



Universidad
de Alcalá

COURSE GUIDE
GUÍA DOCENTE

ASIGNATURA TRANSVERSAL

FURNITURE DESIGN

Coordinator: Patricia de Diego

**Grado en Fundamentos de
Arquitectura y Urbanismo
Universidad de Alcalá**

Curso Académico / 2021-2022
Cuatrimestre I

COURSE GUIDE

Course Name:	FURNITURE DESIGN
Course Code:	100 _____
Degree to be obtained:	UNDERGRADUATE DEGREE IN THE FUNDAMENTALS OF ARCHITECTURE AND URBAN PLANNING
Department and Area:	ARCHITECTURE/ ARCHITECTURAL PLANS
Nature of Course:	CROSS-CURRICULAR
ECTS Credits:	6
Semester:	1 st Semester
Faculty:	PROFILE IN ARCHITECTURAL PLANS
Class timetable:	According to the timetable approved by the Faculty
Language of Instruction:	English

1. INTRODUCTION

General description

Furniture Design is a one semester, cross-curricular course centred on the study of furniture from the point of view of history, design and planning.

The course covers the inherent aesthetic design qualities of the object; its ability to interact and adapt to its environment, culture or space; the research and development of materials; construction and production, as well as the ability of the user to adapt, assemble and appropriate it for their own use.

Relationship with Other Subjects in the Field and Professional Profile

Furniture design is an extension of the objectives of architectural research and design, which is why its addition to architectural studies programs is interesting, as it is a discipline that architects have undertaken throughout history. In particular, the great masters of the modern era, such as Marcel Breuer, Ludwig Mies van der Rohe, Alvar Aalto, Arne Jacobsen, Charles and Ray Eames, and Frank Gehry, creators of totally prevalent, celebrated designs.

Nowadays the design and production of furniture continues to be an interesting career and business opportunity. This course will shape its students in artistic, practical or disciplinary fields.

Prerequisites and Recommendations

In order to take Furniture Design, it is recommended that students have passed the 1st Year drawing and design courses. It is possible to take this course in parallel with a core course from the Architectural Planning module.

2. COURSE AIMS

General Aims

(Intermediate-Advanced Level)

1. Comprehensive case studies, reflective analysis, development of the design and synthesis of ideas.
2. Development of information-finding skills and the critical evaluation and selection of said information.
3. Ability to explain and discuss the main ideas of each aspect of furniture design: the aesthetic and ergonomic qualities, construction, production, and the seasonal and emotional qualities.
4. Learn about the use of references, technical research and parallels.
5. Communicate ideas and express yourself well orally, as well as in written texts, through graphics, and in plastic.
6. Personal learning and teamwork.

Specific Aims

1. The basics applied to furniture design, reaching a certain level of complexity.
2. Knowledge of the basic concepts of a furniture design: symbolic and spatial plastic values of the piece, its relationship with the architectural space, ergonomics, and materials.
3. Ability to create a fairly complex furniture design to a preproduction level.

3. CONTENTS

The 15-week course (over the semester) will consist of theory classes and various practical exercises to be undertaken by the students.

The theory module will be interspersed throughout the course by practical exercises in class. The theoretical topics will focus on the study of furniture during different historical periods, analysing in detail the 20th century and the present day.

Students may go on visits out with the class in order to complement their theoretical learning.

The practical module will include between two and three exercises, one of which may be a group exercise (at the teacher's discretion), or students' exercises may be related to each other as variations on the same research concept. Said exercises will be based on issues related directly to the design: aesthetic value, ergonomics, materials, construction, production, assembly and packaging, stacking and storage, and the possibility of modification or personalisation by the user. The design of the furniture will

be outlined as a part or prototype and must be defined through texts, ideographs, drawings, structural details, mock-ups and infographics.

Theoretical Program (2 credits):

1. Furniture in Antiquity
2. Medieval Furniture
3. Modern Furniture
4. Contemporary Furniture
5. Ergonomics and Design
6. Materials
7. Modern Industrial Processes
8. Post-production
9. Appropriation and Chronology

Practical Program (4 credits):

The teacher will stay abreast of student projects and help correct them in class.

Each student will run a personal blog where they will upload all information and documents related to their work. Students may create small-scale mock-ups or prototypes.

The projects will be presented as posters made up of floor plans, elevation and structural details, full or partial mock-ups and photographs, infographics or collages, reports and ideographs.

4. LEARNING-TEACHING METHODS. EDUCATIONAL ACTIVITIES.

Total Number of Hours: 150

Number of contact hours: 48	Number of hours for theory classes, theory-practicals, practicals with the whole group or in smaller groups, visits, and presentations.
Number of recommended self-study hours: 102	Number of self-study hours: (independent study, research, working on assignments and exercises)

Methodological strategies

Theory classes	Study of the history and evolution of furniture. Analysis of case studies and examples. Design and production processes
Feedback sessions	Group sessions: presentation on projector or board Individual sessions: at desk or on whiteboard
Materials and resources	The classroom: screen (digital, slides), whiteboard, cork board, desks and tables Other: invited professors, visits to exhibitions, factories, etc.

