FURNITURE DESIGN
DEGREE PROGRAM (BA)

1. PROGRAM FACTS

Study Level: Undergraduate
Study Mode: Full Time
Course Profile: Academic
Course Domain: Fine Art
Course Length: 6 semesters
Number of ECTS Credits Required for Graduation: 180
Areas of Academic Study and Academic Disciplines Evaluated by Learning Outcomes:
- Area of Academic Study: The Arts
- Academic Discipline: Fine Art
- Field of Study: Art and Design
Degree Awarded upon Completion: Bachelor’s Degree (BA)

2. FURTHER EDUCATION AND CAREER OPPORTUNITIES

Our BA Furniture Design graduates are prepared to collaborate with small and large businesses in the design industry. They may also join a project team, working not only with design studios but also production companies. Additionally, they are equipped to launch their studio practice (freelance profession). After completing the BA course, students may continue their academic development on MA programs available at the University of Arts in Poznan. Nowadays, a growing number of BA graduates acknowledge the need of pursuing further education. By developing their professional skills, graduates do not only improve their employability but also gain access to the latest scientific and technological developments.

3. PROGRAM OVERVIEW AND OBJECTIVES

Our graduates leave the program equipped with general knowledge of fine arts and design. Throughout the course, students broaden their understanding of key historical and cultural accomplishments relevant to the field of design as well as explore the most important styles in architecture, arts and furniture design. They build their awareness of current trends in contemporary art and learn to apply this knowledge in their design practice. Step by step, our students learn the stages of furniture design and construction, from initial conceptualizing through the stages of mock-ups, modeling and visualization, up to the production of furniture prototypes in a 1:1 scale. Our students are aware of constant technological progress in the furniture design industry and know how to translate conceptual knowledge into creative designs. In the field of design, students know how to present their ideas in the context of functionality, technology and aesthetics. They are able to present their concepts using a range of media. In order to achieve desired effects, students employ appropriate technological solutions while executing their projects. Our graduates leave the program with technical knowledge that enables them to carry out unconventional projects and employ the latest technological solutions. Students are able to make independent decisions concerning technological, functional and aesthetic aspects of their final projects. They are also prepared to work effectively as part of a team, fulfilling their creative potential and employing a set of organizational skills. Students find themselves not only working on collaborative ventures but also taking up independent projects, which they carry out with skill and ease, drawing on their imagination, intuition, experience and knowledge. They are able to collect, analyze and
interpret information essential to complete their own creative projects. Students understand the need for sustained professional development. They learn to develop a multifaceted and flexible approach towards their design practice and stay open-minded in the face of ever-changing technologies in the furniture design industry. Students are able to perform critical analyses of their own artistic ideas as well as evaluate other practitioners’ output. They know the fundamentals of effective negotiating and are able to manage the creative process while working on their projects. Our BA Furniture Design program is designed to familiarize students with historical background and contemporary achievements relevant to their selected disciplines. Students will explore such subjects as History of Fine Arts and Design, History of Applied Arts, Furniture Design, Philosophy, Logic and Aesthetics, developing their individual and emotional approach to design practice. The course offers a range of practical subjects, including the Fundamentals of Responsible Design, Promotion, Copyright Law, Ethical Code of Conduct for Designers, and Project Management. These equip students with skills necessary to collaborate with the design industry or launch an individual practice. Art studios, laboratories, workshops, such as computer labs, modeling and mock-up studios, drawing studios (artistic, technical, and presentation) – they all facilitate the development of practical skills and enable students to conceptualize and present their creative ideas. Students have an opportunity to choose studios and subjects according to their needs and creative interests. Graduates from the BA Furniture Design program may continue their academic development on MA programs.

4. LEARNING OUTCOMES

On completion of the BA Furniture Design program, students should be able to demonstrate the following subject knowledge, practical subject skills and social competencies:

SUBJECT KNOWLEDGE

- Students show general knowledge of furniture design and construction, and are aware of their consecutive stages – from initial conceptualizing through modeling and visualization, up to the production of prototypes in a 1:1 scale.
- Students have general understanding of current trends in contemporary arts and know how to apply this knowledge in their design practice.
- Students are aware of the latest technological and material developments in the field of furniture design.
- Students demonstrate general knowledge concerning mass production of furniture and are aware of economical aspects of the design process.
- Students are equipped with general knowledge of the history of fine arts and design in the context of key historical and contemporary art trends.
- Students know key publications related to the subject of design and furniture design as well as to the field of fine arts (drawing, painting, sculpture) in social and cultural contexts.
- Students demonstrate general knowledge of styles in architecture, arts and furniture design. They are able to identify, describe and evaluate key characteristics of interiors and decor, using specialized terminology and jargon relevant to fine arts. Students discuss the issues of furniture design in social and cultural contexts.
- Students are familiar with basic techniques supporting the design process, such as presentation strategies that make use of drawing and painting practice, modeling techniques with elements of sculpture, and visualization with specialized computer software.
- Students know major trends in the dynamically developing field of contemporary technologies used in the furniture design industry, as understood from historical and cultural perspectives. They recognize the potential of modern technologies when applied properly in the creative process.
- Students show understanding of financial, legal and commercial aspects of the design profession. They know how to draw up a budget while planning their designs.
– Students understand the importance of developing an individual approach to art, bearing in mind key artistic, humanistic and technological determinants. As a result, they become mature artists and designers fully aware of a range of technological developments supporting their practice.
– Students know how to apply conceptual knowledge of technology in their design practice.

