

COURSE SYLLABUS						
Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Furniture and Design	INDD 317	FALL 2024-2025	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)	Dr. Burçin SALTİK	E-mail: burcin.saltik@arucad.edu.tr Office: TI-OFF07
Course Objectives	<p>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 studio 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 studio stresses a hands-on approach, where students work within their skill level, time constraints and resources to achieve the best possible design.</p>	

Course Learning Outcomes	<p>On successful completion of this module, students will master the following skills and knowledge:</p> <ol style="list-style-type: none"> 1.Establish an understanding of the historical development of furniture. 2.Explore how materials and the details of design are connected. 3.Develop skills using hand and power tools used in production. 4.To comprehend the processes of manufacturing, such as preparation of parts, assembly, preparation for finishing and upholstery. 5.To produce technical descriptions and drawings for design and production of furniture.
Course Content	<p>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. The course, 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.</p>

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	MIDTERM		
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 working drawings of project.	T-P	See the required books.

15	Production of furniture project.	T-P	See the required books.
16	Production of furniture project	T-P	See the required books.
17	FINAL EXAM		

Required Course Material(s) / Reading(s)/ Text Book(s)	<ul style="list-style-type: none"> • Andrews, John; Arts & crafts furniture • Booth, Sam & Plunkett, Drew; Furniture for Interior Design • Cunningham, Joseph; The artistic furniture of Charles Rohifs • Lawson, Stuart; Furniture design and introduction to development, materials and manufacturing
Recommended Course Material(s)/ Reading(s) /Other	

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

Industrial Design Programme + LO

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	Obtain knowledge of elements of visual and physical language of design, essential design principles, such as form, function, energy, space, nature and society.					x
2	Understand design concept, its development process and diverse communication and visualization tools, including digital, augmented and virtual realities.					x
3	Comprehend the history of design and art, their impact on design thinking processes, and the methodologies of design-related research.			x		
4	Explore architecture as a profession, and design process as a holistic system.			x		
5	Produce sketches and technical drawings according to standards and codes and by applying diverse tools.					x
6	Develop creativity and personal style in industrial design and communicate design proposals verbally, visually and textually through a range of media to the client.				x	
7	Conduct research systematically and apply research based methods and critical thinking in design process and problem solving.					x
8	Produce models and conduct cost estimation of industrial design projects, along with the technical documentation for projects realization.		x			
9	Be engaged in continuous self-development, lifelong learning and industrial professional practice development after graduation.				x	
10	Demonstrate mastery of innovative design tools, techniques and concepts in architecture and proficiency in selection and use of relevant design technologies.				x	
11	Operate as reflective practitioner and validate a coherent and critical understanding of the various theoretical, historical, cultural, contextual and ecological dimensions impacting on their practice, and their relationship to the intended audience.			x		
12	Apply a range of professional and self-management skills and demonstrate proficiency in researching, observing, investigating and critically evaluating information and concepts from a wide range of relevant sources.				x	

ECTS / STUDENT WORKLOAD				
ACTIVITIES	NUMBER	UNIT	HOUR	TOTAL (WORKLOAD)
Course Teaching Hour (X weeks * total course hours)	15		4	60
Preliminary Preparation and self- study	15		3	45
Mid-Term	1		5	5
Assignment	1		5	5
Final Examination/ Final Project/ Dissertation	1		10	10
Other				
TOTAL WORKLOAD				125
TOTAL WORKLOAD / 25				5,0
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.

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.

Continuous assessment will be evaluated through the active participation of the student in submissions, presentations, discussions, short-term workshop studies and the main project.

The percentage of absenteeism, including medical reports is 30%. Minimum attendance is compulsory.

PREPARED BY Dr. Burçin SALTİK

UPDATED September 2023, September 2024

APPROVED