# Module Description

## Complexity

Tilbage til oversigten

Titel
Complexity

Indholdsbeskrivelse
Contents:
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:

One is an External Brief from a business partner. The other is an Open Project, programmed by the student and relating to an overall theme.

The External Brief 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.

The Open Project 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.

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.

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.

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.

Læringsudbytte
Knowledge:
The student must have

- knowledge of contemporary professional contexts related to Furniture Design, Products and Materials
- improved knowledge of sustainability practices and designing for circularity within the field of Furniture Design
- improved knowledge about materials, technologies and production processes relevant to Furniture and Product Design
- knowledge and understanding of the materialization of concepts and the relationship between idea and production, content and expression at an advanced level

Skills:
The student must have

- improved skills in the application of analytical tools related to Furniture Design's four curriculum foci; Creative & Artistic, Technical, Contextual and the Personal & Professional
- improved skills in using relevant representational techniques, including drawing, analogue and digital tools, scale and presentation models produced in the Academy's workshops
- ability to select appropriate technologies and apply these in a relevant and appropriate way to the subject area at an advanced level

Competences:
The student must have

- 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

Modulansvarlig

### Undervisningsformer

### Pensum
300 pages of academic literature, work references and non-fiction selected by the students in relation to the subject matter of their project.

### Krav til afleveringer
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.

### Reeksamen/sygeeksamen

### Mulighed for gruppeprøve

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### ECTS
30.0

### Prøveform
Oral examination, 40 minutes

### Bedømmelsesform
Danish 7-point grading scale

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### Censurform
Internal

### Evalueringstype
Modulevaluering

### Blok
Hele semestret (kand)

### Enhed
Institut for Design, Produkt og Materiale

### KalSem
F26

### Modul-id
1132

### Niveau (bach/kand)
Kandidat

### Periode
Forår

### Program
Furniture Design - Products, Materials and Contexts

### Semester
KA2

### Sprog
Engelsk

### Uddannelse

Fællesprogrammer, Arkitektur og Design

UVA

FK---121-U