



UNIVERSITI TEKNOLOGI MARA

IDE664: FURNITURE INNOVATION DESIGN II

Course Name (English)	FURNITURE INNOVATION DESIGN II APPROVED
Course Code	IDE664
MQF Credit	5
Course Description	<p>As a final year semester course, the module will be self-directed. The lecturer appears here as a facilitator to guide students design direction. Study groups will be formed to collect and share data and research findings. From the 'chosen self-interest project' on furniture, a broader aspect of creativity and problem solving will be explored through creative design process. The development will involve both, the theory and practice parts. The understanding on research technique and related issues will be carried out from previous semester progress and become the focal attention in ensuring the student competency in integrating the creative project intention, problem identification and outcomes expectation. This course aims to prepare students in developing their understanding on Furniture Research and Development exercise. This course will give students capability to apply their knowledge in research methodology to understand the needs of user in terms of furniture performance, usability, manufacture and aesthetic concept development. The information obtained from the research will be analyzed by students to strengthen up the new furniture concept compared to the current furniture market trend. This course is designed to educate students about the process of developing, analyzing and making a decision on innovative proposals and ideas via the creative design solution.</p>
Transferable Skills	Self learning, problem solving skill, leadership, critical thinking
Teaching Methodologies	Lectures, Studio, Case Study, Reading Into Writing Task, Discussion, Presentation, Workshop
CLO	<p>CLO1 Evaluate and adapt relevant research information to generate ideas, modifications and development of design</p> <p>CLO2 Combine student with design experience and further develop their skills gained from the research process</p> <p>CLO3 Demonstrate creativity and ability to make decision through innovative proposal and idea through the creative design solution</p>
Pre-Requisite Courses	No course recommendations
Topics	
1. INTRODUCTION AND BRIEF PROJECT 1.1) i. Introduction to course outline, objective and design. 1.2) ii. Brief on project works. 1.3) iii. Samples of Brainstorming Method Process.	
2. BRAINSTORMING AND GROUP DISCUSSION ON PROJECT DIRECTION 2.1) Brainstorming on the potential project and approachable self-interest design.	
3. RESEARCH PROCESS I 3.1) i. Understanding of designer and consumer expectation. 3.2) ii. Design awareness; function, safety, material, usage, appearance, acceptance, etc.	
4. RESEARCH PROCESS II 4.1) i. Discuss and establish the research process 4.2) ii. Discuss and finalize the research schedule 4.3) iii. Explore the prospective project and decide the approachable manners in gaining information (furniture concept, proposed location, identity)	
5. SKETCHES AND IDEATION 5.1) Understanding of design process for new concept development	

6. SKETCHES AND IDEA DEVELOPMENT 6.1) Understanding of design process for new concept development
7. IDEA DEVELOPMENT AND DESIGN EVALUATION I 7.1) Individual PowerPoint presentation
8. IDEA DEVELOPMENT AND DESIGN EVALUATION II 8.1) Individual PowerPoint presentation
9. PRESENTATION ON IDEA DEVELOPMENT 9.1) Individual presentation on final design technical & construction aspects
10. SKETCHES AND FINAL DESIGN DEVELOPMENT 10.1) One to one discussion
11. PRE ASSESSMENT PRESENTATION (ALL PROGRESS) 11.1) Individual presentation
12. ASSESSMENT PREPARATION AND WORKSHOP SUPERVISION I 12.1) Student preparation for model making in workshop
13. ASSESSMENT PREPARATION AND WORKSHOP SUPERVISION II 13.1) Discussion and consultation on modeling process
14. FINAL ASSESSMENT 14.1) Preparation for final assessment and presentation

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Final Assessment & Project Presentation • Evaluation on final deliverables progress • Set of Sketches & Development • Design Report • Research Report • 3D Mock-up & Testing Model • Final Presentation Model /Prototype • Presentation Panel • P/Point / Multimedia Presentation	60%	CLO3
	Individual Project	CRITICS SESSION I : Presentation of Data Analysis and Data findings. Project discussion. Lecture on design concept construction & write-up (based from the research findings and direction)	10%	CLO1
	Individual Project	CRITICS SESSION II : Idea development and project progress. Lecture on final design selection method (evaluation table based from structured design concept)	10%	CLO2
	Individual Project	CRITICS SESSION III : Presentation of Progress work. Studies on detailing, System, Jointing and Structure. 3D exploration (tangible mock-up) and 3D Digital presentation on technical aspects and design	10%	CLO3
	Individual Project	Pre-Assessment : All design progress, presentation panel and technical drawing	10%	CLO3

Reading List	Reference Book Resources	<ul style="list-style-type: none"> • Hudson, J 2008, <i>50 Product Design From Concept to Manufacture</i>, Ed., , Laurence King Ltd. [ISBN:] • Lawson, Bryan 1997, <i>How Designers Think; The Design Process Demys</i>, Ed., , Butterworth [ISBN:] • Collins, H 2010, <i>The Theory and Practice of Research for The C</i>, AVA Publishing SA United Kingdom • Hudson, J 2011, <i>50 Product Design From Concept to Manufactur</i>, London, England Laurence King Ltd • A Design and Innovation Consulting Firm 2013, <i>Design for a Contemporary World</i>, National University of Singapore Singapore
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	