COURSE SYLLABUS						
Course Title	**Course Code**	**Semester**	**Course Hour/Week**		**Credit**	**ECTS**
Furniture Design and Manufacturing	INDD416	2	**Theory** 3	**Practice** 0	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 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, process and culminate in the final project. This studio gives students an opportunity to intensively investigate material, structure, production and 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.	

Course Learning Outcomes	**Students To Do:**	**Teaching Methods**	**Evaluation Methods**
	Students will investigate the historical development of furniture design and identify major periods,	Lectures, historical case studies, visual presentations, timeline analysis,	Research Assignment, Presentation, Midterm Examination.

	movements, designers, and changes in furniture production.	and interactive discussions.	
	Students will explore the relationship between materials, construction techniques, and design details in furniture development and production.	Material studies, furniture case studies, hands-on workshops, visual analysis, and guided discussions.	Material Analysis, Design Assignment, Practical Exercise.
	Students will develop practical skills in selecting and using appropriate tools, accessories, and machinery for furniture production.	Workshop demonstrations, hands-on practice, technical exercises, and supervised machine operation.	Practical Assessment, Workshop Exercise, Production Task.
	Students will understand and apply the fundamental stages of furniture manufacturing, including part preparation, assembly, surface preparation, and preparation for finishing.	Manufacturing demonstrations, workshop practice, production exercises, and guided hands-on learning.	Midterm project/Assignments/Final project
Course Content	The first half of this course is designed to provide an understanding of historical development of furniture, accessories, materials, and wooden furniture 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. The course, then follows to panel furniture 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	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	Review and midterm	T	See the required books.
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	**FINAL EXAM**		

Required Course Material(s) / Reading(s)/ Text Book(s)	• Andrews, John; Arts & Crafts Furniture. Call Number: NK2394 A77.A53 2015 • Booth, Sam & Plunkett, Drew; Furniture for Interior Design. Call Number: NK2216.F6.B668 2014 • Lawson, Stuart; Furniture Design and Introduction to Development, Materials and Manufacturing. Call Number: NK2260.L38 2013
Recommended Course Material(s)/ Reading(s) /Other	• Cunningham, J. (2008). The artistic furniture of Charles Rohlfs. Yale University Press. ISBN: 978-0300139099. • Neufert, E., & Neufert, P. (2012). Architects' data (4th ed.). Wiley-Blackwell. ISBN: 978-1405192538.

ASSESSMENT		
Learning Activities	**NUMBER**	**WEIGHT in %**
Mid-Term	1	40
Quiz		
Assignment		
Project		
Field Study		
Presentation / Seminar		
Studio Practice		
Other		
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade	1	60
TOTAL	2	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	
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	

ECTS / STUDENT WORKLOAD				
ACTIVITIES	**NUMBER**	**UNIT**	**HOUR**	**TOTAL (WORKLOAD)**
Course Teaching Hour (X weeks * total course hour)	16	1	3	48
Preliminary Preparation and self- study	4	1	3	12
Mid-Term	1	1	30	30
Assignment				
Final Examination/ Final Project/ Dissertation	1	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 it could have devastating effects on your degree result and future professional lives. Plagiarism is easy to avoid if you make sure to identify and acknowledge your sources thoroughly and do not copy directly from visual examples, designs, or notes that have in turn been taken word for word from your sources.

	SDG 1: No Poverty	
	SDG 2: Zero Hunger	
	SDG 3: Good Health and Well-Being	x
	SDG 4: Quality Education	
	SDG 5: Gender Equality	x
	SDG 6: Clean Water and Sanitation	
	SDG 7: Affordable and Clean Energy	x
	SDG 8: Decent Work and Economic Growth	
	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	

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

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	