	BOHOL ISLAND STATE UNIVERSITY Main Campus C.P.G. North Avenue, Tagbilaran City, Bohol	Form No.: Revision No.:	IFD-COP-CURR001-001 00
		Effective Date:	August 28, 2019
		Related Process:	BISU-COP-CURR-001
		COURSE SYLLABUS	

SysDsn 311 – Furniture Design

VISION: A premier Science and Technology university for the formation of a world class and virtuous human resource for sustainable development in Bohol and the country.

MISSION: BISU is committed to provide quality higher education in the arts and sciences, as well as in the professional and technological fields; undertake research and development, and extension services for sustainable development of Bohol and the country.

GOALS:

1. Pursue faculty and education excellence and strengthen the current viable curricular programs and develop curricular programs that are responsive to the demands of the times both in the industry and the environment.
2. Promote quality research outputs that respond to the needs of the local and national communities.
3. Develop communities through responsive extension programs.
4. Adopt efficient and profitable income generating projects/enterprise for self-sustainability.
5. Provide adequate, state-of-the-art and accessible infrastructure support facilities for quality equation.
6. Promote efficient and effective good governance supportive of high quality education.

CORE VALUES:

1. Search for Excellence
2. Responsiveness to Challenges
3. Student Access
4. Public Engagement
5. Good Governance

INSTITUTIONAL GRADUATE ATTRIBUTES:

Innovative and virtuous professionals.

PROGRAM EDUCATIONAL OBJECTIVE (PEO):

1. Provide students with a foundation sufficient to pursue careers in academe, industry and government requiring design skills and perspectives;
2. Advance learning, knowledge and competence in the field of design;
3. Provide rich learning environment within which students can develop their creativity, critical self-awareness, self-motivation and a sense of ethical purpose in the practice of the profession;
4. Instill awareness of the fundamental value of creating as the essential component in the humanity of making, in learning through making, and of the importance of the interrelatedness between form and function, materials, process, idea and expression;
5. Foster a strong sense of nationalism arising from the realization of the role of design and designers in the nations historical and cultural development; and
6. Educate and produce designers with a strong sense of responsibility, who are rooted in community involvement and equipped with a global perspective.

PROGRAM OUTCOMES:

Bachelor of Science in Fine Arts major in Industrial Design Program Outcomes

Code	Program Outcomes	Performance Indicators
PO - a	a. Outline ideas creatively, critically, and logically.	• Explain coherently design concepts and ideas. • Demonstrate basic and higher levels of creative, critical and logical thinking skills in real life problem solving, and decision-making.
PO - b	b. Demonstrate competency in basic and advanced designing and related fields of work.	• Show competency by high academic performance or employability. • Prepare the students for post graduate studies in allied fields; •
PO - c	c. Communicate effectively orally and visually through drawing presentations.	• Converse using both English and Filipino inside and outside the institution; • Produce quality design presentations.
PO - d	d. Work effectively and independently in multi-disciplinary and multi-cultural teams.	• Demonstrate flexibility and productivity with people from different disciplines. • Adjust and adapt in dealing with diverse cultural groups.
PO - e	e. Use the advantage of technology in getting sources of information.	• Choose relevant online information for wider learning. • Use offline learning through instructional materials such as manuals, and video tutorials.
PO - f	f. Operate digital technologies proficiently.	• Practice using 2D and 3D computer programs such as Adobe Illustrator and Photoshop, AutoCAD, 123D, and Rhinoceros necessary in designing. • Operate Fabrication Laboratory Machines such as universal Laser Cutter, Print and Cut, Small and Big CNC Milling Machines, 3D Printers and Embroidery Machine.
PO - g	g. Demonstrate competency on entrepreneurial skills	• Exhibit exemplary performance on entrepreneurship.
PO - h	h. Act in recognition of professional, social, and ethical responsibility	• Uphold integrity in any academic and non-academic-related situations. • Assume responsibility in dealing with clientele, linkages and other stakeholders. • Interact professionally and ethically in any situation by manifesting distinct humane characteristics as

