



**Programme: MA Furniture Design - Materials, Products and Contexts**

**Title: Complexity**

<b>Semester: 2</b>	<b>Period: 5 February – 28 June 2024</b> <b>ECTS-points: 30</b>
<p><b>Content:</b></p> <p>The second semester contains two projects where students put their acquired skills into play and exchange with other disciplines and external partners in the development of two projects:</p> <p>One is an <b>External Brief</b> from a business partner. The other is an <b>Open Project</b>, programmed by the student and relating to an overall theme.</p> <p>The <b>External Brief</b> focuses on product typologies in close interaction and relationship with furniture, such as lighting or textile objects. Here a project is developed in relation to a given context and briefed by an external partner. Artefacts are developed in close dialogue with the partner, the school's workshops and necessary specialists in lighting or textiles, for example.</p> <p>The <b>Open Project</b> invites the student to work on a live social or technical challenge set by the programme to address through the practice of their subject discipline. To examine, for example, the roles of furniture, spaces, objects or textiles in contexts of learning or welfare design. Resultant responses may be expressed collectively in an exhibition or another format, where multiple disciplines co-present their shared insights and design responses.</p> <p>Both projects run simultaneously and deals with the topic of sustainability and design for circularity and the students are expected to research and implement sustainable strategies as well as strategies for technologies for their designs from the outset of the design process to the proposal of solution and reflexion on project outcomes. Both projects will contain a written plan which includes a description of the theoretical starting point, artistic and creative methods applied and the technological prerequisites.</p>	<p>Learning objectives (Knowledge, skills and competences):</p> <p><b>Knowledge</b></p> <p>The student must have:</p> <ul style="list-style-type: none"><li>· Knowledge of contemporary professional contexts related to Furniture Design, Products and Materials.</li><li>· Improved knowledge of sustainability practices and designing for circularity within the field of Furniture Design.</li><li>· Improved knowledge about materials, technologies and production processes relevant to Furniture and Product Design.</li><li>· Knowledge and understanding of the materialization of concepts and the relationship between idea and production, content and expression at an advanced level.</li></ul> <p><b>Skills:</b></p> <p>The student must have:</p> <ul style="list-style-type: none"><li>· Improved skills in the application of analytical tools related to Furniture Design's four curriculum foci; Creative &amp; Artistic, Technical, Contextual and the Personal &amp; Professional</li><li>· Improved skills in using relevant representational techniques, including drawing, analogue and digital tools, scale and presentation models produced in the Academy's workshops.</li><li>· Ability to select appropriate technologies and apply these in a relevant and appropriate way to the subject area at an advanced level.</li></ul> <p><b>Competencies:</b></p> <p>The student must have:</p>



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Students' reflections on their experience working through these briefs inform their personal manifesto that they initiate during first semester and present at the end of the second semester.

- competences in managing their own projects and their ongoing professional development within Furniture Design, Products, Materials and Contexts.
- ability to independently design artistically guided projects to a professional standard.
- ability to master the production and materialization of complex architectural and design programs within the field at an advanced level.

## Teaching forms:

The semester's teaching is partly in group form in small teams of 2-3 connected with the students' field studies to strengthen collaborative competencies and ensure knowledge sharing and peer learning. The rest of the project work is undertaken individually, supported by lectures and workshops.

**Attendance requirements:** (write only requirements for activities for which attendance is a prerequisite for attending the oral examination)

Students are expected to participate actively in all teaching activities.

## Submission requirements:

Continuous submission of exercises, etc. analytical records / annotated drawings.

Two fully developed design project proposals including:

- relevant documentation of process
- written program with for example sketches, drawings, diagrams, infographics and other materials relevant to the chosen subject matter
- project presentation
- models or prototypes in relevant scales

The scope and format are described in more detail in the semester plan.



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<b>Syllabus:</b> 300 pages of academic literature, work references and non-fiction selected by the students in relation to the subject matter of their project.	<b>Method of assessment:</b> Oral examination, 45 minutes <b>Grading:</b> Danish 7-point grading scale <b>Censor:</b> Internal