COURSE SYLLABUS						
Course Title	**Course Code**	**Semester**	**Course Hour/Week**		**Credit**	**ECTS**
Joinery	INDD418	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. Burçin SALTIK	E-mail: burcin.saltik@arucad.edu.tr Office: FM-OFF02
Course Objectives	This course aims to provide students with the skills in wooden furniture joining techniques, methods and machines used.	

	Students To Do:	**Teaching Methods**	**Evaluation Methods**
Course Learning Outcomes	Students will develop practical skills in constructing basic wooden structures using appropriate materials, tools, techniques, and safety procedures.	Demonstrations, hands-on workshop practice, guided making, and instructor supervision.	Workshop Practice, Practical Assessment, Project Evaluation.
	Students will develop the ability to design and construct wooden frames using appropriate joining, measuring, cutting, and assembly techniques.	Technical demonstrations, hands-on practice, workshop exercises, and	Practical Exercise, Wooden Frame Project, Workshop Assessment.

		guided construction. guided construction.	
	Students will apply woodworking techniques to develop and produce a functional design that integrates form, structure, material, and construction principles	Studio-based design development, hands-on making, prototyping, design critiques, and guided iteration.	Design Project, Prototype Evaluation, Final Project.
Course Content	This course covers design an woden furniture, make a wooden frame, surface layer with related warnish / paint.		

COURSE OUTLINE / SCHEDULE

Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Introduction to the course.	T	
2	General information about wooden furniture.	T	See the related books.
3	Joinery types and materials.	T-P	See the related books.
4	Basic butt joint	T-P	See the related books.

5	Mitered butt joint	T-P	See the related books.
6	Dowel joint	T-P	See the related books.
7	Biscuit joint	T-P	Research and preparing of the initial concept.
8	Midterm	T	Research and preparing of the initial concept.
9	Mortise-and-tenon joint	T-P	Implementation of the final concept
10	Box joint	T-P	Implementation
11	Through dovetail joint	T-P	Implementation
12	Tongue-and-groove joint	T-P	Apply process.
13	Pocket joint	T-P	Apply process.
14	Mitered blind dovetail joint	T-P	Apply process.
15	Edge joint	T-P	Apply process.
16	Tambour joint	T-P	Apply process.
17	Finish and final control on products. Ready for final exam.	T-P	Apply process.
18	**FINAL EXAM**		

Required Course Material(s) / Reading(s)/ Text Book(s)	• Furniture Design by Jerzy Smardzewski. Call Number: TT196.271 .S637 2015 • Ergonomics in design : methods & techniques. Call Number: TT59.7 .S63 2017
Recommended Course Material(s)/ Reading(s) /Other	• Hallgrimsson, B. (2012). Prototyping and modelmaking for product design (2nd ed.). Laurence King Publishing. ISBN: 978-1856698764 • Lawson, S. (2013). Furniture design: An introduction to development, materials and manufacturing. Laurence King Publishing. ISBN: 978-1780671208 • Lefteri, C. (2012). Making it: Manufacturing techniques for product design (2nd ed.). Laurence King Publishing. ISBN: 978-1856697491 • Lockard, M. S. (2016). The nature of design: Principles, processes, and the purview of the architect. ORO Editions. ISBN: 978-1939621429 • Neufert, E., & Neufert, P. (2012). Architects' data (4th ed.). Wiley-Blackwell. ISBN: 978-1405192538 • Seivewright, S., & Sorger, R. (2016). Research and design for fashion (3rd ed.). Fairchild Books. ISBN: 978-1474246361.

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 hours)	16	1	4	64
Preliminary Preparation and self- study				
Mid-Term	1	1	30	30
Quiz				
Assignment				
Project				
Field Study				
Presentation / Seminar				
Studio Practice				
Final Examination/ Final Project/ Dissertation	1	1	40	40
Other				
TOTAL WORKLOAD				134
TOTAL WORKLOAD / 25				5.36
ECTS				5

ETHICAL RULES WITH REGARD TO THE COURSE
Plagiarism Disclaimer Detected and undetected plagiarism is a serious offence at any time and it could have devastating effects on your degree result and future professional life. 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	x
	SDG 3: Good Health and Well-Being	x
	SDG 4: Quality Education	x
	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	
UPDATED	
APPROVED	