

Course/Subject/Unit Description

1. General Information			
School		School of Design Studies	
Department		INTERIOR ARCHITECTURE	
STUDY LEVEL		Undergraduate	
CODE OF SUBJECT	EA403	SEMESTER	4
SUBJECT TITLE		FURNITURE DESIGN I	
Teaching Content	Weekly (Hrs)	Credis	
Lectures	1	3	
Design Workshops/Excercises	2		
Type of Subject		Compulsory	
PREREQUIRED COURSES		No	
Teaching and Exams Language		Greek	
THE COURSE IS OFFERED TO ERASMUS STUDENTS		Yes	
Course website (URL)			

2. Aims and Objectives – Methods – Skills
a. Learning Outcomes
<p>The aim of the course is to acquire the knowledge and the approach methods of how to design and manufacture furniture. This knowledge relates mainly to the construction, by understanding the structure and the connection of the particles, but also to the overall design of the piece.</p> <p>Upon successful completion of the course students will be able:</p> <p>To control basic general and specialized skills in the field of furniture design.</p> <p>Control basic techniques and technologies analogous to the furniture design process.</p>
β. Skills
<p>Students will have a basic knowledge of manufacturing and design methodologies.</p> <p>Students will acquire key skills in designing and evaluating design ideas in furniture design.</p> <p>Students will understand the creativity in the furniture design process and how to develop it.</p>

3. Subject Context
<p>The furniture design during the manufacturing process, the mechanical, physical and chemical properties of the materials (mainly for wood, metal, plastic, fabric, paper, glass, etc.) are analyzed.</p> <p>The students study techniques of traditional construction as well as of the latest technology.</p> <p>The design process is supported by specific design software.</p> <p>The design is connected to its construction through 3D printing, etc.</p>

4. Teaching and learning methods – Evaluation and assessment	
<ul style="list-style-type: none"> - Theory and Design Workshops - Theory Essay and Design Exercises 	

Use of Information and Communication Technologies	Learning process support through the electronic platform e-learning (information and teaching materials, hyperlinks, academic libraries, etc.)	
Teaching organization	Activity	Semester Credits
	Lectures	20
	Design Workshop and Excercises	50
	Main Design Project	15
	Total	75
<i>Student assessment</i>	Theory Essay Main Design Project	

5. Recommended/ Bibliography

- *Dictionary of 20th century design and designers*, Thames & Hudson, London 2003.
- Field C & P, (2007) *Design now*, Tachen.
- Marzona D. (2003) *Conceptual art*, Tachen.
- Heskett J. (1987) *Industrial design*, Thames & Hudson, London.