		a person, citizen and as a professional.
PO - i	i. Preserve and promote "Filipino historical and cultural heritage".	• Display qualities of a patriotic Filipino citizen.
PO - j	j. Participate in the generation of new knowledge or in research and development projects	• Apply research skills in working with undergraduate/graduate students in generating new knowledge, products or policies • Present and publish quality research papers in reputable local, regional, national and international scientific conferences/journals
PO - k	k. Exhibit competencies to support national, regional and local development plans.	• Engage in extension services with organizations/agencies that require their expertise (e.g. collaboration with Department of Trade and Industry, Cebu Furniture Industries Foundation, and the like.)
PO - l	l. Pursue lifelong learning for personal and professional growth.	• Pursue various career options such as research, teaching or engage in related professional practice. • Carry out personal and professional advancement. • Participate actively in recognized professional organizations in the design field.

COURSE OUTCOMES IN RELATION TO PROGRAM OUTCOMES

Course Outcomes	Program Outcomes											
	(Legend: Level Of Attainment: *Introduced, Enabled, Demonstrated*)											
By the end of the course, the student will be able to:	a	b	c	d	e	f	g	h	i	j	k	l
1) Examine concepts of design applications to different consumer/industrial products specifically furniture.	I	E			I							
2) Value the history of furniture design and draw inspirations for future designs.	I	E			I							
3) Develop a furniture drawn from the covered topics.	I	E	D	E	D							
4) Manifest knowledge and deep understanding of concepts applied in various furniture designs.	E	D	D	D	D	D						

RUBRICS

Rubric No. 1: Project Outputs Rubrics

Level / Criteria*	100%	60%	30%	0%
	Exceeds expectations	***Meets expectations***	***Needs improvement***	***Does not meet expectations***
Creativity/Originality of Idea (40%)	Idea is excellently unique and cleverly done showing a complete understanding of the lesson.	Idea/concept is unique and done beautifully. Understanding about the lesson is noticeable on the output.	Has potential ideas but is not very unique.	Not original, and not unique.
Craftmanship (40%)	Exceptionally done with attention to details and utmost creativity.	The output is acceptable however minor polishing is needed to make it aesthetically pleasing.	The output needs major polishing and that the output shows less creativity and effort.	Poorly done.
Timeliness (20%)	Submitted and completed on or before time with very good quality.	Submitted on time with minor flaws.	Output is submitted on time but is poorly done.	Late submission / Had not submitted anything.
Total: 100%				

Rubric No. 2: Drawing Presentations/Sketches Rubrics

Criteria* / Level	100%	60%	30%	0%
	Exceeds expectations	***Meets expectations***	***Needs improvement***	***Does not meet expectations***
Sketches and Drawing Presentations (40%)	Exceptionally clear and is lay-outed in a comprehensive manner with complete details. The sketch completely describes the real product.	Required elements are present and visible however it is not well-organized in a comprehensive manner.	There are missing elements and the presentation is confusing.	Poorly illustrated and very difficult to understand.
Neatness and Cleanliness of Work (40%)	Exceptionally neat and clean.	Acceptably neat and clean.	Output is a bit messy and show less interest in making work look neat and clean.	Distractingly messy and does not show any effort in making the wok look good.
Timeliness (20%)	Submitted on time with complete requirements.	Submitted on time but some required elements are incomplete.	Output is submitted on time but is poorly done or undone.	Late submission / Had not submitted anything.

Course Code	:	**SysDsn 311**	Course Credits (Units)	:	Total	:	4	Lecture:	2	Laboratory: 1
Course Name	:	**Furniture Design**	Contact Hours/week	:	Total	:	8	Lecture:	2	Laboratory: 6
Prerequisite	:	IntID 221	College	:	Engineering, Architecture and Industrial Design					
Component	:	**Major Course**	Course & Year	:	BSFA – ID 3A and 3B					
Academic Year	:	Second Semester A.Y. 2020-2021	Class Schedule	:	Mon and Wed (7:30 – 10:30AM), Fri (7:30-9:30 AM) 3A Tue (7:30 – 10:30AM), Thu (12:30-3:30), Fri (11:30-1:30) 3B					

Course Description: The course studies about the distinctive set of concepts, methodologies and structures which embraces the design, development, production and operation of physical systems. This course comprises the application of knowledge through furniture designing which includes conceptual development, further refinement of the concept, production of working drawings, building of a wood, or steel prototype in scale 1:1, and training communication through the exhibition of their work.

