

Product and Furniture Design Modules for Visiting Students 2026/27



This module range is concerned with the development of the creative professional practice, technological knowledge and theoretical understanding necessary to enter a variety of careers in the areas of product and furniture design. Strong emphasis is placed upon the acquisition and development of skills relating to the creative, intelligent and sustainable application of current and emerging materials, technologies and processes.

The Product & Furniture Design course, which is ranked in the Top 10 in the UK for Art & Design (*The Complete University Guide 2026*) aims to provide a design education based upon the key themes of (i) contextual awareness (ii) creativity and (iii) technical knowledge. These themes not only support the aims and objectives of the course but also ensure that the graduates are employable by a broad cross-section of industry. The course leverages strong links with the industry including live projects, involving contextual and site visits.

Design work covers domestic and commercial furniture, housewares and ceramics, and industrial and technology products. Using our workshops, students will have a platform for experimentation and discovery. They will study key themes, such as sustainability, manufacturing and the roles designers play in industry.

Central to the students' experience is the development of an appreciation of 'intelligent making'. The course values the practical knowledge and understanding gathered from direct experience and use of materials and technologies in context. In relation to contemporary practice it is imperative that students are aware of the developing roles designers have and the potential contexts in which design can impact for example social, political, environmental and commercial. The course promotes an attitude in which the students are first and foremost 'young' designers and as such they interact and engage with the industry and profession throughout their studies.

Level 5 (Year 2)

This level introduces the processes of design, nurturing personal working methods, critical thinking and decision-making abilities. Projects are longer and students are expected to go from a sketch to a finished prototype within either industry or set projects. This is a discovery year in which students have the freedom to experiment and explore new design approaches, intelligent making and alternative presentation methods including film. Students learn the importance of context and user-based research.

Updated March 2026/PJW

Product and Furniture Design Modules for Visiting Students 2026/27

Entry requirements:

- GPA of 2.75 or above (out of 4.0) or equivalent
- In addition, acceptance is dependent upon review of a portfolio. See below for information about portfolio details:
 - Erasmus/EU Exchange applicants [/EU-Exchange applicants](#)
 - Study Abroad/non-EU Exchange applicants [Study Abroad programme | Kingston University London](#)

Pre-requisites:

Level 5: successful completion of introductory (level 4) product/furniture design study/practice

Taught at: Knights Park campus

Key to Module Descriptors and Suitability

Please note that virtually all Kingston modules are whole year in length running over both teaching semesters. In many instances, two previous single-semester modules had been combined. Consequently, each module in this directory has an indicator as to whether it is suitable for single-semester study, as shown below:

1 - Indicates module is suitable for students on Study Option 1 (Whole Year)

2 - Indicates module is suitable for students on Study Option 2 (Autumn/Fall)

3 - Indicates module is suitable for students on Study Option 3 (Spring)

Notes:

1. All modules are at undergraduate level only.
2. Students enrolled on Study Option 1 are required to study the entire module.
3. Within each level, all modules are interlinked and students would thus have to be enrolled in all 4 modules. **Taking an individual Product and Furniture Design (PD) module is therefore not possible.**
4. Whilst the University makes every effort to ensure that this information is correct at the

Study Option 1 = Whole Year

Study Option 2 = Autumn

Study Option 3 = Spring

2

The University makes every effort to ensure that module availability & content is correct at the time of publishing, but it cannot accept responsibility for subsequent changes, as part of the University's policy of continuous improvement & development.

**Product and Furniture Design Modules for Visiting
Students 2026/27**

time of updating (March 2026), it cannot accept responsibility for omissions or subsequent changes. Module availability and content may be subject to change, as part of the University's policy of continuous improvement and development.

5. Details of assessment for students enrolled on either Study Option 2 or 3 where provided are indicative only and may also be subject to change as part of the above policy.

MODULE CODE	TITLE	SUITABILITY KEY
PD5001	Context & Communication	1, 2, 3
PD5002	Intelligent Making	1, 2, 3
PD5003	Future Lab	1, 2, 3
HA5104	Critical Issues in Product & Furniture design: Research & Practice	1, 2, 3

Module Code: PD5001

Module Title: Context & Communication

Level: 5

Prerequisites:

- introductory product and furniture design at university level
- Acceptance is dependent upon review of a portfolio

Credits:

- Full Year: 8 (US) 15 (ECTS)
- Single semester: this module runs across the full academic year. Its individual assessment weighting across the autumn and spring semesters may vary each year in line with the overall level 5 module delivery programme.
 - For study options 2 or 3, students will complete 16 US/30 ECTS of study across all four modules overall regardless of individual module weighting.

