

<b>School/Faculty/Institute</b>	<b>Faculty of Arts, Design and Architecture</b>		
<b>Program</b>	<b>B.Sc. in Interior Design</b>	<b>Required</b>	

<b>Course Code</b>	<b>INT 351</b>		
<b>Course Title in English</b>	<b>Furniture History and Design</b>		
<b>Course Title in Turkish</b>	<b>Mobilya Tarihi ve Tasarımı</b>		
<b>Language of Instruction</b>	<b>English</b>		
<b>Type of Course</b>	<b>Studio</b>		
<b>Level of Course</b>	<b>Undergraduate</b>		
<b>Semester</b>	<b>Spring</b>		
<b>Contact Hours per Week</b>	<b>Lecture/Presentation: 1</b>	<b>Recitation: -</b>	<b>Lab: -</b>
			<b>Other: 4</b>
<b>Estimated Student Workload</b>	<b>130 hours per semester.</b>		
<b>Number of Credits</b>	<b>5 ECTS</b>		
<b>Grading Mode</b>	<b>Standard Letter Grade</b>		
<b>Pre-requisites</b>	<b>None</b>		
<b>Expected Prior Knowledge</b>	<b>Above average apprehension of CAD Above average apprehension of 3D presentation (hand drawing or 3D modeling software tools)</b>		
<b>Co-requisites</b>	<b>None</b>		
<b>Registration Restrictions</b>	<b>Only Undergraduate Students</b>		
<b>Overall Educational Objective</b>	To gain knowledge about furniture design with designing, thinking and making, together with a general overview of 20th century furniture history.		
<b>Course Description</b>	The course is designed to impart basic furniture design knowledge and skills with using active learning methods (learning through doing) with the aid of furniture design history.		
<b>Course Description in Turkish</b>	Bu ders, uygulayarak öğrenme yöntemleri ile, mobilya tarihinden de referans alarak, temel olarak mobilya tasarım bilgisi ve donanımı öğretmek amacıyla kurgulanmıştır.		
<b>Course Learning Outcomes and Competences</b>	<p>Upon successful completion of the course, the learner is expected to be able to:</p> <ol style="list-style-type: none"> <li>1. learn "human experimentation" during the process of learning-through-doing projects;</li> <li>2. broaden one's passionate about creative thinking, designing and making;</li> <li>3. acquire basic knowledge about furniture design history (20th century; arts and crafts, modernism, soft modernism, midcentury modernism, futurism, pop art...) "He who loves practice without theory is like the sailor who boards ship without a rudder and compass and never knows where he may cast."—Leonardo da Vinci</li> <li>4. discuss the evolution of modern design by making both presentations and projects; about furniture design and learn how to use these knowledges in a modern context.</li> <li>5. understand basic construction techniques and tools;</li> <li>6. identify basic materials which can be used to produce furnitures and explore the technical and visual potential of these materials;</li> <li>7. learn professional furniture design world due to site trips and "design talks" which will be made by professional designers;</li> <li>8. collaborate with their friends to develop teamworking skills and derive an understanding of furniture design profession conditions;</li> <li>9. learn presentation, model making and communication techniques;</li> <li>10. seek for their own "signature" style.</li> </ol>		
<b>Relation to Program Outcomes and Competences:</b>	<b>N=None</b>	<b>S=Supportive</b>	<b>H=Highly Related</b>