The department reserves the right to retain any works created by students deems worthy for purposes of exhibition until the end of the academic year.

LEARNING PLAN							***LEARNING LOG***
Intended Unit Learning Outcome *At the end of the unit, the student is able to: (Sub Course Outcome-SCO)*	***Learning Objectives*** *In order to achieve the outcome, the student is able to:*	***Content*** *Topic and subtopics.*	***Time Frame*** *(hrs.)*	***Teaching and Learning Activities (TLAs)*** *To achieve the outcome, the learning activities are:*	***Assessment Task (ATs)*** *As evidence of achieving the unit outcome, the student is assessed as follows:*	***Resource Materials***	*Remarks*
	• be responsive of the student's role and responsibilities in BISU. • be aware on the activities and requirements for compliance by the end of	**Orientation (Course Syllabus, VMGO, Classroom Policies)** 1. Check the students' Certificate of Enrollment 2. Revisit the VMGO of the university 3. Distribution of course syllabus 4. Class orientation on the classroom policies, course requirements, students' performance assessments and grading system. 5. Discussion on the importance and application of the course in the Mechanical engineering industry.	**3**	• Presentation of BISU VGMO • Presentation of University, Program and Course Policy • Open Forum		Student Manual Course Syllabus	

	the semester. • be mindful of the challenges and importance of the industrial design profession						
SCO 1		**Unit 1.** **Introduction to Furniture Design**	**3**				
• Examine concepts of design applications to different consumer/industrial products specifically furniture.	• Examine furniture design and its concepts	1.1 Etymology 1.2. Introduction to Furniture Design		• Class group discussions • HW1 – Assigned readings on journals and articles on the relating to the topic.	✓ **Quiz No.1:** Unit 1 coverage	Lecture Notes 1: Hand outs Lecture Notes	
SCO 2		**Unit 2.** **Development of Furniture Designs and Styles**	**8**				
• Value the history of furniture design and draw inspirations for future designs.	* Discuss and scrutinize the contributions made by furniture designers in the ancient times up to present. * Draw inspirations from the topics. * Present the results of discussions in class.	2.1 Furniture Design History • Neolithic • Ancient Egyptian • Ancient Greek • Medieval • Renaissance • Jacobean • Colonial • Rococo • Revival • Art Nouveau • Bauhaus • Art Deco • Modern • Contemporary		• Interactive Group Discussion outside the synchronous class • Group oral presentation based on their understanding of the topic • Activity: Create an Infographics based on the topic discussed.	✓ **Quiz No. 2**: Furniture Design History	Lecture Notes 2: Books Lecture Notes .	

SCO 3		**Unit 3.** ***The Philippine Furniture Industry***	**8**				
• Manifest understanding of furniture industry scenario in the Philippines	• Discuss the History of Philippine Furniture industry	3.1. Philippine Furniture companies and their expertise		• Recap of Previous topic using Kahoot • Short Discussion • Discussion Forum (asynchronous)	✓ **Quiz No. 4_M**: Quiz via Google Form	Lecture Notes Research Materials	
SCO 4		**Unit 4.** **Wood, Rattan and Metal as Furniture Material**	**8**				
• Develop a furniture drawn from the covered topics.	• Discuss the common materials used for furniture design	4.1. Wood 4.2. Rattan 4.3. Metal		• Discussion and illustrative examples then open forum. Project – based Learning • Activity – Project - based • Presentation of Outputs (pitching)	✓ Plate: Design a furniture using any of the following or mixed media ✓ Video Creation/Vlogs showing the design process ✓ **Summative Exam**: Written Exam and Skill Test via Google Form **(8th Week)**	Lecture Notes Demo Videos	
SCO 5		**Unit 5.** **Delving Deeper in Furniture Design**	**8**				
Develop a furniture drawn from the covered topics.	• Discuss the anatomy of each furniture. • Examine and discuss the standard in designing furniture	6.1. Basis Support Structures 6.2. Board foot chair 6.3. Stacking forms and details 6.4. Table armchair 6.5. Community sitting		• Discussion and illustrative examples then open forum. Project – based Learning • Activity – Project - based • Presentation of Outputs (pitching)	✓ **Research** ✓ **Quiz** ✓ Immediate Feedbacking	Hand – outs Youtube	
SCO 7 Develop a furniture		**Unit 6.** **Projects and Exercises** 7.1. Application of Inputs		• Discussion and illustrative examples then	✓ **Plate: Provide furniture Design Solutions for the**	Hand – outs Youtube	

