



**AMERICAN UNIVERSITY  
OF CYPRUS**

<b>Course Code</b> FDS 401	<b>Course Name</b> Furniture & Product Design	<b>ECTS Credit</b> 6
<b>Pre-Requisite</b> -	<b>Course Type</b> Compulsory	<b>Language of Instruction</b> English
<b>Year of Study</b> 4 <sup>th</sup>	<b>Level of Course</b> 7 <sup>th</sup> Semester	<b>Mode of Delivery</b> On Campus

**Course Objectives:**

The course is a specialization course in furniture design and at the same time the introduction to ergonomics-anthropometry and design and production methodology. It aims to provide the necessary knowledge to solve design problems, choice of materials, and mainly the design improvement (ergonomics & design) of the furniture to be used to maximize the benefit of the end user. The furniture as a useful object and a means of serving human needs, is shaped by synthetic processes that are close to art, to stimulate and provoke dialogue.

**Learning Outcomes:**

- Know the role of the designer and his goals, the general process of furniture design, and the responsibility for the effects of the design (mental, physical, environmental, etc.).
- Use the required skills, different approaches, and perspectives by understanding the factors that influence design, ergonomics, and anthropometric principles.
- Understand the complex design process by developing skills such as research, critical thinking, ideas, choice of materials, wiring, etc.

**Teaching Methodology:**

- Reading and resolving problems
- Working on problem-solving
- Attendance and participation in class
- Monitor discussions
- Writing and replying to objective-type questions
- Solving unstructured questions and case studies
- Brief oral presentation before starting a new chapter and reply to queries from students
- Homework for revision purposes I
- interaction and collaborative learning
- Simulation and Role Playing
- Video Watching

**Course Content:**

The course is developed but not limited to the following ideas:

- Search, analysis, and synthesis of data and information, using the necessary technologies.
- Adaptation to new situations
- Decision making
- Individual and Team-work,
- In an international environment
- Production of new research ideas
- Respect for the natural environment and resources
- Promoting free, creative, and inductive thinking

**Assessment Methods:**

Participation, Midterm Exam, Project, Final Exam

**Required Textbooks/Reading:**

<b>Title</b>	<b>Author(s)</b>	<b>Publisher</b>	<b>Year</b>
A history of Industrial Design	Smith, L., E.	Faedon	1984
The German Werkbund: The Politics of Reform in the Applied Arts	Campbell, J	Princeton University Press	1978
The Craft Reader	Adamson, G	Berg, New York	2010
The sources of modern architecture and design	Pevsner M,		1985
Designing Pleasurable Products: an introduction to the new human factors,	Jordan, P		2000
Design Theory	Wan, Z.,	Beijing: Higher Education Press.	2009