midterm project/Final project
Course Content	The first half of this course is designed to provide an understanding of the historical development of furniture, accessories, materials, and wooden furniture manufacturing as core elements of the design process, while encouraging a passion for the exploration and manipulation of materials and manufacturing processes in the context of design. The course then focuses on panel furniture production processes, ranging from small objects to larger-scale applications. Students develop an understanding of sustainability and the environmental impact of the use of materials and manufacturing processes.		

COURSE OUTLINE/SCHEDULE			
Week	**Topic**	**Implementation (theory/practice)**	**Required Reading, Preliminary preparation**
1	Introduction of the course.	T	
2	Introduction to Materials & Accessories.	T	See the required books.
3	History and development of furniture.	T	See the required books.
4	Wooden furniture information.	T	See the required books.
5	Wooden furniture production process.	T	See the required books.
6	Wooden furniture production process.	T	See the required books.
7	Prepare for midterm submission.	T	See the required books.
8	**Midterm Exam**	**Submission**	
9	Panel furniture information.	T	See the required books.
10	Panel furniture information.	T	See the required books.
11	Panel furniture production process.	T	See the required books.
12	Panel furniture production process.	T	See the required books.
13	Working drawings of furniture project.	T	See the required books.
14	Working drawings of furniture project.	T	See the required books.

15	Work on production process of furniture project.	T	See the required books.
16	Work on production process of furniture project.	T	See the required books.
17	Work on production process of furniture project.	T	See the required books.
18	**Final Exam**	**Submission**	

Required Course Material(s) / Reading(s)/ Text Book(s)	Andrews, J. (2015). *Arts & crafts furniture*. **CALL NUMBER: NK2394 A77.A53 2015** Booth, S., & Plunkett, D. (2014). *Furniture for interior design*. **CALL NUMBER: NK2216.F6.B668 2014** Lawson, S. (2013). *Furniture design: An introduction to development, materials and manufacturing*. **CALL NUMBER: NK2260.L38 2013**
Recommended Course Material(s)/ Reading(s) /Other	Cunningham, J. (2009). The artistic furniture of Charles Rohlfs. Yale University Press. Neufert, E., & Neufert, P. (2012). Architects' data (4th ed.). Wiley-Blackwell.

ASSESSMENT		
Learning Activities	**NUMBER**	**WEIGHT in %**
Mid-Term	1	40
Quiz	0	
Assignment	0	
Project	0	
Field Study	0	
Presentation	0	
Studio Practice	0	
Other	0	
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade	1	60
TOTAL		100

No	**PROGRAMME LEARNING OUTCOMES**	**Level of Contribution (1 = lowest / 5 = highest)**				
		1	**2**	**3**	**4**	**5**
KNOWLEDGE *Understanding and knowing — theoretical, historical, and conceptual foundations*						
1	Demonstrate comprehensive knowledge of visual and spatial design language, encompassing fundamental principles of form, function, space, material, ergonomics, ecology, and society, as well as technical knowledge, in the production of human-centered interior environments.		**X**			
2	Critically engage the history of interior architecture, art, and design, drawing on research methodologies to inform culturally sensitive and contextually grounded design practice.	**X**				

3	Understand interior architecture as a holistic and interdisciplinary profession, articulating the relationship between spatial design, architecture, art, and environmental stewardship.	**X**				
4	Understanding of theoretical, historical, cultural, ecological, and universal accessibility dimensions of interior design to inform responsible, inclusive, and environmentally conscious spatial decision-making.					**X**
SKILLS *Doing and making — technical, creative, and methodological abilities*						
5	Develop and communicate design concepts through diverse visualization tools — including hand drawing, and digital modeling — demonstrating competency in contemporary representational technologies for professional design communication.		**X**			
6	Produce technically proficient sketches, technical drawings, and documentation according to professional standards, applying both analog and digital tools in spatial problem-solving.				**X**	
7	Apply systematic, research-based critical thinking in design processes and problem-solving, addressing contemporary spatial and ergonomic demands with research-driven design strategies.				**X**	
8	Produce design models, cost estimations, and technical documentation for project realization, incorporating sustainable design strategies and adaptive reuse methodologies for heritage and contemporary environments.					**X**
COMPETENCIES *Professional behavior and attitude — ethical, creative, and lifelong practice*						
9	Articulate a personal creative vision and present design proposals verbally, visually, and textually across a range of media, upholding the high standards of creative excellence, considering legal and ethical practices.			**X**		
10	Demonstrate commitment to continuous self-development, lifelong learning, and professional ethics, contributing to the cultural and intellectual enrichment of local, regional, and global communities.		**X**			
11	Demonstrate proficiency in innovative design tools and emerging technologies, integrating traditional craftsmanship with contemporary digital methods to expand the boundaries of interior spatial design.		**X**			
12	Collaborate effectively in interdisciplinary and intercultural teams, demonstrating leadership, communication, and project management competencies in design and professional contexts.		**X**			

ECTS / STUDENT WORKLOAD				
ACTIVITIES	**NUMBER**	**UNIT**	**HOUR**	**TOTAL (WORKLOAD)**
Course Teaching Hours (X weeks * total course hours)	16		3	48
Preliminary Preparation and self-study	4		3	12
Mid-Term	1		30	30
Quiz				

Assignment				
Project				
Field Study				
Presentation				
Studio Practice				
Final Examination/ Final Project/ Dissertation	1		40	40
Other				
TOTAL WORKLOAD				**130**
TOTAL WORKLOAD / 25				**5.2**
ECTS				**5**

ETHICAL RULES WITH REGARD TO THE COURSE
Plagiarism Disclaimer Detected and undetected plagiarism is a serious offense at any time and can have devastating effects on your degree results and future professional life. Plagiarism is easy to avoid if you ensure that you properly identify and acknowledge your sources and do not copy directly from visual examples, designs, or notes that have themselves been taken word-for-word from your sources.

	SDG 1: No Poverty	
	SDG 2: Zero Hunger	
	SDG 3: Good Health and Well-Being	
	SDG 4: Quality Education	X
	SDG 5: Gender Equality	
	SDG 6: Clean Water and Sanitation	
	SDG 7: Affordable and Clean Energy	
	SDG 8: Decent Work and Economic Growth	
	SDG 9: Industry, Innovation and Infrastructure	
	SDG 10: Reduced Inequalities	
	SDG 11: Sustainable Cities and Communities	X
	SDG 12: Responsible Consumption and Production	

	SDG 13: Climate Action	
	SDG 14: Life Below Water	
	SDG 15: Life on Land	
	SDG 16: Peace, Justice and Strong Institutions	
	SDG 17: Partnership for the Goals	

ASSESSMENT DETAILS AND EVALUATION CRITERIA:	
Final grades will be determined based on the course learning activities and the assessment details for the final examination or project, as outlined below, in accordance with the University's Education and Examination Regulations. Students are required to attend at least 70% of the classes. The maximum allowable absenteeism is 30%. **MIDTERM 40%** **FINAL 60%**	
PREPARED BY	Asst. Prof. Dr. Burcin SALTIK
UPDATED	February 2025.
APPROVED	