COURSE SYLLABUS						
Course Title	**Course Code**	**Semester**	**Course Hour/Week**		**Credit**	**ECTS**
Furniture and Design	INDD317	1	**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. Burçin SALTIK	E-mail: burcin.saltik@arucad.edu.tr Office: FM-OFF02
Course Objectives	Students learn about ergonomics and human scale; economy of material use; appropriate use of materials; fabrication and manufacturing processes; and furniture traditions and typologies. Design exercises guide students through the furniture design and prototyping process and culminate in the final project. This course gives students an opportunity to intensively investigate material, structure, connection and use and to synthesize them into a highly finished design. The limited scale and demands of furniture design reinforce fundamental issues for design and will give students a greater awareness of interior architecture 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. This course stresses a hands-on approach, where students work within their skill level, time constraints and resources to achieve the best possible design.	

	Students To Do:	**Teaching Methods**	**Evaluation Methods**
Course Learning Outcomes	Remembering: Identify and describe basic visual elements and principles of graphic representation. Emphasis on process oriented exercises and continuous feedback.	Workshop, Class discussions, sketching.	Midterm project/Assignments/Final project
	Understanding: Explain the relationship between sketching, isometric and perspective composition, and communication in design. Demonstrations and Visual Lectures: Introduction to freehand, technical, and compositional techniques	Class discussions, weekly classwork's and homeworks's assignments. To be able to independently produce a design concept following the requirements of the given brief, and develop it into a product.	Midterm project/Assignments/Final project
	Applying: Apply freehand drawing techniques to represent design ideas accurately and expressively. Weekly Practice, Assignment documentation and observation drawing.	In class composition drawing and classwork's and homeworks's assignments. To produce preliminary sketches as well as detailed explanatory ones.	Midterm project/Assignments/Final project
	Evaluating: Critically assess presentation methods and justify visual communication choices.	One on one consultations; Individual progress guidance and targeted feedback.	Midterm project/Assignments/Final project
	Analyzing: Evaluate and improve drawings through consideration of scale, proportion, and visual balance.	Peer critiques, instructor feedback sessions. To develop technical skills for building a	Midterm project/Assignments/Final project

	Encourage reflective learning and collaborative improvement	virtual 3D computer model of the design product and its concept assembly.	
Course Content	The first half of this course is designed to provide an understanding of historical development of furniture, materials, their properties and their manufacture as a core element of the design process, and to encourage a passion for the exploration and manipulation of materials and manufacturing in the context of design. Then follows to provide a foundation to the production processes from the scale of small objects to certain larger scales. Develop an understanding on sustainability and environmental impact of the use of materials and processes.		

COURSE OUTLINE/SCHEDULE			
Week	**Topic**	**Implementation (theory/practice)**	**Required Reading, Preliminary preparation**
1	History and development of furniture I. Introduction to Materials & hand tools. Joinery and Furniture Joints .Information on expected design & production work	T-P	See the required books.
2	History and development of Furniture II. Handmade joints and uses. Pattern design for marquetry	T-P	See the required books.
3	History and Development of Furniture III. Introduction to hand power tools and machinery used in furniture industry. Introduction to Kitchen Furniture. Fitted and unfitted Kitchen Design. Contemporary kitchen Design and materials.Marquetry design and making	T-P	See the required books.

4	History and development of Furniture IV. Furniture Materials and Processes Tools, jigs and moulds. Group project presentation Furniture Design assignment Marquetry work continued	T-P	See the required books.
5	Furniture materials & Processes Group project presentation. Marquetry pressed and cleaned. Furniture Design completion. Technical drawings for scale model.	T-P	See the required books.-
6	Furniture materials & Processes. Group project presentation. Marquetry pressed and cleaned. Furniture Design completion. Technical drawings for scale model.	T-P	See the required books.
7	Marquetry panel completion. Furniture scale model making.	T-P	See the required books.
8	Recheck and midterm.	T-P	See the required books.
9	Wood and metal finishing. Working drawings of furniture project.	T-P	See the required books.
10	Upholstery soft furnishings in Furniture & Interiors. Working drawings of furniture project. Production of furniture project.	T-P	See the required books.
11	Production of furniture project working drawings of project.	T-P	See the required books.

