

# NIRMA UNIVERSITY

<b>Institute:</b>	<b>Institute of Design</b>
<b>Name of Programme:</b>	<b>Bachelor of Design in Industrial Design</b>
<b>Course Code:</b>	<b>IDPR 312E</b>
<b>Course Title:</b>	<b>Furniture Design</b>
<b>Course Type:</b>	( <input type="checkbox"/> Core/ <input type="checkbox"/> Value Added Course/ <input type="checkbox"/> Departmental Elective/ <input checked="" type="checkbox"/> Institute Elective/ <input type="checkbox"/> University Elective/ <input type="checkbox"/> Open Elective Any other)
<b>Year of introduction:</b>	<b>2019</b>

### Credit Scheme

L	T	Practical component				C
		LPW	PW	W	S	
1	-	-	3	3	-	5

### Course Learning Outcomes (CLO):

At the end of the course the student will:

1. Design new furniture and a working prototype based on a specific design brief
2. Construct and apply advanced joinery for assembly of the furniture
3. Develop design concepts of customized/universal furniture requirement
4. Demonstrate knowhow of mass manufacture and mass customization requirements of furniture

### Syllabus:

**Total Teaching hours: 105**

Unit	Syllabus	Teaching hours
Unit-I	<b>Introduction to Furniture Design:</b> 1.1 History and types of furniture design 1.2 Contemporary and modern design requirements 1.3 Furniture materials, planar and moulded elements 1.4 Furniture construction and types of Joineries 1.5 Ergonomics study related to the specified furniture requirements 1.6 Available Furniture technology for manufacturing and surface finishes 1.7 Industry Visits	30
Unit-II	<b>Furniture Design:</b> 2.1 Development of Design Brief 2.2 Brand research, market study and user survey 2.3 Design of a Furniture object and system towards a specific function 2.4 Design development: Concepts and digital prototype 2.5 Construction & Technical drawing (scale- 1:5 or 1:10) of the design 2.6 Prototype in 1:1 or scale model in 1:5 or 1:10 of the selected concept	75

2.7 User testing and refinement  
2.8 Documentation and Communication

Self Study: -

Suggested Readings/ References:

1. *Woodworkers Guide to Furniture Design*, by Garth Graves, Publisher: F+w Media Inc., 2002
2. *Furniture Design: An Introduction to Development, Materials and Manufacturing*, by Stuart Lawson, Publisher: Laurence King Publishing, 2013
3. *1000 chairs*; Book by Charlotte Fiell and Peter Fiell, Publisher: Taschen GmbH, Multilingual edition, 2017

Suggested List of Experiments: -

Suggested Case List: -