

San José State University
Department of Design
DSIT 107, Furniture Design, Spring, 2020

Course and Contact Information

Instructor:	Parisa Maghsoud
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Office Hours:	M/W 5:50 - 6:20 pm (only by appointment)
Class Days/Time:	M/W 3:00 - 5:50 pm
Classroom:	IS 241
Prerequisites:	DSIT 34

Course Format

This course is a Design Studio and must be attended in Person. The course is a lecture format with class discussions and presentations along with pin up reviews and critiques.

Canvas

Course materials such as syllabus, handouts, notes, assignment instructions, etc. can be found on Canvas Learning Management System course login website at <http://sjsu.instructure.com>. You are responsible for regularly checking with the messaging system through MySJSU at <http://my.sjsu.edu> (or other communication system as indicated by the instructor) to learn of any updates.

Course Description

Design and production of original furniture, including drawing, prototypes and materials selection. This course explores furniture design in the context of designing for a specific space. Students will design and build a scaled model of a piece of furniture, designed for a specific space. By defining a space and intention, students will create their own design constraints. Through sketching, model making, pin ups, critiques and other design methods, students will learn to articulate and realize their design intent.

Additionally this course will explore the history of the modern furniture, as well as the common materials and production methods used in designing and building furniture. Students will consider function, form, materiality, production methods and design language when designing their chosen furniture.

Course Learning Outcomes (CLO)

By the end of this course, students should be able to exercise conceptual and design thinking in the following ways:

- Identify design opportunities and issues through critical observation and analysis
- Exercise creative design development through design methodologies, including ideation, model making, mind-mapping, and other techniques.
- Develop an understanding of context, scale, proportion, contrasting qualities and human factors.
- Comprehend production methods used in designing and making furniture
- Understand and exercise informed design intent and problem resolution.

Required Texts/Readings

Readings will be either posted or provided.

Library Liaison

Aliza Elkin

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Associate Librarian, Dr. Martin Luther King, Jr. Library

Liaison to the School of Art and Design

San Jose State University

Course Requirements and Assignments

The course is organized around lecture and studio work: lectures will introduce topics and assignments and provide an overview of issues and outline the design principles and communication concepts that are expected to be investigated. Studio will be a period of focused exploration of design issues and communication skills. Finished projects and work in progress will be presented and discussed during each class session to make important points about design. Each pin up will be graded. It is expected that your work will be printed out and pinned up within the first 15 minutes of class. If it is not you will receive a grade of 0 for that assignment. Your final grade for this class will be based on class participation in reviews and labs and the successful completion of assignments. The assignment grade will be based on a set of criteria including the thoughtfulness and originality of the concept, rigorous and iterative experimentation, the application of the design principles you have learned, and the time and care you have invested in making models, final objects, renderings and presentations. Success in this course is based on the expectation that students will spend, for each unit of credit, a minimum of 45 hours over the length of the course (normally 3 hours per unit per week with 1 of the hours used for lecture) for instruction or preparation/studying or course related activities including but not limited to internships, labs, clinical practice. Other course structures will have equivalent workload expectations as described in the syllabus.

Other Required technology / equipment / materials

The following is a list of materials that you will need to have available to you throughout the semester. These are materials that you will continue to use throughout your education and career.

Sketchbook

Architectural Scale

Cutting knives: Olfa and X-acto knife and blades

Drafting tape or draft dots

Erasers: Mars white plastic #526-50

Glues: Hot glue gun and glue sticks,

Elmer's Glue

Lead pointer (handheld)

Lead holder (at least 2) – retractable leads: H, HB, 2H, 4H, and 6H

Push pins

Sketching pencils (variety)

Steel Cutting Edge (14" with cork backing and 36")

Tracing paper rolls (bum wad):

10" adjustable triangle, 30/45/60

NOTE that [University policy F69-24](http://www.sjsu.edu/senate/docs/F69-24.pdf) at <http://www.sjsu.edu/senate/docs/F69-24.pdf> states that "Students should attend all meetings of their classes, not only because they are responsible for material discussed therein, but because active participation is frequently essential to insure maximum benefit for all members of the class. Attendance per se shall not be used as a criterion for grading."

Final Examination or Evaluation

The final for this course will be a Final Review with a presentation of the final class project(s) with external Jury members. It will be scheduled according to fabrication schedules later in the course and may be adjusted accordingly.

