



MODUL HANDBOOK FURNITURE BUSINESS

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

Institut Teknologi Sepuluh Nopember



MODUL HANDBOOK FURNITURE BUSINESS

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

Institut Teknologi Sepuluh Nopember

Description of Course Unit

Course unit title	Furniture Business
Course unit code	DI184418
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	4 th
Number of ECTS credits allocated	6,4 Credits
Name of lecturer(s)	<ol style="list-style-type: none"> 1. Thomas Ari Kristianto, S.Sn., MT. 2. Caesario Ari Budiarto, ST., MT. 3. Dr. Firman Hawari, S.Sn., M.Ds. 4. Onna Anieqo Tanadda, S.Ds., M.Ds.
Learning outcomes of the course unit	<p>Students are able to:</p> <ol style="list-style-type: none"> 1. Students are able to understand and master the scope of basic furniture business process 2. Students are able to compile theories and applications to realize furniture business design element composition (chair) properly and can be accounted. 3. Students are able to do learning processes of furniture business (chair) creatively, sistematically, and precisely. 4. Students are able to do presentations properly, either manually or digital, completely, sistematically, accurately, and interestingly.
Mode of delivery (face-to-face, distance learning)	Face-to-face
Prerequisites and co-requisites (if applicable)	<ol style="list-style-type: none"> 1. Have completed Basic Design course 2. Have completed Furniture Exploration course
Course content	<ol style="list-style-type: none"> 1. Elements and Principles of Design 2. Characteristics of Material 3. Marketing 4. Design Process
Recommended or required reading and other learning resources/tools	<ol style="list-style-type: none"> 1. Bueno, Patricia. 2004. <i>Chairs Chairs Chairs</i>. Atrium Group. Barcelona. Spanyol 2. Cohen, Aaron and Cohen Elainen, <i>Designing and Space Planning for Libraries</i>, 1990 3. Dreyfuss, Henry, 1976, <i>The measure of man, Human Factor in Design</i>, McGraw Hill, USA 4. Fisher, RA. 1971. <i>Experiment Design</i>, 9th Edition. Mac Millan publisher. London 5. Marizar, Eddy S. 2005. <i>Designing Furniture</i>. Penerbit Media Pressindo. Yogyakarta. Indonesia 6. Niebel, Benyamin, <i>Methods Standards and Work Design (Eleventh Edition)</i>, 1999 7. Papanek, Victor., 1983, <i>Design for Human Scale</i>, Van Nostrand Reinhold Co, New Yor

	<p>8. Pilliang, Yasraf Amir. 2009. <i>Materi mata kuliah Desain dan Kebudayaan 2</i>. Penerbit ITB. Bandung. Indonesia</p> <p>9. Wong, Wucius. 1986. <i>Beberapa Asas Merancang Dwimatra</i>, diterjemahkan oleh Adjat Sakri. Penerbit ITB Bandung</p> <p>10. Widagdo. 2000. <i>Desain dan Kebudayaan</i>. Penerbit ITB. Bandung. Indonesia</p>
Planned learning activities and teaching methods	Problem-Based Learning, Project-Based Learning and Student-Based Learning
Language of instruction	Bahasa
Assessment methods and criteria	Assignment, Project, Midterm Exam and Final Exam

Learning Outcome (LO)

LO	Description
LO1	Able to think critically in conducting interior design research.
LO2	Able to think critically and creatively in preparing interior design ideas/ concepts
LO4	Able to present design outputs (process and design results) manually and/ or computer-assisted in 2D and 3D
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 1	LO 2	LO4	LO9	
CLO1	Students can understand the process of design, production, and marketing programs, as in functional and artistic elements that will be applied to interior spaces		x			30
CLO2	Students are able to compile theories and applications to realize appropriate concepts in furniture business learning objectives that are feasible and accountable	x				20
CLO3	Able to present design outputs (process and design results) as interior elements manually and/or computer-aided in 2D and 3D			x		30
CLO4	Students are able to master design concepts and are able to compile reviews /reviews /assessments on the quality of a design result			x	x	20

