



MODUL HANDBOOK FURNITURE EXPLORATION

Bachelor Degree Program
Department of Interior Design
Faculty of Creative Design and Digital Business

Institut Teknologi Sepuluh Nopember



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Description of Course Unit

Course unit title	Furniture Exploration
Course unit code	DI184312
Type of course unit (compulsory, optional)	Compulsory
Level of course unit (according to EQF: first cycle Bachelor, second cycle Master)	First Cycle Bachelor
Year of study when the course unit is delivered (if applicable)	2 nd year
Semester/trimester when the course unit is delivered	3 rd
Number of ECTS credits allocated	6.4 ECTS
Name of lecturer(s)	1. Thomas Ari Kristianto, S.Sn., MT. 2. Okta Putra Setio Ardianto, ST., MT.
Learning outcomes of the course unit	Students are able to: <ol style="list-style-type: none"> 1. Students can understand and master the scope of each stage of basic activities of furniture design. 2. Students able to compile theory and application to realize the composition of furniture design elements (storage) is feasible and can be accounted for. 3. Students are able to carry out the stages of basic learning activities of designing furniture 1 (storage) in a creative, systematic and accurate. 4. Students are able to present both manual and digital presentation, complete, systematic, accurate, and interesting.
Mode of delivery (face-to-face, distance learning)	Face-to-face
Prerequisites and co-requisites (if applicable)	Successfully finished the Basic Design Course with a minimum grade of C Successfully finished the Basic Design 2 Course with a minimum grade of C
Course content	<ol style="list-style-type: none"> 1. Elements and Principles of design. 2. Material Character. 3. Marketing. 4. Design Process.
Recommended or required reading and other learning resources/tools	<ol style="list-style-type: none"> 1. Marizar, Eddy S. 2005. <i>Designing Furniture</i>. Penerbit Media Pressindo. Yogyakarta. Indonesia 2. Pilliang, Yasraf Amir. 2009. <i>Materi mata kuliah Desain dan Kebudayaan 2</i>. Penerbit ITB. Bandung. Indonesia 3. Widagdo. 2000. <i>Desain dan Kebudayaan</i>. Penerbit ITB. Bandung. Indonesia 4. Fiell, C., & Fiell, P. 2017. <i>1000 chairs</i>. 5. Limited, D. M. E. 2009. <i>Fifty Chairs that Changed the World: Design Museum Fifty</i>. Hachette UK. 6. Woodworking, P. 2016. <i>Contemporary furniture: 17 Projects You Can Build</i>. Penguin. 7. Postell, J. 2012. <i>Furniture design</i>. John Wiley & Sons. 8. Natale, C. 2009. <i>Furniture design and construction for the interior designer</i>. Fairchild Books.

	<p>9. Ashby, M. F., & Johnson, K. 2010. <i>Materials and design: The Art and Science of Material Selection in Product Design</i>. Butterworth-Heinemann.</p> <p>10. Juan, L. 2016. <i>Furniture Design now</i>. Gingko Press Editions.</p>
Planned learning activities and teaching methods	Problem-Based Learning, Project-Based Learning and Blended Learning
Language of instruction	Bahasa and English
Assessment methods and criteria	Assignment, Project, Midterm Exam and Final Exam

Learning Outcome (LO)

LO	Description
LO2	Able to think critically and creatively in preparing interior design ideas/ concepts
LO6	Able to utilize technology based on social and local culture in the field of interior design
LO8	Mastering practical design knowledge about Geometry, building, communication (drawing), methodologies and consequences in the field of interior design
LO9	Mastering design concepts and able to compile reviews/ assessments on the quality of a design result

Course Learning Outcome (CLO)

CLO	Description	Mapping of CLO to LO				Weight of CLO (%)
		LO 2	LO 6	LO 8	LO 9	
CLO1	Students are able to understand the history and basic concepts of furniture design	x				15
CLO2	Students are able to conduct analytical studies and present furniture concepts		x			25
CLO3	Students are able to explore designs and produce detailed furniture designs			x	x	25
CLO4	Students are able to produce prototypes or furniture models and evaluate their designs				x	35

Assessment Plan

No.	Course Learning Outcomes*	Assessment Technique	Assessment Weight (%)
1	CLO1 Students are able to understand the history and basic concepts of furniture design	Study of History and Furniture Design Concepts (Cognitive - Assignment)	15
2	CLO2 Students are able to conduct analytical studies and present furniture concepts	Furniture Design Programming (Case Method)	10
3	CLO2 Students are able to conduct analytical studies and present furniture concepts CLO3 Students are able to explore designs and produce detailed furniture designs	Concepts and Furniture Design Exploration (Case Method)	25
4	CLO3 Students are able to explore designs and produce detailed furniture designs CLO4 Students are able to produce prototypes or furniture models and evaluate their designs	Detail Furniture Design Document (Case Method)	20
5	CLO4 Students are able to produce prototypes or furniture models and evaluate their designs.	Evaluation of Furniture Design and Prototypes (Case Method)	30
Total Assessment Weight			100

