



**ESOGU Faculty of Art and Design  
Industrial Design Department  
COURSE INFORMATION FORM**

<b>SEMESTER</b>	Fall
-----------------	------

<b>COURSE CODE</b>	1411xxx	<b>COURSE NAME</b>	Furniture Design Principles
--------------------	---------	--------------------	-----------------------------

SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Laboratory	Credit	ECTS	Type	Language
7	2	0	0	2	3	COMPULSORY ( ) ELECTIVE ( X )	Turkish

COURSE CATEGORY				
Basic Education	Design	Natural and Applied Science	Social Science	Art
	X			

**ASSESSMENT CRITERIA**

	Evaluation Type	Quantity	%
	<b>MID-TERM</b>	1st Mid-Term	1
2nd Mid-Term			
Quiz			
Homework			
Project			
Report			
Others (.....)			
<b>FINAL EXAM</b>		1	50

<b>PREREQUIEITE(S)</b>	-
------------------------	---

<b>COURSE DESCRIPTION</b>	It covers the basic information about understanding the elements related to furniture design (materials, details, production methods, fasteners, accessories, etc.) and what stages a furniture design process goes through from the very beginning to the end.
---------------------------	---

<b>COURSE OBJECTIVES</b>	This course aims to comprehend the elements of furniture design (materials, details, production methods, fasteners, accessories, etc.), types of furniture according to the space (home furniture, garden furniture), furniture issues in the axis of user-product interaction.
--------------------------	---

<b>ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION</b>	It is thought that the course will contribute to those who want to specialize in furniture design in professional life.
---	---

<b>COURSE OUTCOMES</b>	<p>Gains knowledge about the history and types of furniture.          Can interpret furniture styles.          He can develop new details by comprehending the materials and production details used in furniture.          Knows the processes in furniture production.          Can analyze modular and functional furniture designs.          Gains knowledge about the elements and accessories associated with furniture.          He questions the relationship of the furniture with the user.          Question the concept of sustainability in furniture.          Recognizes the tools and materials used in furniture production.          Knows and can use simple craft techniques in furniture production.</p>
------------------------	---

<b>TEXTBOOK</b>	- K��kerman, �. (2015). Sanayi-i Nefise Mektebi'nden End�stri Tasarımına Mobilya, Matsa Basımevi, Ankara
<b>OTHER REFERENCES</b>	- Canbulat, M. T., �zkaraman Ően, M. (2014). Metal Mobilya Tasarım ve �retim �lkeleri, Mimar Sinan G�zel Sanatlar �niversitesi Yayınları, İstanbul
<b>TOOLS AND EQUIPMENTS REQUIRED</b>	

## WEEKLY COURSE SYLLABUS

WEEK	TOPICS
1	Introduction of the course and general information about the process
2	History and styles of furniture
3	Types of furniture by space (Indoor furniture, Outdoor furniture)
4	The concept of construction in furniture and types of furniture (metal, wood, composite, etc.)
5	Materials used in furniture
6	Techniques and machines used in furniture production
7	Design process from scratch to sale and after sale in furniture
8	Mid-term
9	By-products (hinges, fasteners, etc.) and accessories (handles, feet, etc.) used in furniture production.
10	Craft techniques in furniture production
11	Furniture on the axis of product-user interaction (furniture for children, disabled, elderly)
12	Reading and interpretation of technical drawings prepared for furniture production
13	Furniture concept on the axis of sustainability
14	Furniture fairs and stand design samples
15	Interview with the designer or R&D personnel working in the furniture company
16	Final Exam

NO	PROGRAM OUTCOMES	Contribution Level		
		3	2	1
1	Within cultural, historical and artistic context the ability to integrate theoretical knowledge about production and consumption mechanisms into the design practice;			X
2	The ability to plan the design process, to choose and use appropriate methods and techniques;		X	
3	The ability to identify design problems and related sub-problems and to produce creative solutions with a critical and dialectical approach;	X		
4	The ability to design in terms of spatial thinking using design principles and elements;			X
5	The ability to make applications in the interaction of aesthetics and function using design elements and means and to evaluate these applications;			X
6	The ability to visualize and present using two and three dimensional design tools;			X
7	The ability to follow and apply technological developments, current design approaches, sustainable production methods, materials and innovations in the field of informatics in design projects;		X	
8	The ability to use field knowledge in industrial design projects by considering the needs and interests of the society and target users within the scope of environmental awareness, professional ethics and the laws;			X
9	The ability to carry out the design process effectively individually or in a team;			X
10	The ability to take an active role in discipline-specific or interdisciplinary studies at the national and international levels.		X	

**1: None. 2: Partial contribution. 3: Complete contribution.**

**Instructor(s):** Asst. Prof. Dr. Cemil YAVUZ

**Signature:**

**Date:**