Study Option 1 = Whole Year
Study Option 2 = Autumn
Study Option 3 = Spring

Suitability:

- Study Options 1 or 2 or 3
- MUST BE STUDIED WITH PD5002 and PD5003 and HA5104

Content:

The aim of this module is to develop understanding of the potential roles and responsibilities of the designer and enable students to contextualise their personal design vision and ambition. The emphasis in this module is on developing design sympathies and an awareness of a project's stakeholders and how to work creatively and effectively within established project parameters.

The module encourages understanding of how to develop work in a dynamic and appropriate manner, equipping students with the ability to express opinions and adopt different perspectives in relation to a range of issues and contexts (social, commercial, cultural, environmental and political).

Students are expected to further develop their knowledge and ability in developing design solutions and communicating these physically, digitally, verbally and visually.

Content:

- Studio-based design projects, including set, self-initiated, live and competition briefs
- Research methods and evaluation techniques
- Adaptation and adoption: Expedient prototyping and rig building
- Project visits/field trips, lectures, seminars and subject specific talks by a range of design practitioners and experts from associated fields
- Verbal, physical and digital presentations of work

Teaching:

Studio-based projects and seminar sessions which include portfolio reviews, workshops, subject-specific talks and lectures by visiting industry practitioners

Assessment:

- Study Option 1:
 - 2 studio projects (submitted at the end of spring semester (100%))
- Study Options 2/3:
 - studio project submitted at the end of the semester (100%)

Last updated: 31/03/26 PJW

[Return to TOP.](#)

Module Code: PD5002
Module Title: Intelligent Making
Level: 5
Prerequisites: <ul style="list-style-type: none"> • introductory study of product and furniture design at university level • Acceptance is dependent upon review of a portfolio
Credits: <ul style="list-style-type: none"> • Full Year: 8 (US) 15 (ECTS) • Single semester: this module runs across the full academic year. Its individual assessment weighting across the autumn and spring semesters may vary each year in line with the overall level 5 module delivery programme. • For study options 2 or 3, students will complete 16 US/30 ECTS of study across all four modules overall regardless of individual module weighting.
Suitability: <ul style="list-style-type: none"> • Study Options 1 or 2 or 3 • MUST BE STUDIED WITH PD5001 and PD5003 and HA5104
Content: <p>The module aims to introduce students to the concept of intelligent making as it relates to the creative and appropriate use and application of materials, technologies and manufacturing processes. Emphasis is placed upon direct experimentation and investigation of materials, technologies and processes and the development of conceptual yet practical design outcomes informed through an understanding and awareness of the affecting factors of batch production.</p> <p>The module also seeks to introduce the concept of prototyping as an industry standard method for presenting fully resolved objects and artefacts in context prior to industrial or batch manufacture.</p> <p>Studio-based design project briefs including one or more open ended projects which explore designing through material, technology and process exploration.</p> <p>Focused self-directed research and project development considering the nature and characteristics of materials, technologies and processes as well as their potential for innovative and creative use.</p> <p>Advanced digital and traditional workshop practice.</p> <p>Use of full size 'mock-ups', test rigs and allied techniques to develop and prove design solutions.</p> <p>Prototyping methods and techniques for resolving to manufacture.</p>
Teaching: <p>Studio-based projects and workshops, together with seminars, subject-specific talks and guest lectures</p>

Study Option 1 = Whole Year
 Study Option 2 = Autumn
 Study Option 3 = Spring

5

The University makes every effort to ensure that module availability & content is correct at the time of publishing, but it cannot accept responsibility for subsequent changes, as part of the University's policy of continuous improvement & development.

