FURNITURE DESIGN
DEGREE PROGRAM (MA)

1. PROGRAM FACTS

Study Level: Postgraduate
Study Mode: Full Time
Course Profile: Academic
Course Domain: Fine Art
Course Length: 4 semesters
Number of ECTS Credits Required for Graduation: 120
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: Master’s Degree (MA)

2. FURTHER EDUCATION AND CAREER OPPORTUNITIES

Our MA Furniture Design graduates are prepared to pursue careers as designers, technologists and production managers. They leave the program equipped with a range of organizational and creative skills needed to launch their own studio practice (freelance profession) or collaborate with manufacturing industries and production companies. Upon graduation, students may go on to do PhD studies and pursue careers as academic teachers or researchers within the field of Art and Design.

3. PROGRAM OVERVIEW AND OBJECTIVES

The course seeks to encourage an interdisciplinary approach to art and design. Our students will develop a detailed understanding of interior and furniture design in broader functional and cultural contexts. They will become familiar with the latest technological developments and learn how to take advantage of them while conceptualizing furniture design ideas. Our students leave the program equipped with a profound knowledge of art and science relevant to their chosen discipline. They will deepen their understanding of interrelations between conceptual knowledge and practical skills in fine art and design. Drawing on a vast professional knowledge and practical skills, students learn to implement optimal aesthetic and technological solutions to their projects in order to achieve desired outcomes. They will be encouraged to make independent project decisions concerning technological, functional and aesthetic aspects of their work. Students can expect to work both independently and as part of a team. Throughout the program, they learn how to go through consecutive stages of the design process, following professional best practice in the scope of form, functionality, construction, technology and aesthetics. The course gives students a lot of opportunities to openly express their views, ideas and creative plans. Students are also encouraged to explore subjects on their own, learning effective strategies for collecting, analyzing and interpreting information. The program challenges them to look at their own practice from a critical angle and evaluate other practitioners’ output. Students will master effective ways to pitch their creative concepts before an audience. They
will learn to apply key principles of copyright law and intellectual property law in their practice. In addition, students may choose studios and subjects according to their needs and creative interests, which is a distinctive feature of the course. Upon graduation, they may go on to do PhD studies and pursue self-directed research work within the field of Art and Design.

4. LEARNING OUTCOMES

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

SUBJECT KNOWLEDGE

- Students demonstrate a detailed understanding of interior and furniture design within the context of functionality and culture. They show a general knowledge of furniture design and construction and are aware of the consecutive project stages – from initial conceptualizing through modeling and visualization, up to the production of prototypes in a 1:1 scale.
- Students are familiar with current trends in contemporary arts (particularly within the domain of applied arts and furniture design).
- Students have a deep understanding of current technological developments and take advantage of that knowledge in the process of furniture production.
- Students demonstrate a detailed knowledge of furniture mass production and are aware of economical aspects of the design process.
- Students are equipped with an extensive knowledge of fine arts and design in the context key historical and cultural milestones, and major trends in the contemporary art.
- Students have a profound knowledge of interior and furniture design as well as fine arts (drawing, painting and sculpture) within historical and cultural contexts. They have developed research skills and pursue further knowledge within the context of the aforementioned domains.
- Students show an understanding of key styles and traditions in the field of industrial and furniture design, which inspires them to come up with ‘bold’ and novel design solutions.
- Students show an understanding of interrelationships between theory and practice in the field of fine arts and design.
- Students are familiar with 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. They pursue information on state-of-the-art developments and recognize the potential of modern technologies when applied properly in the creative process.
- Students show a deep understanding of the consecutive project stages of furniture design and construction, following professional best practice and implementing existing solutions in the scope of functionality and cultural context.
- Students are equipped with a profound knowledge of related disciplines needed to realize their design projects.
- Students follow the latest technological, functional and design trends, and apply this knowledge in their practice.
PRACTICAL SUBJECT SKILLS