Grading Information

Your final grade for this class will be based on class participation in reviews and studio and the successful completion of assignments. The assignment grade will be based on a set of criteria including the thoughtfulness and originality of the concept, rigorous and iterative experimentation, the application of the design principles you have learned, and the time and care you have invested in making models, final objects, renderings and presentations.

Breakdown:	100 %
Research Assignment:	25%
Project Midterm:	25%
Project Final Review:	25%
Class Participation:	25%

Class Participation will be based on preparedness for in-class desk critiques and pin ups and your role in the group project.

Grading Percentage Breakdown

97-100 = A+
93-96 = A
90-92 = A-
87-89 = B+
83-86 = B
80-82 = B-
77-79 = C+
73-76 = C
70-72 = C-
67-69 = D+
63-66 = D
60-62 = D-
59 and below = F

A. Excellent. Indicates work of a very high character; the highest grade given. This grade is reserved for work that shows leadership and inspiration, demonstrating significant insight developed to its fullest extent and presented with exquisite craftsmanship.

B. Good. Indicates work that is definitely above average, though not of the highest quality. This work shows thorough exploration and development, and is well presented with good craftsmanship, but it may not rise the highest level of excellence.

C. Fair. Indicates work of average or medium character. Work in this category demonstrates complete fulfillment of the stated requirements and an understanding of the issues covered, but does not exceed the expectations of understanding, development, or execution.

D. Pass. Indicate work below average and unsatisfactory. The lowest passing grade. Though work may meet the minimum requirements, it lacks depth, development or is unsatisfactorily crafted.

F. Fail. Indicates work that the student knows so little of the subject that it must be repeated in order that credit may be received. Work in this category may be unfinished, unimaginative, underdeveloped or poorly executed, and shows minimal understanding of issues.

Classroom Protocol

Teaching is a two-way dialogue. Attendance is expected at all class sessions and the student's presence throughout the entire class time is required. Whenever possible, the professor should be notified in advance of a student's inability to attend a class. In the event the professor is late for class, students are authorized to leave after a half hour wait. It is important to be on time and to be present. It is possible to produce "A" work in the class yet receive a lower grade due to poor class participation and attendance. Students must be present for in class critiques, students who arrive late will not be allowed to present. If you miss a class, It is your responsibility to find out what you missed BEFORE the next class. Technical demos and lectures will not be repeated for students who miss a class; projected critique dates will given to you in advance; however, in some instances these may change do to extenuating circumstances, and it is your responsibility to find out about any announcements made in class, by communicating with your classmates. Deadlines will be made available to you in class. Any work not turned in on the date it is due is considered late. Ten percent will be deducted from the grade for every class period it is not turned in. Special circumstances will be taken into consideration (e.g. Illness, court appearance, death of a relative.) All assignments must be completed and turned in to receive a passing grade for the class. The instructor reserves the right to alter assignments and change project due dates with sufficient notice to the students.

University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, ADA and Religious holiday accommodations, dropping and adding, recording, etc. will be available on Office of Graduate and Undergraduate Programs' [Syllabus Information web page](http://www.sjsu.edu/gup/syllabusinfo/) at <http://www.sjsu.edu/gup/syllabusinfo/>"

DSIT 107, Furniture Design, Spring, 2020, Course Schedule

Course Schedule (the schedule is subject to change)

Week	Date	Topics, Reading, Assignments, Deadlines
1	1/27	Introduction: Class Overview
1	1/29	Space Assignment + Design Intent Sentence due 2/10*
2	2/3	Design History, Movements, Style, Important Works
2	2/5	Designer research assignment due 2/24*
3	2/10	*Space Assignment + Design Intent Sentence
3	2/12	Field trip
4	2/17	In class work: Ideation
4	2/19	Pin up/ critic
5	2/24	*Designer research presentation
5	2/26	In class work: Sketching, Begin Sketch Model
6	3/2	In class work: Sketching, Begin Sketch Model
6	3/4	In class work: Sketching, Begin Sketch Model
7	3/9	Pin up/ critic
7	3/11	Hand out: Midterm assignment due 3/25
8	3/16	In class work
8	3/18	In class work
9	3/23	In class work
9	3/25	Midterm: Due/Critic
10	3/30	Spring Recess
10	4/1	Spring Recess
11	4/6	Studio work
11	4/8	Studio work
12	4/13	Studio work
12	4/15	Studio work

13	4/20	Studio work
13	4/22	Studio work
14	4/27	Pre Final Presentation
14	4/29	Studio work
15	5/4	Finalizing Project
15	5/6	Finalizing Project
16	5/11	Final Presentation (Location & Time TBD)