

## Program structure

The course is spread over four semesters, each emphasizing a specific aspect of the Furniture design practice. Studios in this program are offered by a range of academic and practicing design professionals, and thus have a balance of industry-oriented and theoretical explorations. During the first semester, a foundation studio is offered which emphasizes and revolves around the idea of a design process.

The subsequent semesters have independent studio units offered, enabling students to choose their own path and journey. The studios revolve around the key themes centred on the idea of habitation, technology-production, and profession. Apart from the studio units, there are other theory and technology-driven courses introducing students to key concepts in the field of furniture design. Students also get to choose their own palette of elective and summer/winter courses to complete their credit requirement.

## Curriculum/course description

	STUDIO UNITS	Courses- Learning to know	Courses-Learning to do	ELECTIVES / SWS
<b>Ability</b>	Ability to design and persuade people	Research and writing ability		Varied
<b>Exposure</b>	Varied	Canon: History of Design and Objects Responsible Design: Gaining empathetic insights through experience. Nuances of the Design profession Intellectual property and protection	Property of materials, engineering principles and manufacturing technologies.	Varied

<b>L4</b>	<b>Yr 1 M</b>	Simple Furniture Design (14 C)	History of Design and Objects (2C)	Material and structure I (2C) Wood Joinery and Panel Processing	<b>Electives/SWS (8C)</b> Nature and form, hardware and fittings, transformable, appropriate technology, industry exposures etc..
	<b>S</b>	Furniture for Interiors (14 C)	Human Centered Design (2C)	Material and structure II (2C) Metal Joinery and Processes	
	<b>Yr 2 M</b>	Furniture for Outdoors (14 C)	Systems thinking (2 C)	Material and structure III (2C) Industrial Manufacturing and Processes	
	<b>S</b>	Systems DESIGN (14 C)	Design Management and Intellectual Property (2 C)	Digital Technology (2 C)	

Evidence of student learning	Final Portfolio (physical + online) + Exhibition	Case Studies and Essays 3 each course. Final Essays in a bound volume	Detailed Drawings 2D or 3D as needed, Prototypes, models, MCQ Exams + VIVA	
Tutor Deliverables	Final Brief + Exhibition + Units Catalog	Lecture and tutorial notes in bound volume		
External Review	BOR to review final exhibition for quality of learning and design excellence	BOR to review essays for clarity and excellence in communication	Industry Experts to judge the outcomes and give feedback	