- Students experiment with creative and innovative solutions and combine theoretical knowledge with practical skills.
- Students take on complex research projects in the field of industrial design, with a particular emphasis on furniture design.
- Students develop a range of diverse skills, such as teambuilding, analytical thinking, reflection, idealization and effective project execution.
- Students communicate their ideas through the application of acquired technical skills (modelling and other professional studio practice), and communication strategies such as drawing (artistic, presentation and technical), mock-ups, models, computer software, perspective, descriptive geometry, and ergonomics.
- Students build successful professional partnerships with at least two businesses or institutions in the design industry.
- Drawing on a vast professional knowledge and practical skills, students implement optimal aesthetic and technological solutions to their projects in order to achieve desired outcomes.
- While executing creative projects, students efficiently plan and manage their working schedule. They pursue self-initiated design projects.
- Drawing on extensive knowledge of fine arts and design (furniture design in particular), students engage in unconventional projects that follow the latest aesthetic trends and technological developments.
- Students make independent decisions in terms of technological, functional and aesthetic aspects of their final projects in the field of furniture design, industrial design and artwork, paying attention to relevant social and legal contexts.
- Students are prepared to work effectively as part of a team on collaborative projects in the field of industrial design (particularly within the domain of furniture design). They are able to predict and plan for possible difficulties, and efficiently cooperate with other team members, falling back on their creative and organizational skills.
- Students show teambuilding skills and collaborate with other practitioners on interdisciplinary teams, working alongside designers, technologists, constructors and managers. They are able to take different roles on a project team, such as designers, managers, and even team leaders.
- Drawing on their profound knowledge and creative potential, students consistently enhance their repertoire of practical skills and communication strategies.
- Students employ diverse strategies to present or pitch their ideas, including drawing (artistic or presentation), painting, computer visualizations, sculpture, mock-ups and models of different scales.
- Students know how to take advantage of their practical skills and extensive knowledge of fine arts, industrial design and furniture design, following major industry trends.
- Students demonstrate knowledge of the consecutive design stages, following professional best practice and existing solutions in terms of form, functionality, structure, technology and aesthetics.
- While pursuing information, students do research and refer to a wide range of sources (library resources, professional fairs, trade publications, the Internet, symposiums,
professional trainings). They know how to translate their findings into elaborate papers or talks.

- While exploring subjects related to art history and the history of furniture and industrial design (always in the context of major historical events and civilization milestones), students draw on their conceptual knowledge, practical skills and relevant sources of information.
- Students are able to communicate in a non-native language at B2+ level of CEFR, understanding texts and discussions on furniture design and industrial design.
- Students communicate clearly and understandably in speech and writing and know how to express their views in discussions on issues relevant to their chosen disciplines.
- Students clearly and responsibly articulate their views, ideas and creative plans. They know strategies for stress management in public speaking situations.

SOCIAL COMPETENCIES

- Students pursue professional development in the context of dynamic transformations in design technologies.
- Seeing dramatic cultural and economical shifts, students are able to inspire their peers to pursue innovative solutions.
- Drawing on taught knowledge, students effectively plan and organize their design practice. They participate in competitions, workshops, and plein-air events relevant to their chosen disciplines as well as collaborate with the design industry.
- Students independently collect, analyze and interpret information essential for the execution of their self-initiated or assigned artistic projects (even with limited access to resources).
- Students make independent decisions in terms of functionality, ergonomics, structure, technology and aesthetics of their final projects.
- Students draw on their personal and professional experience, and consciously apply a number of psychological strategies to support their work.
- Students are able to perform critical analyses of their own accomplishments as well as evaluate other practitioners’ output.
- Students display managerial and team building skills while collaborating on artistic and cultural ventures.
- Drawing on acquired knowledge and experience, students are able to manage complex projects and, if needed, negotiate terms and conditions.
- Students know effective strategies for communicating complicated ideas in a comprehensible manner in public speaking contexts.
- Students understand and know how to apply their knowledge of copyright law and intellectual property law while collaborating with public institutions, businesses and contractors.