		P	ART I ( Senate Approval)								
Offering School	Antalya Bilim University-Faculty of Fine Arts and Architecture										
Offering Department	Interior Architecture and Environmental Design										
Program(s) Offered to	Interior Architecture and Environmental Design  Must										
Course Code Course Name	IAED 3103  FURNITURE DESIGN										
Language of Instruction											
Type of Course	Theory										
Level of Course	Undergraduate	<u> </u>									
Hours per Week	Lecture:1	Laboratory: Recitation: Practical:2 Studio: BB-34 Other:									
ECTS Credit Grading Mode	3 Letter Grade	er Grade									
Pre-requisites	IAED 1102 Technical Drawing II										
Co-requisites	None										
Registration Restriction	None										
Educational Objective	The aim of this course is designing a piece of furniture, by starting with conceptual development and production of working drawings, and a scaled prototype model that represents the original idea. The primary objective of this design studio is to design a piece of furniture in respond to the requirements of a proposed context and design profile.										
Course Description	In this course students design full detail furniture by considering scale, human comfort, ergonomic, sustainability, universality, production techniques and marketing. Students will be fully engaged in the studio discourse, be prepared for each individual desk critique and workshop session and invest time outside of studio hours for developing the projects.										
Learning Outcomes	LO1 Develop and refine design concepts										
	LO2	Understand typical fabrication, installation and assembly methods									
	LO3	Develop design solutions that comply with universal design principles									
	LO4	Select and apply the most appropriate color, material and textile to support design concept									
	LO5	Communicate through presenta	tion using drawings, physical mod	del, sketches a	nd other visual	media tools					
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			Γ II ( Faculty Board Appro	T	1.02	102	101	105			
		Progran	1 Outcomes	LO1	LO2	LO3	LO4	LO5			
Basic Outcomes (University-wide)	PO1	Ability to communicate effectively Turkish and English.	and write and present a report in								
	PO2	Ability to work individually, and in disciplinary teams.	n intra-disciplinary and multi-								
	PO3	Recognition of the need for life-lo information , follow developments i continually reinvent oneself.									
	PO4	Knowledge of project management change management, entrepreneurs.									
	PO5	Awareness of sectors and ability to	*								
	PO6	Understanding of professional and demonstrating ethical behavior.	d ethical responsibility and								
Faculty Specific Outcomes	PO7	Gain the ability of conceptualiz synthesizing and evaluating information Thinking).									
	PO8	Produce innovative ideas and p (Creativeness).	roducts with creativity								
	PO9	Gain the ability of leadership, e leadership skills (Leadership an									
	PO10	Care about the ethical values ar accordance with these in profes Behavior).									
	PO11	Understand, define and reach the information effectively and shall Literacy).	ne information that they need; use re it with others (Information								
	PO12	Use information effectively and while learning, and can share the with others using technology ar Communication Technology Li	neir knowledge and experience and visual means (Information and								
	PO13	Global Context: To have a glob social, cultural, economic, and work.	al perspective and consider ecological contexts in all areas of								
	L	1		1							

_		Collaboration:	To have the ability to collaborate with disciplines					
PO			meraets with.					
	015		tice and Professionalism: To understand the cesses, and responsibilities that define the value of to society.	f				
PO	216	cultural dimen	red Design: To integrate physical, social, and sions of the built environment, considering human d behavior in the design process through analysis.					
PO			s: To creatively solve a design problem using all design process.					
PO	D18	and thoughts e	on: To have the ability to express and present ideas iffectively through verbal, written, and visual ing in English, throughout the design and in process.					
Discipline Specific Outcomes (program)	019	make design d	we knowledge of the history of the profession and ecisions sensitive to cultural heritage and ral environments.					
PO			nts and Principles: To be proficient in adopting ts and principles in design approaches.					
PO	021		or: To apply principles and theories related to light rms of environmental impact and human comfort					
PO	D22	assembly, and materials, and	Materials: To have knowledge of production, maintenance requirements of interior fixtures, accessories, and to gain the ability to make applications based on aesthetic, ergonomic, st criteria.					
PO	023	related to envi	Systems and Human Comfort: To apply principles ronmental impact and human comfort, including mal comfort, indoor air quality, plumbing systems, tagement.					
PO	024	between interi	Building/Structure: To understand the relationship or construction and its connection to basic ruction and systems.					
PO	D25	regulations, ar including susta accessibility, i	nd Guidelines: To be proficient in applying laws, and standards related to professional practice, ainability, fire safety, construction, materials, ntellectual and industrial property rights, and them into the design process.					