<b>Program Outcomes and Competences</b>	<b>Level N/S/H</b>	<b>Assessed by</b> Exam, Project, HW, Lab, Presentation, etc.
1. Ability to read, write and speak effectively in Turkish and English, equivalent to a B2 European Language Passport Level in English.	<b>S</b>	
2. Ability to use information and understanding of the perceptive, experiential and behavioral aspects of human – space relationship as an input of interior design.	<b>S</b>	Project, Workshop
3. Ability to re-interpret the Interior Design profession under the light of rapidly changing theories and approaches.	<b>S</b>	Project, Workshop, Presentation
4. Ability to develop a personal and critical perspective towards the design of spaces.	<b>S</b>	Project, Workshop
5. Ability to effectively implement interdisciplinary design and research principles into the solution of problems in her / his field.	<b>H</b>	Project, Workshop
6. Ability to bring together her / his knowledge and insight obtained from various sources into the design of interior design problems in a creative way.	<b>H</b>	Project, Workshop
7. Ability to use the ethical methodology necessary to develop sustainable interior design approaches with the perspective of social responsibility.	<b>N</b>	
8. Ability to access and use knowledge towards the development of interior spaces using materials and products within the scope of sustainability.	<b>S</b>	Project
9. Ability to use entrepreneurship, creative thinking and leadership skills towards developing innovative interior design approaches.	<b>S</b>	Workshop
10. Ability to find solutions to interior design problems by developing interdisciplinary approaches and within the context of local, national and global networks.	<b>N</b>	-
11. Ability to present design ideas in visual, verbal and written media as well as ability to share ideas using analog and digital techniques in national and international professional circles.	<b>H</b>	Project, Workshop
12. Ability to develop sensitive and sustainable design approaches respecting needs of various users, local and regional values, natural and cultural heritage.	<b>H</b>	Project, Workshop
13. Ability to design interiors in an integral fashion with building systems.	<b>S</b>	Project
14. Ability to determine individual learning needs in order to become an intellectual professional and the ability to connect with national and international professionals as well as groups.	<b>N</b>	-
15. Ability to develop interior design proposals that are suitable for national and international standards, professional etiquette, regulations and legal procedures.	<b>S</b>	Project
16. Ability to keep track of contemporary research, inventions, approaches and technologies in order to develop new ways of thinking and creating.	<b>S</b>	Workshop
17. Ability to create a difference through design solutions by defining and evaluating social and spatial problems, ability to make those available to the society.	<b>S</b>	Project
<b>Prepared by and Date</b>	Başak Bakkaloğlu, Cemal Çobanoğlu, 19.02.2020	
<b>Semester</b>	Fall 2019-2020	
<b>Name of Instructor</b>	Başak Bakkaloğlu, Cemal Çobanoğlu	