Materials and resources

All materials and resources belong to the architectural design courses, there for the creation of sketches, general and detailed planes with dimensions and to scale, 2D and 3D view, infographics and mock-ups.

5. ASSESSMENT: Procedures, assessment and grading criteria¹

Grades will be based on continuous assessment, one ordinary exam/exam period and one resit.

In order to be eligible for continuous assessment, it is mandatory that students attend and participate in class, and hand in all set course exercises.

¹ It is important to highlight the assessment procedures: for example continuous assessment, final assessment, self-assessment and peer assessment. Tools and resources: assignments, activities. Criteria or indicators that will be evaluated in relation to the course aims: command of conceptual knowledge, application, knowledge transfer. In terms of the grading system, **recall the Regulation of the Governing Board from the 16th of July 2009**: grading based on continuous assessment will represent **at least 60%** of the grade. This percentage may be raised in the course guide.

Assessment Criteria:

- Understands content.
- Able to consider concepts and main ideas.
- Able to integrate and apply content in different situations.
- Able to resolve problems in a comprehensive manner.
- Coherent development of ideas
- Appropriate use of resources and use of logic when presenting them.
- Integrated synthesis of ideas.

Judgement and Rationale:

- Argument and reasoning of ideas
- Critical view
- Ability to reflect

Assignment or Project:

- Originality and contribution
- Accuracy and rigour in resolving issues
- Quality of presentation
- Clarity and rationale
- Integration of theory – architectural plan
- Perseverance and progress
- Dedication – participation

Grading Criteria:

- Acquisition and understanding of content: 30%
- Participation: 20%
- Coming up with ideas and implementing them in all assignments: 50%

- First Class Honours.
- Outstanding: excellent command of basic content, high level of reflection and application, elaboration of original ideas, completion of all assignments, teamwork, searched for supplementary materials...
- Very Good: good command of content, average level of reflection...
- Pass: sufficient knowledge and reflection...
- Fail: low level of understanding and application, lack of participation in assignments, lack of group participation...

Assessment Procedures:

- Continuous evaluation of all tasks leading to the creation of architectural plans.
- Peer assessment or evaluation of the final posters/mock-ups with joint corrections or exhibitions.

Ordinary exams and resits:

- Exams will consist of an architectural plan related to a brief that will be explained on the day of the exam at the indicated time. The projects will be presented on paper in the form of posters two weeks later, on the date indicated on the exam timetable.

They will be marked by the professor who taught the course throughout the semester.

6. BIBLIOGRAPHY

Basic Bibliography

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AGUILÓ ALONSO, M. P.: El mueble en España durante los siglos XVI y XVII, Editorial de la Universidad Complutense de Madrid, 1990, xvi + 1625 + 888 p.

BANHAM, R.: Teoría y diseño arquitectónico en la era de la máquina, Editorial Nueva Visión, Buenos Aires, 1965, 316 págs.

D'ARCY THOMPSON: Sobre el crecimiento y la forma, Hermann Blume, Madrid, 1980, xiii + 330 págs.

FEDUCHI, L. M.: Historia del mueble, 4ª ed. rev., Barcelona, Blume, 1986 (imp. 1994), 659 p.

LACA, L. Proyecto del mueble, Madrid, Universidad de Alcalá, 2010, 84 p.

LUCIE-SMITH, E.: Breve historia del mueble, Barcelona, Ediciones del Serbal, 1980, 216 p.

NEUTRA, R.: Realismo biológico. Un nuevo Renacimiento humanístico en arquitectura, Editorial Nueva Visión, Buenos Aires, 1958, 182 págs.

PIERA, M. y A. MESTRES: El mueble en Cataluña: el espacio doméstico del Gótico al Modernismo, Manresa, Fundació CaixaManresa, Angle, 1999, 308 p.

PRAT, J.: Ergonomía y mueble, Valencia, Instituto Biomecánica Valencia, 1988, 72 p.

RODRÍGUEZ BERNIS, S., I. GISBERT MARCO (coords.): Mueble español, estrado y dormitorio, catálogo de la exposición celebrada en 1990 en el Museo Español de Arte Contemporáneo, Madrid, Dirección General de Patrimonio Cultural, 1990 350 p.

Supplementary Bibliography:

- That referred to great furniture designers and masters of architecture.
Publications and monographs (books and magazines)

ANEXO PARA LA ASIGNATURA:

FURNITURE DESIGN

Código: 100131

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