

Course Title	FURNITURE DESIGN AND PRODUCT DESIGN			
Course Code	FDS 401			
Course Type	Compulsory			
Level	Undergraduate			
Year / Semester	Year 4 / Semester 7			
Teacher's Name	Christina Skouloudi, Constantinos Economides			
ECTS	6	Lectures / week	3	Laboratories / week
Course Purpose and Objectives	<p>The course is a specialization course in furniture design and at the same time the introduction to ergonomics-anthropometry and design and production methodology.</p> <p>It aims to provide the necessary knowledge to solve design problems, choice of materials and mainly to the design improvement (ergonomics & design) of the furniture to be used in order to maximize the benefit of the end user.</p> <p>The furniture as a useful object and a means of serving human needs, is shaped by synthetic processes that are close to art, in order to stimulate and provoke dialogue.</p>			
Learning Outcomes	<p>Upon successful completion of the course students will be able to:</p> <ul style="list-style-type: none"> - 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, idea, choice of materials, wiring, etc. 			
Prerequisites		Required		
Course Content	The course is developed but not limited to the following ideas:			

	<ul style="list-style-type: none"> - 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
Teaching Methodology	<ul style="list-style-type: none"> •Reading and resolving problems •Working on problem-solving •Attendance and participation in class •Monitor discussions •Writing and reply on 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 •Interaction and collaborative learning •Simulation •Video Watching
Bibliography	<p>Smith, L., E., (1984), A history of Industrial Design. London: Faedon.</p> <p>MacCarthy, F. and Collins, J., (1984), Omega Workshops, 1913-19: Decorative Arts of Bloomsbury. London: Crafts Council; First Edition edition.</p> <p>Campbell, J., (1978), The German Werkbund: The Politics of Reform in the Applied Arts. Guilford: Princeton University Press.</p> <p>Adamson, G., (2010), The Craft Reader, Berg, New York.</p> <p>Dictionary of 20th century design and designers. (2003) Thames & Hudson, London.</p> <p>Dorfles, G. (1988), Design: Introduzione a disegno industriale, Design Publications, Roma.</p> <p>Habegger J. (2004), Osman J, Sourcebook of modern furniture, εκδ. Amazon.</p> <p>Hauffe, T., (1998). Design (Reprinted ed.). London: Laurence King.</p> <p>Pevsner M, The sources of modern architecture and design, εκδ. Thames and Hudson, London 1985.</p> <p>Sottsass, E. (1998), Glass Works. Links for Publishing Press.</p> <p>Pevsner, N. (1960), Pioneers of Modern Design: From William Morris to Walter Gropius. London: Penguin Books.</p> <p>Douglas, M. & Isherwood, B. (1979), The World of Goods. New York: Basic Books.</p> <p>Jordan, P. (2000), Designing Pleasurable Products: an introduction to the new human factors, Taylor & Francis Ltd.</p> <p>Wan, Z., (2009), Design Theory. Beijing: Higher Education Press.</p>



Assessment	Participation	10%
	Midterm Exam	30%
	Project	20%
	Final Exam	40%
Language	English	