

General Information:

Name of Course:	FURNITURE DESIGN AND HISTORY
Course Code:	PMRESNE092A
Semester:	8 th
Number of Credits:	2
Allotment of Hours per Week:	Lessons /Week
Evaluation:	Exam

Instructor: **Dr Ágnes BORSOS, associate professor**
Office: 7624 Hungary, Pécs, Boszorkány u. 2. Office N° B-335
E-mail: agnesborsos@mik.pte.hu

Renáta BORBÁS, DLA student
Office: 7624 Hungary, Pécs, Boszorkány u. 2. Office N° B-326
E-mail: borbas.renafa00@gmail.com

Richárd SZARVAS, DLA student
Office: 7624 Hungary, Pécs, Boszorkány u. 2. Office N° B-326
E-mail: szarvasrichard@outlook.com

Introduction, Learning Outcomes:

The aim of the subject is an interdisciplinary field of art history, the history of furniture awareness. In addition to furniture design principles, practices with the acquisition, the acquisition of specific knowledge of furniture construction.

The furniture history and structure: Prehistory, Egypt, Mesopotamia, Greece, Etruscans, Romans, Byzantine style Romanesque, Gothic style, Renaissance, Baroque, Rococo, Classicism, Empire, Biedermeier, Eclecticism and Historicism, Neo style's, Secession, 20 formalist-century furniture, constructivist and Bauhaus furniture, the Vienna school, the mass production of furniture, new furniture form.

General Course Description and Main Content:

TASK_1

CASE STUDY OF A CONTEMPORARY FURNITURE

The case study is required to introduce one furniture. The designer is provided by Us. (Before completing the study, the selected object must be approved by the lecturer.) The chosen furniture must be presented in a graphically designed booklet. The booklet design has to have a connection with the chosen furniture and the designer's ideology.

The research paper has to be presented accounting the following criteria's:

- Who designed it? - Introduction of the designer (biography)
- The designers "style" - design philosophy
- The designer's major works (with some pictures)
- The historical background of the furniture (economic, cultural, political, and technological contexts)
- A detailed description of the object (design criteria, description of material of the furniture, why is the object considered as innovative)
- If it is still sold today, introduce the distributor, look for the advertisement of the furniture

TASK_2

TRACING OF A HISTORICAL FURNITURE

3-4 for students will get one historical furniture. The task is to enlarge one specific view what introduces the most important features of the era and after trace the given historical furniture in 1:1. Plus an essay with 4000 characters' is required what introduces the era and the methodology and design features of the chair.

TASK_3

INTERNATIONAL DESIGN COMPETITION

THE BIG COFFEE HOUSE CHALLENGE

<https://tinycoffeehouse.beebreeders.com/>

The Big Tiny Coffee House Challenge is asking participants to design a coffee shop kiosk that could be replicated in capital cities across Northern Europe. In partnership with "Kremm Coffee and Gelato", we are looking for iconic designs that can be easily constructed and transported, while at the same time being sophisticated enough to have the potential to become a recognised landmark in their own right.

The kiosk should accommodate one barista and be suitable for all weather conditions. Winning designs will be put forward for consideration for construction, with "Kremm Coffee and Gelato" committed to construct the series of the coffeehouses in 2018/2019

Details of the presentation are in the COMPETITION BRIEF ATTACHED!

COURSE OUTLINE

Furniture design and history
 Wednesday 9:30-11:00 lecture in A008

Instructors :

Agnes Borsos DLA Office: B335 e-mail: agnesborsos@mik.pte.hu, Renáta BORBÁS DLA Office: B326 e-mail: borbas.renata00@gmail.com, Richárd SZARVAS Office: B326 e-mail: szarvasrichard@outlook.com

week	task	to do
01.	CASE STDY	Assignment // Release of the TASK_1 CASE STUDY OF A CONTEMPORARY FURNITURE
02.		Consultation with the content of the booklet
03.		Consultation of the booklet design
04.		Realization of the booklet design
05.	TRACING	DEADLINE for design TASK_1 // Release of TASK_2 TRACING OF A HISTORICAL FURNITURE
06.		Consultation with the TASK_2 // Release of TASK_3
07.	OWN DESIGN	Consultation with TASK_3
08.		Consultation with TASK_3
09.		SPRING BREAK
10.		CONCEPT presentation for TASK_3
11.		DEADLINE for design TASK_2 // Consultation with design TASK_3
12.		Consultation with design TASK_3
13.		Consultation with design TASK_3
14.		Consultation with design TASK_3

15.		DEADLINE for design TASK_3
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Studio Culture:

The course is based on through collaboration, participation and discussions through lessons. This is an interaction between Students and Faculty; used the teaching methods like 'Problem-based learning' and 'learning-by-doing'. The communication and work should be reflect a respect for fellow students and their desire to work with regard to noise levels, noxious fumes, etc – from each site of participants.

