

Furniture Design 1

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk
Bachelor of Industrial Design (BOLD)
2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Furniture Design 1
Course unit code	Kode
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	5 st semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	M.y Alief Samboro, S.T., M.Ds.
Learning outcomes of the course unit	<ul style="list-style-type: none"> – Knowing the types of furniture materials, structure and their treatment, as well as joinery system and accessories – Fulfilling the need for furniture in a case study and making a furniture concept model
Mode of delivery	face-to-face
Prerequisites and co-requisites	Courses that emphasize basic knowledge and insight into furniture. The implementation of this course is expected to be able to create a design concept for furniture products by applying knowledge of materials, structures, and styling according to the needs and activities of users.
Course content	Penjabaran RPS
Recommended or required reading and other learning resources/tools	
Planned learning activities and teaching methods	Discovery Learning; Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184523

Desain Furnitur 1

Furniture Design 1

3 credits

Coordinator: M.y Allief Samboro, S.T., M.Ds.

Course Form

Course Type

Minimum Passing Grade

:

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Course Description

Mata kuliah yang menekankan pengetahuan dasar dan wawasan mengenai furnitur. Implementasi mata kuliah ini diharapkan mampu membuat konsep desain produk furnitur dengan mengaplikasikan pengetahuan material, struktur, dan penggayaan yang sesuai dengan kebutuhan dan aktifitas pengguna

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LO

CLO

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Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

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No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/>	6. Ketramampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/>	7. Ketramampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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ADVANCING HUMANITY

Gedung Desain Produk ITS Jl. Despro No.1 Kampus ITS Sukolilo Surabaya. 60111
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DP184523

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Furniture Design 1
3 credits
Coordinator: M.y Alief Samboro, S.T., M.Ds.

Course Form :
Course Type : Tidak Ada
Minimum Passing Grade : C

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LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

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Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO		Weight of CLO
		LO 7		
CLO-1	Mengetahui jenis material furnitur, struktur, dan perlakuannya, serta sistem sambung dan aksesoris <i>Knowing the types of furniture materials, structure and their treatment, as well as joinery system and accessories</i>	<input type="checkbox"/>		50%
CLO-2	Pemenuhan kebutuhan atas furnitur pada suatu kasus studi dan pembuatan model konsep furnitur <i>Fulfilling the need for furniture in a case study and making a furniture concept model</i>	<input checked="" type="checkbox"/>		50%
Total Weight		100%		100%

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	Total Weight
1	Pre-Test Pengetahuan Furnitur <i>Furniture Knowledge Pre-Test</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	10%
2	Pengetahuan material <i>Material knowledge</i> Studi Kasus Case Method	10%	0%	10%
3	Pengetahuan sistem sambung dan struktur <i>Joinery system and structure knowledge</i> Studi Kasus Case Method	10%	0%	10%
4	Konsep furnitur <i>Furniture concept</i> Studi Kasus Case Method	5%	10%	15%
5	Presentasi model <i>Model presentation</i> Studi Kasus Case Method	5%	15%	20%
6	Konsep furniture 2 <i>Furniture concept 2</i> Studi Kasus Case Method	5%	10%	15%
7	Presentasi model 2 <i>Model presentation 2</i> Studi Kasus Case Method	5%	15%	20%
TOTAL		50%	50%	100%
Target		50%	50%	100%

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LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method	
1	Introduksi, pengenalan furnitur <i>Introduction of furniture</i>	Non SCL	 
2	Presentasi pengetahuan dasar furnitur <i>Presentation of basic knowledge of furniture</i>	Case method	 
3	Material furnitur dan perlakuannya <i>Furniture material and treatment</i>	Case method	 
4	Eksplorasi bentuk dan struktur <i>Shape exploration and structure</i>	Case method	 
5	Sambungan furnitur <i>Joinery in furniture</i>	Non SCL	 
6	Pembuatan konsep furnitur berbasis eksplorasi material <i>Making furniture concepts based on material exploration</i>	Case method	 
7	Pembuatan model <i>Model making</i>	Case method	 
8	Presentasi konsep <i>Concept presentation</i>	Case method	 
9	Furnitur kayu <i>Wooden furniture</i>	Non SCL	 
10	Review furnitur karya desainer <i>Designer furniture review</i>	Case method	 
11	Studi kasus : storage furnitur <i>Case studi : storage furniture</i>	Case method	 
12	Eksplorasi kebutuhan pengguna <i>Exploration of user needs</i>	Case method	 
13	Pembuatan konsep <i>Concept making</i>	Case method	 
14	Detail struktur dan sambungan <i>Joinery and structure detail</i>	Case method	 
15	Pembuatan model 2 <i>Model making 2</i>	Case method	 
16	Presentasi konsep <i>Concept presentation</i>	Case method	 

Bahasa Indonesia

English

Choose method ▼

