## INT421 - ADVANCED FURNITURE AND PRODUCT DESIGN

Course Title	ADVANCED FURNITURE AND PRODUCT DESIGN				
Course Code	INT421				
Course Type	Required				
Level	Bachelor				
Year / Semester	Year 4 / 2 <sup>nd</sup> Semester				
Teacher's Name	Constantinos Kounnis / Demetris Economides				
ECTS	6	Lectures p/w:	1	Labs p/w:	2
Course Purpose and Objectives	<ul> <li>to define and understand the concepts, functions, techniques and materials of Public and Street Furniture and Product Design through the exploration of the design philosophy, construction methods, use of materials, innovations.</li> <li>to employ new forms and materials in public and street furniture design elements combining practical use with a fascinating and seductive appearance suitable for production by the chosen companies/clients</li> <li>to distinguish the production, materials and target difference between various Furniture and Design Company's through visual examination and research observation of their products and promotional campaigns</li> <li>to support their specific concepts, process of design and design quality through their market /company research, their promotional ideas and their visual presentation</li> <li>to achieve/develop a critical and professional understanding for the function and structure of contemporary Public Furniture Design, the market needs or trends and the importance of promoting their own Designs</li> </ul>				
Learning Outcomes	<ul> <li>Students should be able to:</li> <li>develop an understanding of material use and material innovation</li> <li>acquire skills in forming technical data including applications and manufacturer information's</li> <li>to explore new forms using new materials</li> <li>to acquire knowledge of composition and form</li> <li>to acquire skills in oral and visual presentation</li> </ul>				
Prerequisites	INT411		Co-requisites:	-	
Course Content	Course Content (Syllabus): Students work on a particular project based on the exploration of the design philosophy, construction methods, use of materials, innovations of public furniture. They study and investigate existing bus stops but also concentrating on the background history of public furniture design, the development of the detail as well as the visual drawings.				

	Importance will be placed on students' work deriving from specific concepts and understanding on the process of designing and design quality.				
	Furthermore, focused attention will be emphasized on the construction materials, the final production and promotion of their Design Product.				
	<b>Studio Work:</b> Studio work is carried out involving the whole group and takes place within the whole spectrum of the duration of the course as this is allocated on the weekly schedule. Studio work also includes interim and final critiques.				
Teaching Methodology	<ul> <li>Extended project briefings</li> <li>Practical workshops</li> <li>Demonstrations and discussions on critical parts of the subject</li> <li>Exercises</li> <li>Illustrated lectures</li> <li>Group critiques</li> <li>Student centred practical work</li> <li>Personal research, realization and manipulation in project work</li> </ul>				
Bibliography / References	<ol> <li>Street Furniture, C. VanUffelen, Braun, 2010</li> <li>Pure Design. Objects of Desire, J. M. Calmettes, Monsa, 2006</li> <li>Furnitecture: Furniture That Transforms Space, Anna Yudina, Thames and Hudson, 2015</li> <li>Furnish. Furniture and Interior Design for the 21<sup>st</sup> Century, Die Gestalten Verlag, 2007</li> <li>Desire. The Shape of Things to Come, Die Gestalten Verlag, 2008</li> <li>Limited Edition: Prototypes, One-Offs and Design Art Furniture, S. Lovell, Birkhauser, 2009</li> <li>Transmaterial, B. Brownell, Princeton Architectural Press, 2006</li> <li>Visual contemporary references in the form of online magazines www.dezeen.com, www.yatzer.com, www.dexigner.com, www.designboom.com, www.mocoloco.com, www.arcspace.com, www.archdaily.com</li> </ol>				
Assessment	<ul> <li>Interim Critique 33%</li> <li>Final Critique 33%</li> <li>Final Assessment 34%</li> <li>Total: 100%</li> <li>Note: The assessment criteria for Interim/Final Critiques and the Final Assessment are: Design Intelligence 40%, Research and Methodology 20%, Experimentation and Analysis 20%, Time management and Presentation 20%</li> </ul>				
Language	English				