**PRACTICAL SUBJECT SKILLS**

– Students are able to create and execute their own artistic ideas within the domain of fine arts (drawing, painting and sculpture). In the field of design, students are capable of presenting their concepts in the context of project functionality, technology and aesthetics.
– Students effectively use computer software to communicate their creative concepts.
– Students are able to perform freehand visualizations of their concepts by means of drawing techniques (artistic and presentation drawings)
– Students acquire skills to conduct a synthesis and analysis of form by means of formatting and modeling techniques as well as sculpture.
– Students master the art of technical drawing, descriptive geometry and applied perspective.
– Students apply appropriate technological solutions in order to achieve desired effects in their creative projects.
– Students are able to efficiently plan and manage their working schedule.
– Students develop a range of practical skills that enable them to carry out unconventional projects, employing the latest technological solutions.
– Students are able to make independent project decisions concerning technological, functional and aesthetic aspects of furniture design, interior design and fine arts.
– Students are prepared to work effectively as part of a team, fulfilling their creative potential and employing organization skills.
– Students show teambuilding skills and are able to work alongside other practitioners (interdisciplinary collaborative projects), holding various positions such as managers or designers.
– Students have built their repertoire of practical and technical skills, drawing on their knowledge and creativity, taking into account social and cultural contexts.
– Students employ an array of strategies to present their ideas (artistic drawing, presentation drawing, painting, computer visualizations, sculpture, mock-ups and models of different scales).
– Students understand the relations between form, function and construction.
– Students hone their design technique by integrating theoretical background with design practice.
– Students seek and build professional experience, engaging in self-directed projects executed both at university art and design studios and in non-university settings.
– Students build their critical and self-evaluation skills.
– Students develop their managerial skills (project management).
– Having built a body of essential knowledge and experience, students use their imagination and intuition to carry out their individual projects skillfully.
– Students adopt an emotional approach to design, which allows them to pursue unconventional and creative solutions.
– Students are able to find and gather information from a range of sources (library resources, professional fairs and publications, the Internet, symposiums, professional trainings)
– Having built their conceptual knowledge and practical skills, students draw on a number of sources while exploring subjects in the domain of art history, interior design history, design and furniture in the context of major historical events, civilization milestones as well as trends and developments in design.
- Students are able to communicate in a non-native language at B2 level of CEFR and understand texts and discussions conducted in a foreign language concerning their chosen disciplines. Students communicate clearly and understandably in speech and writing; they know how to express their views in discussions.
- Students comprehensively articulate their views, ideas and plans, managing their emotions or stage fright while speaking in public.

**SOCIAL COMPETENCIES**

- Students understand the need for sustained professional training. They follow dynamic technological developments in the interior and furniture design industries, and understand rapid social and demographic changes.
- Students are aware of technological progress and cultural shifts, and pursue innovative conceptual solutions.
- Driven by intrinsic motivation, students effectively plan and organize their own design practice, engaging in competitive (competitions held by the Furniture Faculty) and cooperative (industry-related) projects.
- Students are able to gather, analyze and interpret information essential to execute their own creative projects.
- Students adopt a reflective approach to criticism and provide constructive feedback on their own and other practitioners’ work.
- Drawing on their analytical skills and creativity, students are able to make independent decisions concerning their design practice, taking into account valid historical and cultural contexts.
- Students employ their intuition and reflection whilst conceptualizing, designing and producing their works.
- Students understand the importance of developing an individual approach to art; they make their choices taking into account artistic, humanistic, technological and economical factors.
- Students acquire a multifaceted and flexible approach to design work, following the latest technologies in the field of furniture design and architecture.
- Students develop their own means of artistic expression; they can consciously articulate their project decisions, manage their behavior in public speaking contexts and control their emotions.
- Students are able to constructively evaluate their own work as well as that of other practitioners.
- Students acknowledge the nature of historical, social and cultural changes as well as are able to take a stance in the context of specific creative issues.
- Students are prepared to work effectively as part of a team on collaborative projects.
- Students understand effective negotiating strategies and are able to manage the process of creative work.
- Students are able to comprehensively present their ideas in an open forum using a range of presentation techniques (artistic drawing, presentation drawing, computer software, visualizations).
- Students are able to apply their knowledge of copyright law and intellectual property law in their practice.