

## COURSE OUTLINE

### 1. GENERAL

<b>SCHOOL</b>	ENGINEERING		
<b>DEPARTMENT</b>	PRODUCT AND SYSTEMS DESIGN ENGINEERING		
<b>LEVEL OF STUDIES</b>	GRADUATE		
<b>COURSE CODE</b>	4209	<b>SEMESTER</b>	9 <sup>st</sup>
<b>COURSE TITLE</b>	FURNITURE AND WOODEN PRODUCT DESIGN		
<b>INDEPENDENT TEACHING ACTIVITIES</b> <i>if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits</i>		<b>WEEKLY TEACHING HOURS</b>	<b>CREDITS</b>
Lectures		3	6
<i>Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).</i>			
<b>COURSE TYPE</b> <i>general background, special background, specialised general knowledge, skills development</i>	Specialised background		
<b>PREREQUISITE COURSES:</b>	NONE		
<b>LANGUAGE OF INSTRUCTION and EXAMINATIONS:</b>	GREEK		
<b>COURSE DELIVERED TO ERASMUS STUDENTS</b>	YES (ENGLISH)		
<b>MODULE WEB PAGE (URL)</b>	<a href="https://eclass.uowm.gr/">https://eclass.uowm.gr/</a>		

### 2. LEARNING OUTCOMES

<b>Learning outcomes</b>
On completion of this course, the student should be able to: <ol style="list-style-type: none"> <li>1. Explore and discuss the relevance and purpose of the analysis of history to the practice of design.</li> <li>2. Interpret and position design objects, environments, processes and systems through visual semiotic analysis and historical contextualisation.</li> <li>3. Demonstrate academic research literacy through effective sourcing, attribution and critical analysis of research material.</li> <li>4. Demonstrate oral, written and visual communication skills through investigation and analysis of design history theory.</li> </ol>
<b>General Skills</b>
<ul style="list-style-type: none"> <li>• Search, analysis and synthesis of data and information, using the necessary technologies</li> <li>• Adaptation to new situations</li> <li>• Decision making</li> <li>• Autonomous work</li> <li>• Teamwork</li> </ul>

### 3. COURSE CONTENTS

This course will provide you with an overview of the historical context of design and introduce you to the core principles and theories that underpin design history. At the conclusion of this course, you will understand the relevance and purpose of the study of history to the practice of design in relation to your own developing design practice. Design is ubiquitous and infiltrates everyday life via its many forms, including design objects, environments, processes and systems. But, how did we get here? Practicing designers need to understand that design does not operate

in a closed-loop, rather that it is contingent on the wider context of the world we live in and, importantly, it's historical precedence.

This course introduces you to the ways in which design artefacts are shaped by, and understood within, ranging historical frames and narratives. Through a series of tasks, you will explore the various trajectories of design history theory and, through applied academic research skills, demonstrate the contingency of historical understanding and knowledge in relation to design practice.

The course "History of Design" proposes a sequence of knowledge from the wider field of the history of cultures and arts. Students are asked to find answers to questions such as: what is the social context of specific works from different art stations, what are their meanings in the specific historical contexts, what is the relationship of the works with humans and what needs do they seek to cover the projects. Through the deepening of the historical environment, the social and political contexts, the aesthetic choices, the understanding of the intentions and methods related to the design of objects, graphic arts products and interiors is attempted.

#### 4. TEACHING METHODS - ASSESSMENT

<b>MODE OF DELIVERY</b>	THEORY Face to face	
<b>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY</b>	<ul style="list-style-type: none"> <li>• Video and slide presentations via projector</li> <li>• Support of teaching process via the electronic platform e-class</li> </ul>	
<b>TEACHING METHODS</b>	<b>Activity</b>	<b>Semester workload</b>
	Lectures	40
	Written assignment	20
	Study and analysis of literature	30
	Non-directed study	60
	<b>Course total</b>	<b>150</b>
<b>ASSESSMENT METHODS</b>	<p>The language of evaluation is Greek. Student assessment is based on a written final exam (80% -100%) that includes:</p> <ol style="list-style-type: none"> <li>Short Answer Questions</li> <li>Essay development questions</li> <li>Multiple choice questions</li> </ol> <p>and optional written assignment (20%).</p>	

#### 5. ATTACHED

- *Suggested bibliography:*

Βιβλίο [73263702]: Furniture Design, Jerzy Smardzewski

Βιβλίο: Principles of Wood Science and Technology II Wood Based Materials by Kollmann & Franz F.P.

- *Related academic journals:*