		PART III (Department Board App			•			
Sul	bject	Week	Subject Explanation	LO1	LO2	LO3	LO4	LO5
S1		1	Introduction to the Course Introducing the Design Subject Gathering the groups					
S2	<u> </u>	2	Concept presentation of each group and critics Introducing A.I.					
S3		3	Technical Trip					
S4		4	Concept and Design Proposal					
S5	i	5	Group critics for Design and Concept					
Course Subjects, Contribution of Course		6	Quiz					
Subjects to Learning S7	,	7	Group critics for Concept, Design and Model					
Outcomes, and Methods for Assessing Learning of S8		8	MIDTERM					
Course Subjects S9		9	Sitting Element Case Study					
S10		10	Critiques on Design Development					
S1:		11	Critiques on Design Development					
S12	2	12	Quiz					
S1:	3	13	Critiques on Design Development					
S14	4	14	Pre-Jury					
S1:	5	15	National Holiday					
No	)	Туре		Weight	Implementation Rule Make-U		U <b>p Rule</b>	
A1	1	Quiz (2)		20%	Students will be evaluated with two quizzes in this semester		_	
		Pre Jury			0, 1, , 311	evaluated with a		

Implementation and Make- Up Rules	A3 Midterm Project			20% Students will be evaluated with a midterm project in mid-semester						
	A4	Final Projects	s	50%	The total content of the course will be evaluated with a final					
	A4	4 Final Flojects			50% will be evaluated with a final project					
	TOTAL	!			'		!	100%		
Evidence of Achievement of Learning Outcomes	Students will demonstrate learning outcomes through weekly homework, in-class assignments, Midterm exams and Final exam.									
	Upon successful completion of all assessment methods, the total scores will be averaged and converted into a final letter grade using the following percentages and grading criteria.									
	ASSESSMENT METHOD	EFFECT ON GRADING	MARK	GRADE	VALUE	MARK	GRADE	VALUE		
Method for Determining	Quiz (2)	20%	A+	-		C+	60-64	2,4		
Letter Grade	Pre jury	10%	A	95-100	4.00	С	55-59	2,2		
	Midterm	20%	A-	85-94	3,7	C-	50-54	1,7		
	Final	50%		80-84	3,3	D+	45-49	1,3		
				75-79 65-74	3.00 2,7	D F	40-44 0-39	0.00		
	No	Method	ь	03-7-4	L .	nation	0-37	Hours		
	Time expected to	o be allocated	by instructor		•					
	1	Lecture+Inte	Theoretical and practical explanation. Questions related to the topic. Critical feedback is provided. I class assignments and exams.					3x14=42 h		
	Time expected to		by student	1						
Teaching Method, Student	2	Quiz (2) Out of Studio	Duration	2x3=						
Work Load	3			1x14=14						
	4	Self-study for	Midterm Project	1x5=						
	5	Midterm Jury		1x						
	7	Self-study for Final Jury	Final Exam							
	TOTAL	r mai sui y		1x 85						
			IV. PART	'						
	Name		Asst. Prof. Dr. Mehmet Uğur KAHRAMAN; Asst.	Prof. Dr. Enes	Can KILIC ; P	rt. Lec. Mehme	t Adsız ; Prt. L	ec. Merve Dede		
	E-mail		ugur.kahraman@antalya.edu.tr; enes.kilic@antalya.edu.tr							
Instructor	Phone Number		ugur.kamaman@antarya.euu.tr ; enes.kiiit.@antarya.euu.tr							
	Office Number		·							
	Office Hours		4 hours (according to school semester)							
	Mandatory		Smardzewski J., 2015. Furniture Design, Springer.     Postell J., 2012. Furniture Design, John Wiley & Sons.							
Course Materials	Recommended		3. The Fundamentals of Interior Architecture by John Coles and Naomi House. 4. The Handbook of Interior Architecture and Design edited by Graeme Brooker and Lois Weinthal. 5. Design Museum Enterprise Limited, 2009. Fifty Chairs that Changed the World: Design Museum Fifty, Hachette UK. 6. Fine Woodworking, 2004. Designing Furniture, Taunton Press							
Other	Scholastic Honesty		Violations of scholastic honesty include, but are not limited to cheating, plagiarizing, fabricating information or citations, facilitating acts of dishonesty by others, having unauthorized possession of examinations, submitting work of another person or work previously used without informing the instructor, or tampering with the academic work of other students. Any for of scholastic dishonesty is a serious academic violation and will result in a disciplinary action.							
	Students with Disabilities		Reasonable accommodations will be made for students with verifiable disabilities.							
	Safety Issues		Security is provided by the Rectorate's occupational health and safety specialist.							
	Flexibility		Circumstances may arise during the course that prevents the instructor from fulfilling each and every component of this syllabus; therefore, the syllabus is subject to change. Students will be notified prior to any changes.							
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