drawn from the covered topics.		7.2. Portfolio		open forum. Project – based Learning • Activity – Project - based • Presentation of Outputs (pitching) •	**Elderly** ✓ Immediate Feedbacking		

Reference Learning Materials: **Suggested Readings:**	Design, O. W. (2016, March 03). Furniture Design History. Retrieved August 12, 2020, from https://www.onlinedesignteacher.com/2016/02/furniture-design-history.html Novabos, C. R., & Po, R. A. U. (2012). (PDF) The application of Filipino anthropometric data in the design of house rooms and furniture. Retrieved August 12, 2020, from https://www.researchgate.net/publication/273256601_The_application_of_Filipino_anthropometric_data_in_the_design_of_house_rooms_and_furniture Smardzewski, J. (2015). Furniture design. In *Furniture Design*. https://doi.org/10.1007/978-3-319-19533-9 Taifa, I. W., & Desai, D. A. (2017). Anthropometric measurements for ergonomic design of students' furniture in India. *Engineering Science and Technology, an International Journal*, *20*(1), 232–239. https://doi.org/10.1016/j.jestch.2016.08.004 Uysal, M. (2014). Furniture Design and Product Development Principles Considering End-of-life Options and Design for Environment Strategies. *Purdue E-Pubs*, 1–120.
Integration of Values:	Initiative, Punctuality, Optimism, Patience, Perseverance, Dedication, Trustworthiness, Diligence, Compassion and Self-worth, intellectual honesty, innovativeness, creativity, resourcefulness
Course Requirements	Prelim/Midterm (50%): Activities/Plates and Midterm Exams, outcomes-based projects may include product outputs Semifinal/Final term (50%): Activities/Plates and Final Exams, outcome-based projects
Grading System	**60%** passing mark/transmutation of raw scores or cumulative related scores (for College of Engineering, Architecture and Industrial Design)

1. Major Examinations/Assessment	30%
2. Class Standing – quizzes, class participation/ assignments/other outputs/performances/ skill test)	30%
3. Major Outcome-Based Projects (product or performance-based assessment)	40%
TOTAL	100%

Classroom Policies	1. Attendance (excerpt from Virtual Class Policy approved in 2022) 2. Policy for students on official travel and academic credits

	3. Others: a. Students must come to class prepared and have accomplished assignments due that day. b. CHEATING is strictly prohibited. A student caught cheating and the student who allowed his/her work to be copied will both be given a grade of 5.0 for that exam. If this happens again for the same students, they will be given a grade of 5.0 for the finals. c. Special examinations are only given to students with valid reasons such as when the student is very sick or is representing the University for any event that will be held outside the school campus (Refer to classroom Policies 3). However, a document that will prove the given reason is to be passed to the instructor. As for other excuses, the instructor will determine its validity. d. The highest grade for late project submissions is 3.0. **Classroom Data Privacy** In compliance with the data protection laws, we ensure the confidentiality of the following: 1. *Personal Information* The provided personal information will be used for educational purposes only. 2. *Projects/Creative Works* Creative outputs in class are encouraged to be filed at the university ITSO Office for Intellectual property Protection. 3. *Confidentiality of Grades and Evaluation* Evaluation results and grades are confidential and must be accessed only by the subject teacher and the student concerned.	
Prepared: **DECERYL GEN P. TUMAMPOS, PhD** Instructor/ Chairperson. ID		Approved: **JULIUS C. CASTRO, MEng, CpE** Academic Dean
Date Submitted for Approval:	**Date Signed:**	**Date of Approval:**