Attendance:

Attending is required all classes, and will impact the grade (max. 10%). Unexcused absences will adversely affect the grade, and in case of absence from more than 30% of the total number of lesson will be grounds for failing the class. To be in class at the beginning time and stay until the scheduled end of the lesson is required, tardiness of more than 20 minutes will be counted as an absence. In the case of an illness or family emergency, the student must present a valid excuse, such as a doctor's note.

The highest possible grade on the late project (in two weeks) is '2'. The Final Project cannot be turned in late.

Evaluation + Grading

Grading will follow the course structure with the following weight: Project Presentation 01, 20%, Project Presentation 02, 20% and Project Presentation 03 50%. The remaining 10% will be assessed according to participation, progress, effort and attitude. Please note that attendance will adversely affect one's grade, both in direct grade reduction and in missing work in the development of a project. The final grade will be based on the following guidelines:

5. Outstanding work. Execution of work is thoroughly complete and demonstrates a superior level of achievement overall with a clear attention to detail in the production of drawings, models and other forms of representation. The student is able to synthesize the course material with new concepts and ideas in a thoughtful manner, and is able to communicate and articulate those ideas in an exemplary fashion in.

4. High quality work. Student work demonstrates a high level of craft, consistency, and thoroughness throughout drawing and modelling work. The student demonstrates a level of thoughtfulness in addressing concepts and ideas, and participates in group discussions. Work may demonstrate excellence but less consistently than an '5' student.

3 Satisfactory work. Student work addresses all of the project and assignment objectives with few minor or major problems. Graphics and models are complete and satisfactory, exhibiting minor problems in craft and detail.

2. Less than satisfactory work. Graphic and modelling work is substandard, incomplete in significant ways, and lacks craft and attention to detail.

1. Unsatisfactory work. Work exhibits several major and minor problems with basic conceptual premise, lacking both intention and resolution. Physical representation in drawing and models is severely lacking, and is weak in clarity, craft and completeness.

Grading Scale:

Numeric Grade:	5	4	3	2	1
Evaluation in points:	88%-100%	77%-87%	66%-76%	55%-65%	0-54%

The semester obtainable scores in detail:

- TASK_1: Case study booklet 30 points
- TASK_2: Tracing of a historical furniture 20 points
- TASK_3:
 - concept 20 points
 - final work 30 points

PTE Grading Policy:

Information on PTE's grading policy can be found at the following location:

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Students with Special Needs:

Students with a disability and needs to request special accommodations, please, notify the Deans Office. Proper documentation of disability will be required. All attempts to provide an equal learning environment for all will be made.

Readings and Reference Materials:

book

STUART Christopher (2011). *Diy Furniture – A Step- By-Step Guide*, first published 2011 in United Kingdom by Laurence King, ISBN 9781856697422 HENNESSY James and PAPANEK Viktor (2008). *Nomadic Furniture – D-I-Y Projects That Are Lightweight and Light on the Environment*. Westminster, MD, USA, GREETBOOKPRICES, ISBN 0764330241
BERGER Shoshana, HAWTHORNE Grace (2005). *Ready Made – How to make (almost) everything*. Clarkson Potter in New York, ISBN 1 4000 8107 6
TwoPoints.Net. (2010) *Left, Right, Up, Down – New Directions in Signage and Wayfinding*, Germany, Publisher: gestalten, ISBN 0 978-3-89955-312-3
Dr. Leslie Pina: *Furniture in History: 3000 B.C. – 2000 A.D. – 2003* · Prentice Hall · Cloth, 412 pp ISBN-10: 0132610418
Frederick Litchfield, *The Illustrated History of Furniture – London/GB p. 464*. ISBN 10: 1848378033

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Architectural Record (archrecord.construction.com), Arquitectora Viva (arquitecturaviva.com), Domus (domusweb.it), The Architectural Review (arplus.com), A10 (a10.eu), Detail (detail.de), Internimagazine (internimagazine.it), Architonic (architonic.com), Frame (framemag.com)

internet

www.world-architects.com, www.campobaeza.com, www.barqo.cl, www.arcspace.com, www.architect.com
www.designspotter.com, www.designerjapan.com, www.classic-design24.com,
www.architonic.com
http://www.onlinedesignteacher.com/furniture_design/furniture_design%20history.html#UvVOanewZzp
http://www.gutenberg.org/files/12254/12254-h/12254-h.htm
http://www.modernfurnituredesigners.interiordezine.com/