<p>Assessment:</p> <ul style="list-style-type: none"> ➤ Study Option 1: <ul style="list-style-type: none"> • Two studio projects submitted at the end of spring semester (100%) ➤ Study Option 2: <ul style="list-style-type: none"> • studio project submitted at the end of the autumn semester (100%) ➤ Study Option 3: <ul style="list-style-type: none"> • studio projects submitted at the end of spring semester (100%)
<p>Last updated: 31/03/26 PJW</p>

[Return to Top.](#)

<p>Module Code: PD5003</p>
<p>Module Title: Future Lab</p>
<p>Level: 5</p>
<p>Prerequisites: prior study of product and furniture design at university level</p>
<p>Credits:</p> <ul style="list-style-type: none"> • Full Year: 8 (US) 15 (ECTS) • Single Semester: this module runs across the full academic year. Its individual assessment weighting across the autumn and spring semesters may vary each year in line with the overall level 5 module delivery programme. • For study options 2 or 3, students will complete 16 US/30 ECTS of study across all four modules overall regardless of individual module weighting.
<p>Suitability:</p> <ul style="list-style-type: none"> • Study Options 1 or 2 or 3 • MUST BE STUDIED WITH PD5001 and PD5002 and HA5104
<p>Content: The module seeks to provide an environment for the discussion, debate and engagement with potential future design and manufacturing issues.</p>

Study Option 1 = Whole Year
Study Option 2 = Autumn
Study Option 3 = Spring

The module encourages the concept of 'future-gazing' and the adoption of a 'science-fact' philosophy to underpin a rigorous and robust conceptual design process that seeks to identify 'real' future design needs and design opportunities. The module also encourages 'live' client projects and industry collaborations as a means of contextualising and framing the learning outcomes.

Students are asked to consider the impact of technology on specific areas of society, the environment or industry and engage in the development and dissemination of strategic design outcomes which either encourage further debate or propose sustainable design solutions in relation to defined future scenarios.

Curriculum Content:

- Studio-based design project briefs, which explore conceptual design in future contexts.
- Focused research and project development considering future user needs, design contexts, 'science-fact' and good personal time management.
- Verbal, physical and digital presentations of work
- Group working.
- 'Live' client projects and industry collaborations where possible.

Teaching: studio-based design project briefs, focused research and project development, group working

Assessment:

➤ Study Option 1:

- studio projects submitted at the end of spring semester (100%)

➤ Study Option 2:

- Studio projects submitted at the end of the autumn semester (100%)

➤ Study Option 3:

- studio projects submitted at the end of spring semester (100%)

Last updated: 31/03/26 PJW

[Return to TOP](#)

Module Code: HA5104

Module Title: Critical Issues in Product & Furniture Design: Research & Practice

Study Option 1 = Whole Year
Study Option 2 = Autumn
Study Option 3 = Spring

Level: 5

Prerequisites: prior study of product and furniture design at university level

Credits:

- Full Year: 8 (US) 15 (ECTS)
- single semester: 4 (US) 7.5 (ECTS)

Suitability:

- Study Options 1 or 2 or 3
- MUST BE STUDIED WITH PD5001 and PD5002 and HA5104

Content:

This module builds on the historical and thematic content introduced (at Level 4) and emphasises the theorisation of contemporary furniture and product design practice. A series of lectures, seminars, workshops, tutorials, screenings and visits informs and support students' own emerging research interests and the development of independent visual and academic research skills that cross history/theory and design practice. Lectures and seminars will deepen critical and theoretical engagement with contemporary issues in furniture and product design.

Seminar tasks and assessments are carefully designed to foreground projects that support the location of furniture and product design as a discipline. Research methodologies are introduced through case studies and practical activities that reflect the issues explored through the module's contemporary content.

Module Content:

➤ **Autumn semester:**

- What are Critical Issues? What is Research?
- Repair, reuse
- Design by Nature: Biomimicry, cradle to cradle and biodesign.
- Craft
- The Everyday
- Image Analysis
- Using the Web

➤ **Spring semester:**

- Design Thinking
- Interviews: Increase Empathy for your User
- Ideation: Proposing Design Solutions
- Ideation: Proposing Design Solutions
- What is good evidence
- Organising & Presenting: The Detective Board

Study Option 1 = Whole Year

Study Option 2 = Autumn

Study Option 3 = Spring

- Prototyping
- Testing research ideas
- Oral Presentations

Teaching: weekly 2- or 3-hour lectures or seminars

Assessment:

- Study Option 1:
 - 2,500-word essay (50%)
 - Research Portfolio – research journal and dissertation proposal (50%)
- Study Option 2:
 - 2,500-word essay (100%)
- Study Option 3:
 - Research proposal (100%)

Last updated: 31/03/26 PJW

[Return to top.](#)