

MODULE OUTLINE

1. GENERAL

UNIVERSITY	UNIVERSITY OF THESSALY		
SCHOOL	SCHOOL OF TECHNOLOGY		
DEPARTMENT	FORESTRY, WOOD SCIENCES & DESIGN		
LEVEL	UNDERGRADUATE		
MODULE'S CODE	ΞΥ731	SEMESTER	7 th
MODULE TITLE	Furniture Design Software		
TEACHING ACTIVITIES		WEEKLY TEACHING HOURS	CREDITS
THEORETICAL PART		2	3
TUTORIALS		1	2
LABORATORY			
TOTAL		3	5
TYPE OF MODULE	Scientific		
PREREQUISITE MODULES:	NO		
LANGUAGE OF TEACHING and EXAMINATIONS:	GREEK		
THE COURSE IS OFFERED TO ERASMUS STUDENTS	NO		
MODULE'S URL			

2. LEARNING OUTCOMES

LEARNING OUTCOMES
<p>The aim of the module is for students to become familiar with the principles and methods used by advanced furniture composition software.</p> <p>Upon successful completion of the course, the student will be able to know:</p> <ul style="list-style-type: none"> • The role and use of design programs in furniture design • Applications and specialised design tools • The modelling and parameterisation process of the designed components • The use of ready-made components and libraries • The development of a furniture design • The development of mechanisms for the creation of furniture • The creation of necessary documents necessary in the furniture manufacturing process • The creation of construction plans, lists of materials and cuts • The development of stage presentations of furniture as well as furnished spaces • The choice of scene lighting type • Kitchen composition using specialised programmes • Automatic room design • Establishing a connection between design and furniture production
SKILLS
<ul style="list-style-type: none"> • Search, analyse and synthesis of data and information, using appropriate technologies • Creativity by utilising the latest technology • Ability to apply a wide range of scientific and technical knowledge related to the creation of kitchen compositions using digital design Decision making • Teamwork, coordination of tasks and actions • Critical perception and flexibility of actions • Promotion of free, creative and inductive thinking

3. MODULE CONTENT

In the theoretical part of the module the student learns about:

- The operating philosophy of the specific software
- The Use of software catalogues - libraries
- The choice of materials
- The choice of visualisation (light textures etc)
- Automatic room design
- Dimensioning
- Compatibility with other software suites
- The development of libraries

The tutorial of the module is one (1) hour per week. Students are required to attend at least 50% of this. From the 1st lesson, the teacher points out the importance of attending this, but also of the theory, while incentives are given for the students' uninterrupted participation in it.

Essentially, the exercises of the module are a continuation of the theory, where exercises that have a practical application in the subject of furniture design programs are solved. The objective of the exercises is for the student to maximize the knowledge acquired from the theoretical part, with practical exercises.

The relevant directions are given, while rich material and instructions are posted on the e-class.

The grade of the assignment counts for 20% of the final grade of the course. The remaining percentage concerns the final written examination of the theory of the course.

4. TEACHING AND LEARNING METHODS - ASSESSMENT

DELIVERY METHOD	In-class – physical presence	
USE OF INFORMATION AND COMMUNICATION TECHNOLOGIES	<ul style="list-style-type: none"> • Use of H/Y, ppt slides, projector, and video projection. • Learning process support through the e-class electronic platform 	
TEACHING ORGANISATION	ACTIVITY	Semester Workload
	Theory lectures, video screenings related to the subject	26
	Presentations of work - discussion	40
	Laboratory training	13

	Educational visits/ individual practice tasks	-
	Study	71
	Total Module (20 workload hours per credit unit)	150
EVALUATION OF STUDENTS	<p>I. Presentation and project exam (20%) which includes: - Presentation of the project which has been assigned to the students</p> <p>II. Written or oral final exam (80%) which includes: - Short answer questions from all teaching material and carried out.</p>	

5. RECOMMENDED-BIBLIOGRAPHY

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- The Kitchen Bible: Designing the Perfect, Barbara Ballinger, Jenifer Gilmer, Margaret Crane, 2014
- Architects pocket book of kitchen design, Baden , Powell , 2005
- Kitchen and bath design principles , Asid, Ellen, Wolford, 2015
- International Journal of Design
- Computer Aided Design Journal
- Computer Aided Design and Applications