

Furniture Design 2

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	Furnitur Design 2
Course unit code	DP184632
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	6 th 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	<ol style="list-style-type: none"> 1. Able to understand, analyze, predict lifestyle, furniture trends, and user needs and can apply them in design 2. Able to describe the need for tools and raw materials as well as the production process of a furniture in detail and structured 3. Able to design a budget for the production of a furniture 4. Able to analyze socio-cultural aspects in designing furniture
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	Knowledge-based courses followed by case studies to get a furniture concept that is in accordance with market demand and needs. The focus in this course is designing furniture by analyzing user needs, making manufacturing schemes, designing costs, to make a furniture concept that is ready to be produced.
Recommended or required reading and other learning resources/tools	
Planned learning activities and teaching methods	Case Method; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Dashboard

CURRICULUM

List of Curriculum

✓ Learning Outcomes >

Courses >

SKPB

List of Curriculum

Courses >

ASSESSMENT

Evaluation Entry

Scoring Recap

LO CLO Report

Scoring Revision >

MBKM

Entri Nilai

DASHBOARD > COURSES > DETAIL

Course Details

DP184632

Desain Furnitur 2
Furniture Design 2
3 credits
Coordinator: M.Y Alief Samboro, S.T., M.Ds.

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

Course Description

Mata kuliah yang berbasis pengetahuan yang dilanjutkan dengan studi kasus untuk mendapatkan sebuah konsep furnitur yang sesuai dengan permintaan dan kebutuhan pasar. Fokus dalam mata kuliah ini merancang furnitur dengan menganalisa kebutuhan user, pembuatan skema manufaktur, rancangan biaya, sehingga menghasilkan suatu konsep furnitur yang siap diproduksi.

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LO CLO Assessment & Evaluation Plan Lesson Plan

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 Show

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.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/> 7.	Ketrampilan 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 checked="" type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input checked="" 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>

Dashboard

CURRICULUM

List of Curriculum

✓ Learning Outcomes >

Courses >

SKPB

List of Curriculum

Courses >

ASSESSMENT

Evaluation Entry

Scoring Recap

LO CLO Report

Scoring Revision >

MBKM

Entri Nilai

DASHBOARD > COURSES > DETAIL

Course Details

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LO CLO Assessment & Evaluation Plan Lesson Plan

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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 11	LO 12	
CLO-1	Mampu memahami, menganalisa, memprediksi gaya hidup, tren furnitur, dan kebutuhan user serta dapat mengaplikasikannya dalam desain <i>Able to understand, analyze, predict lifestyle, furniture trends, and user needs and can apply them in design</i>	<input type="checkbox"/>	<input type="checkbox"/>	35%
CLO-2	Mampu menjabarkan kebutuhan alat dan bahan baku serta proses produksi suatu furnitur secara detail dan terstruktur <i>Able to describe the need for tools and raw materials as well as the production process of a furniture in detail and structured</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	35%
CLO-3	Mampu merancang anggaran biaya produksi suatu furnitur <i>Able to design a budget for the production of a furniture</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	20%
CLO-4	Mampu menganalisa aspek sosial budaya dalam mendesain furnitur <i>Able to analyze socio-cultural aspects in designing furniture</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	10%
Total Weight		33%	67%	100%

Dashboard

CURRICULUM

List of Curriculum

✓ Learning Outcomes >

Courses >

SKPB

List of Curriculum

Courses >

ASSESSMENT

Evaluation Entry

Scoring Recap

LO CLO Report

Scoring Revision >

MBKM

Entri Nilai

DASHBOARD > COURSES > DETAIL

Course Details

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Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	Kebutuhan Market + Eksisting <i>Market Needs + Existing Studi Kasus Case Method</i>	15%	0%	0%	5%	20%
2	Material dan Manufacturing <i>Materials and Manufacturing Hasil proyek Team-based Project</i>	10%	10%	10%	0%	30%
3	Struktur dan Gambar Kerja <i>Structure and Working Drawing Hasil proyek Team-based Project</i>	0%	15%	10%	0%	25%
4	Model Terskala <i>Scaled Model Hasil proyek Team-based Project</i>	5%	10%	0%	0%	15%
5	Pameran dan Presentasi <i>Exhibitions and Presentations Kognitif - UAS Cognitive - Final Exam</i>	5%	0%	0%	5%	10%
TOTAL		35%	35%	20%	10%	100%
Target		35%	35%	20%	10%	100%

Dashboard

CURRICULUM

List of Curriculum

✓ Learning Outcomes >

Courses >

SKPB

List of Curriculum

Courses >

ASSESSMENT

Evaluation Entry

Scoring Recap

LO CLO Report

Scoring Revision >

MBKM

Entri Nilai

DASHBOARD > COURSES > DETAIL

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Lesson Plan

Weeknum	Course Material	Learning Method		
1	Introduksi, silabus, kontrak kuliah <i>Introduction, syllabus, lecture contract</i>	Non SCL		
2	Penentuan tema furnitur set (Kursi dan meja) <i>Determination of the theme of furniture sets (chairs and tables)</i>	Team-based project		
3	Survey user untuk menemukan kebutuhan user <i>User survey to find user needs</i>	Case method		
4	Analisa pasar berdasar dari eksisting produk yang ada di pasar <i>Market analysis based on existing products in the market</i>	Case method		
5	Konstruksi dan manufaktur pada furnitur berbahan kayu <i>Construction and manufacturing of wooden furniture</i>	Metode SCL lainnya		
6	Konstruksi dan manufaktur pada furnitur berbahan non-kayu <i>Construction and manufacturing of non-wood furniture</i>	Metode SCL lainnya		
7	Presentasi moodboard dan konsep atas kebutuhan pasar <i>Moodboard presentation and concept on market needs</i>	Team-based project		
8	Detail furnitur terkait asesori, perangkat konstruksi, dan finishing furnitur <i>Furniture details related to accessories, construction equipment, and furniture finishing</i>	Metode SCL lainnya		
9	Pembuatan alternatif desain <i>Making alternative designs</i>	Team-based project		
10	Penetapan final desain <i>Final design determination</i>	Team-based project		
11	Detail final desain terkait dengan material dan potensi manufaktur <i>Final design details related to materials and manufacturing potential</i>	Case method		
12	Skema manufaktur <i>Manufacturing scheme</i>	Metode SCL lainnya		
13	Pembuatan skema manufaktur dalam project <i>Creating a manufacturing scheme in the project</i>	Case method		
14	Gambar kerja detail dengan disertai assembly <i>Detailed working drawings accompanied by assembly</i>	Team-based project		
15	Pembuatan mockup atau studi model <i>Mockup creation or model study</i>	Team-based project		
16	Presentasi dan pameran <i>Presentations and exhibitions</i>	Team-based project		

Bahasa Indonesia

English

Choose method ▼