Assessment Plan

No.	Course Learning Outcomes*	Assessment Technique	Assessment Weight (%)
1	CLO1 Students can understand the process of design, production, and marketing programs, as in functional and artistic elements that will be applied to interior spaces	Chair Design Plans (Team-based Project)	30
2	CLO2 Students are able to compile theories and applications to realize appropriate concepts in furniture business learning objectives that are feasible and accountable	Midterm Exam (Cognitive - Assignment)	20
3	CLO3 Students are able to compile theories and applications to realize appropriate concepts in furniture business learning objectives that are feasible and accountable Able to present design outputs (process and design results) as interior elements manually and/or computer-aided in 2D and 3D	Production process (Team-based Project)	30
4	CLO4 Students are able to master design concepts and are able to compile reviews /reviews /assessments on the quality of a design result	Image board program on chair marketing (Case Method)	20
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 systematic process and target comprehensions as well as definition of terms in business furniture.	Introduction of shape composition in chair design related to aesthetic and function (ergonomy).	Introduction step of course subject including materials, system, assessment standard, tools, and furniture business introduction.	L/M: 2x(4x50") Assignment 1: Creating storage design clipping. Discussion L/M and P [SL+IL:4x(4x60")]	Preview.	Knowing storage design basics theory. Developing ability and knowledge applicatively about furniture design shape basics.
3, 4	Students are able to formulate various variables of chair design namely : shape aesthetic, function, material, process technology, and time.	Tutorial regarding standarization of dimension, structure and construction, and chair placement in interior design.	Lecture and practice.	L/M: 1x(4x50") Assignment 2: Analyzing structure and construction of chair. Discussion L/M and P [SL+IL:2x(4x60")]	Clipping presentation. Chair design ideas brainstorming.	Implementing theory in simple chair shape composition regarding to standarization of dimension, structure and construction, and chair placement as interior element.
5, 6, 7	Students are able to formulate various variables of chair design namely : shape aesthetic, function, material, process technology, and time, as well as budget plan.	Tutorial regarding knowledge of material and production process technology.	Lecture and practice.	L/M: 1x(4x50") Assignment 3: Analyzing material and production process of chair. Discussion L/M and P [SL+IL:2x(4x60")]	Chair design ideas brainstorming.	Implementing theory in simple chair shape composition regarding to standarization of dimension, structure and construction, and chair placement as well as budget plan.
8						
9, 10, 11	Students are able to accomodate various component elements of chair shape and function in their design idea.	Visualizing 3D shape which present the shape and function concept in chair design sketch.	Lecture and practice.	L/M: 2x(4x50") Completing design idea and presenting it through visual media. [SL+IL:6x(4x60")]	Final design.	Learning about the knowledge and application of 3D form. Learning and practice about visualization of chair shape composition sistematically, thoroughly, and properly.

12, 13	Students are able to arrange and do the chair making production.	Representation of design process in chair production process sistematically, measurely, orderly and can be accounted.	Lecture and practice.	L/M: 2x(4x50") Socializing final design to workshop. [SL+IL:6x(4x60")]	Socialization of chair design to workshop through engineering drawing.	Learning about chair production process. Learning and practice about the correlation of chair design and production.
14, 15	Students are able to work as a designer and supervisor to realize the chair design.		Lecture and practice.	L/M: 1x(4x50") Supervising the chair production until finished. [SL+IL:2x(4x60")]	Supervising and evaluating chair production process until finished.	

REFERENCES (max 5):

A. Main:

1. Bueno, Patricia. 2004. *Chairs Chairs Chairs*. Atrium Group. Barcelona. Spanyol
2. Cohen, Aaron and Cohen Elainen, *Designing and Space Planning for Libraries, 1990*
3. Dreyfuss, Henry, 1976, *The measure of man, Human Factor in Design*, McGraw Hill, USA
4. Fisher, RA. 1971. *Experiment Design, 9th Edition*. Mac Millan publisher. London
5. Marizar, Eddy S. 2005. *Designing Furniture*. Penerbit Media Pressindo. Yogyakarta. Indonesia
6. Niebel, Benyamin, *Methods Standards and Work Design (Eleventh Edition), 1999*
7. Papanek, Victor., 1983, *Design for Human Scale*, Van Nostrand Reinhold Co, New Yor
8. Pilliang, Yasraf Amir. 2009. *Materi mata kuliah Desain dan Kebudayaan 2*. Penerbit ITB. Bandung. Indonesia
9. Wong, Wucius. 1986. Beberapa Asas Merancang Dwimatra, diterjemahkan oleh Adjat Sakri. Penerbit ITB Bandung
10. Widagdo. 2000. *Desain dan Kebudayaan*. Penerbit ITB. Bandung. Indonesia

B. Supporting:

1. Byars, Mel. 50 Chairs : Innovation in Design and Materials. Crans-Pres-Celigny. Switzerland. RotoVision SA. 1997

Note:

* 1 credit= (50' L/M + 60' SL + 60' IL)/Week

IL = Independent Learning

T = Theory (knowledge aspect)

L/M = Meeting (Lecture)

PS = Practical Simulation (3 hours/week)

P = Practice (skillfulness aspect)

SL = Structural Learning

PL = Practical Laboratorium (3 hours/week)