12	Production of furniture project working drawings of project.	T-P	See the required books.
13	Production of furniture project working drawings of project.	T-P	See the required books.
14	Production of furniture project.	T-P	See the required books.
15	Production of furniture project.	T-P	See the required books.
16	**FINAL EXAM**		

Required Course Material(s) / Reading(s)/ Text Book(s)	• Dormer, P. (1993). *Design since 1945.London*: Thames & Hudson. Call number: NK1390.D66 2003 • Raizman, D. S. (2003). *History of modern design: Graphics and products since the industrial revolution*. Laurence King Publishing. Call number: NK1175 .R35 2010
Recommended Course Material(s)/ Reading(s) /Other	• Andrews, J. (2005). *Arts and crafts furniture. Antique Collectors' Club*. ISBN: 978-1851494835 • Booth, S., & Plunkett, D. (2014). *Furniture for interior design*. Laurence King Publishing. ISBN: 978-1780673226 • Cunningham, J. (2008). *The artistic furniture of Charles Rohlfs*. Yale University Press. ISBN: 978-0300139099 • Lawson, S. (2013). Furniture design: *An introduction to development, materials and manufacturing.* Laurence King Publishing. ISBN: 978-1780671208

ASSESSMENT		
Learning Activities	**NUMBER**	**WEIGHT in %**
Mid-Term	1	30
Quiz		

Assignment	1	20
Project		
Field Study		
Presentation / Seminar		
Studio Practice		
Other		
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade	1	50
TOTAL	3	100

CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES							
No	**PROGRAMME LEARNING OUTCOMES**	Level of Contribution (1- lowest/ 5- highest)				
		1	2	3	4	5
1	Understand knowledge of industrial design principles, design methodologies, history, aesthetics, form & function and product development processes.					x
2	Explain the properties of materials, manufacturing technologies, and production methods used in industrial product design					x
3	Understand ergonomics, and user-centered design concepts in product development			x		
4	Understand sustainability principles, environmental impacts, and life-cycle considerations in industrial design			x		
5	Analyze design problems, user needs, and market requirements to develop appropriate product design solutions.					x
6	Generate creative product concepts using sketching, ideation techniques, and visual exploration methods.				x	

ECTS / STUDENT WORKLOAD				
ACTIVITIES	**NUMBER**	**UNIT**	**HOUR**	**TOTAL (WORKLOAD)**
Course Teaching Hour (X weeks * total course hours)	15	1	4	60
Preliminary Preparation and self- study	15	1	3	45
Mid-Term	1	1	10	10
Assignment	1	1	5	5
Final Examination/ Final Project/ Dissertation	1	1	10	10
Other				
TOTAL WORKLOAD				130
TOTAL WORKLOAD / 25				5,2
ECTS				5

7	Develop product designs using digital tools, 3D modeling, and rendering software					x
8	Develop prototypes or models to evaluate product functionality, usability, and aesthetics.		x			
9	Communicate design ideas effectively through sketches, technical drawings, models, and professional presentations.				x	
10	Work effectively in multidisciplinary teams during product design and development processes.				x	
11	Manage design projects considering production constraints, market needs, and economic feasibility.			x		
12	Demonstrate professional responsibility, ethical awareness, and commitment to sustainable design practices.				x	

ETHICAL RULES WITH REGARD TO THE COURSE
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	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	x
	SDG 7: Affordable and Clean Energy	x
	SDG 8: Decent Work and Economic Growth	x
	SDG 9: Industry, Innovation and Infrastructure	x
	SDG 10: Reduced Inequalities	
	SDG 11: Sustainable Cities and Communities	x
	SDG 12: Responsible Consumption and Production	x
	SDG 13: Climate Action	x
	SDG 14: Life Below Water	
	SDG 15: Life on Land	x
	SDG 16: Peace, Justice and Strong Institutions	x
	SDG 17: Partnership for the Goals	x

ASSESSMENT DETAILS AND EVALUATION CRITERIA:
Final Grades will be determined according to the Course Learning Activities and Final Examination/ Project/ Dissertation Assessment Details as below, and comply with the Education and Examination Regulation set by the University. Students are required to attend at least 70% of the classes. The maximum allowable absenteeism is 30%. Assignment: 20%

Midterm: 30% Final: 50%	
PREPARED BY	Asst. Dr. Burçin SALTIK
UPDATED	September 2023, September 2024.
APPROVED	