Learning Outcome Plan

Week	Sub Achievement-Subject Final Ability	Breadth (Learning Material)	Learning Method	Estimated Time	Students Learning Experience	Assessment Criteria and Indicator
1, 2	Students know the stages of activities, systematics and performance achievements and the definition of elements in the furniture design course 1.	Introduction and introduction of form elements in storage design related to aesthetics and functions (ergonomics).	The introduction phase of the course covers materials, systems, assessment standards, equipment, and materials as well as introduction of furniture design courses 1	L / M: 2x (4x50 ") Task 1: Making clippings on storage design Discussion of L / M and P [SL + IL: 4x (4x60 ")]	Preview.	Know the theory of storage design basics. Developing applicative skills and insight on furniture form.
3, 4	Students are able to formulate various storage design variables including: aesthetics of form, function, material, process technology, and time.	Tutorials related to standardization of dimensions, structure and construction, as well as storage layout patterns.	Lecture and Practical.	L / M: 1x (4x50 ") Task 2: Analysis of storage structure and construction. Discussion of L / M and P [SL + IL: 2x (4x60 ")]	Clipping presentation. Brainstorming storage design ideas.	Implement the theory on the composition of simple forms of storage associated with the standardization of dimensions, structure and construction, as well as storage layout patterns.
5 - 7	Students are able to formulate various storage design variables including: aesthetics of form, function, material, process technology, and time and cost estimation.	Tutorials related to material knowledge and production process technology.	Lecture and Practical.	L/M: 1x(4x50") Task-3: Analysis of materials and storage production processes Discussion of L / M and P SL + IL: 2x (4x60 ")]	Brainstorming design idea storage (continuation).	Implement theories on simple storage compositions related to standardization of dimensions, structure and construction, as well as storage location patterns and cost estimates.
8						
9 - 11	Students are able to accommodate various elements of	Visualization of 3D forms that represent the concept of form and function in the	Lecture and Practical.	L / M: 2x (4x50 ") Refine the design idea and represent the	Final design.	Learning about 3D visual knowledge and application form. Learning and exercises on storage

	the composition of the form and function of storage on the idea of the work produced.	design sketch of storage.		visual media. [SL + IL: 6x (4x100 ")]		system theory visualization are systematic, thorough, and feasible.
12, 13	Students are able to arrange and carry out production activities of storage manufacture.	Representation of design process in a production activity in a systematic, measurable, neat, and can be accounted for.	Lecture and Practical..	L / M: 2x (4x50 ") Socialize the final design to the workshop. [SL + IL: 6x (4x100 ")]	Socialization of storage design to the workshop through the working drawing media.	Learning about storage production activities. Learning and training on the correlation of design and implementation of furniture storage production.
14, 15	Students are able to work as designers and foremen to realize the furniture design work yang akan dihasilkan.		Lecture and Practical.	L / M: 2x (4x50 ") Supervision of the implementation of storage production to complete. [SL + IL: 6x (4x100 ")]	Supervise and evaluate the storage production process to completion.	

REFERENCES (max 5):

A. Main:

1. Cohen, Aaron and Cohen Elainen, *Designing and Space Planning for Libraries*, 1990
2. Dreyfuss, Henry, 1976, *The measure of man, Human Factor in Design*, McGraw Hill, USA
3. Marizar, Eddy S. 2005. *Designing Furniture*. Penerbit Media Pressindo. Yogyakarta. Indonesia
4. Niebel, Benyamin, *Methods Standards and Work Design (Eleventh Edition)*, 1999
5. Papanek, Victor., 1983, *Design for Human Scale*, Van Nostrand Reinhold Co, New York
6. Pilliang, Yasraf Amir. 2009. *Materi mata kuliah Desain dan Kebudayaan 2*. Penerbit ITB. Bandung. Indonesia
7. Wong, Wucius. 1986. *Beberapa Asas Merancang Dwimatra*, diterjemahkan oleh Adjat Sakri. Penerbit ITB Bandung
8. Widagdo. 2000. *Desain dan Kebudayaan*. Penerbit ITB. Bandung. Indonesia

B. Supporting:

1. Fisher, RA. 1971. *Experiment Design, 9th Edition*. Mac Millan publisher. London

Note:

- 1 credit = (50' L/M + 60' SL + 60' IL)/Week
IL = Independent Learning
T = Theory (knowledge)
L/M = Meeting (Lecture)
PS = Practical Simulation (3 hours/week)

P = Practice (Skillfulness aspect)
SL = Structured Learning
LP = Laboratory Practice (3 hours/week)