<b>Course Contents</b>	<b>Week</b>	<b>Topic</b>
	1.	Introduction to the course, Workshop: "Plug-in" (group work), Phase 1 (desk crits)
	2.	Workshop: "Plug-in" (group work), Phase 2 (pin-up session)
	3.	Student Presentations, Workshop: Phase 1 "Re-expressing Masterpieces" (in-class exercise, group work)
	4.	Student Presentations, Workshop: Phase 2 "Presentations: Masters" (pin-up session, group work), Introduction to Project 1 "Re-design it!"
	5.	Student Presentations, Project 1 "Re-design it!" (desk crits)
	6.	Student Presentations, Project 1 "Re-design it!" (desk crits)
	7.	JURY: Project 1 "Re-design it!"
	8.	Site Trip "Furniture Design Offices"
	9.	Student Presentations, Workshop: "Cardboard Seating" (in-class exercise, group work)
	10.	Student Presentations, Design Talks (Guest Designers)
	11.	Student Presentations, Introduction to Project 2 "Design for Istanbul"
	12.	Student Presentations, Project 2 "Design for Istanbul" (desk crits)
	13.	Site Trip "Ateliers"
	14.	Student Presentations, Project 2 "Design for Istanbul" (desk crits)
	15.	Student Presentations, Project 2 "Design for Istanbul" (desk crits)
	16.	Final Examination Period
<b>Required/Recommended Readings</b>		<ol style="list-style-type: none"> <li>1. Design of the 20<sup>th</sup> Century, Taschen, Fiell C. and Fiell P.</li> <li>2. 20<sup>th</sup> Century Design, Octopus Publishing Group Ltd, Miller J.</li> <li>3. Furniture in History, Pearson Education Inc., Pina L.</li> <li>4. The AZ of Modern Design, Merrell Publishers Limited, Polster B. and Neumann C. and Schuler M. and Leven F.</li> <li>5. Furniture Design, John Wiley &amp; Sons Inc., Postell J.</li> <li>6. History of Modern Design, Laurance King Publishing, Raizman D.</li> <li>7. Mid-Century Modern, Conran Octopus, Quinn B.</li> <li>8. Icons of Design, Prestel, Albus V.</li> <li>9. Designer's Guide to Furniture Styles, Pearson Prentice Hall, Crochet T.</li> </ol>
<b>Teaching Methods</b>		Various teaching methods will be followed through the semester such as lectures, workshops and projects. Beside instructor lectures, each student (individual or groups of two) will be assigned to present specific topics through the semester. Two individual projects and three group workshops will be conducted within the course. For projects, desk crits of design iterations will be conducted weekly. Workshops will be finalized by pin-up sessions. There will be two final reviews for projects.
<b>Homework and Projects</b>		Course contains presentation assignments, two projects and three workshops. Each student (individual or groups of two) will be assigned to present specific topics from a determined historical period. Students will built on-site 1:1 models as the outcome of Workshop-1. Second assignment is the outcome of Workshop-2, an in-class exercise that focuses on re-making 3d models of existing designs with waste materials. After these two workshops, first project will be designed in a four-week process that focuses on re-designing through specific design parameters. For Workshop-3, as an in-class exercise, students built 1:1 seating units with cardboards to achieve certain parameters as stability and mobility. The final project, Project-2, will be a five-week project that students will design a furniture individually. Within this project students will design for a certain location in Istanbul, applying the principles of user behavior, physical environment, cultural norms and technical requirements.
<b>Laboratory Work</b>		Hands-on design, digital design and model-making experiments conducted weekly.
<b>Computer Use</b>		As the course focuses on history and design, it does not require a direct extensive use of computers in studio. However, specialized softwares such as Sketch Up, 3D Max, Rhinoceros 3D, Grasshopper, Cinema 4D etc. will be helpful for students to present design ideas.
<b>Other Activities</b>		There are two planned excursions (site-trips) and one-day design talks with guest designers.
<b>Assessment Methods</b>		Students are assessed based on their active participation in class, presentation assignments, three workshop assignments, and two projects. Presentation assignments: 10%, Workshop assignments: 5%, Project 1: 25%, Final Project: 40%, Active Attendance: 10%.
<b>Course Administration</b>		<p><b>Başak Bakkaloğlu</b> 0532 725 0555, basak@abradesignstudio.com</p> <p><b>Cemal Çobanoğlu</b> 0505 251 8358, cemal@abradesignstudio.com</p> <p>Students are expected to attend at least 80% of the course hours and be actively present. Late submissions are not accepted. Proper studio behavior (cleaning after working at the studio, not disturbing others, avoiding the use of any volatile adhesive etc.) is expected. Students are responsible for their own safety and actions during studio hours and excursions. Any sign of plagiarism results in direct failure of the course.</p>

Academic Dishonesty and Plagiarism: YOK Disciplinary Regulation

**ECTS  
Student  
Workload  
Estimation**

Activity	No/Weeks	Hours			Calculation	Explanation
	No/Weeks per Semester (A)	Preparing for the Activity (B)	Spent in the Activity Itself (C)	Completing the Activity Requirements (D)		
Lecture	14	2	3	1	84	A*(B+C+D)
Lab etc.					0	
Midterm(s)	2	8	2		20	A*(B+C+D)
Assingment, Project, Presentation	1	8			8	A*(B+C+D)
Final Examination	1	16	2		18	A*(B+C+D)
Total Workload					130	
Total Workload/25					5,2	
ECTS					<b>5</b>	