



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 has been ranked No.1 in the UK in the *Guardian University League Tables 2023*, 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. Teaching is delivered by research-led design tutors who are also practising designers.

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 April 2023/PJW

Entry requirements	 GPA of 2.75 or above (out of 4.0) or equivalent Acceptance is dependent upon review of a portfolio. See https://www.kingston.ac.uk/visitingstudents/studyabroad/applying/for information about portfolio details.
Pre-requisites	Level 5: successful completion of introductory (level 4) product/furniture design study/practice.
Taught at	Knights Park campus



	Key to Module Descriptors Suitability of Module for Study Option
1	Indicates module is suitable for students visiting KU on Study Option 1 (Whole Year)
2	Indicates module is suitable for students visiting KU on Study Option 2 (Autumn)
3	Indicates module is suitable for students visiting KU 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 time of updating (April 2023), 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
LEVEL 5 (INTERMEDIATE)		
PD5001	Context & Communication	1, 2, 3
PD5002	Intelligent Making	1, 2, 3
PD5003	Future Lab	1, 2, 3
<u>HA5104</u>	Critical Issues in Product & Furniture design: Research & Practice	1, 2, 3



LEVEL 5 – INTERMEDIATE

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.
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.
	 Curriculum 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 Option 2: • studio project submitted at the end of the autumn semester (100%) Study Option 3:
	studio project submitted at end of spring semester (100%)
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Module Code	PD5002
Module Title	Intelligent Making
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.
Suitability	Study Options 1 or 2 or 3



	MUST BE STUDIED WITH PD5001 and PD5003 and HA5104
Content	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.
	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.
	Curriculum Content:
	 Studio-based design project briefs including one or more open ended projects which explore designing through material, technology and process exploration. 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. Advanced digital and traditional workshop practice. Use of full size 'mock-ups', test rigs and allied techniques to develop and prove design solutions. Prototyping methods and techniques for resolving to manufacture.
Teaching	Studio-based projects and workshops, together with seminars, subject-specific talks and guest lectures.
Assessment	Study Option 1:
	Two studio projects submitted at the end of spring semester (100%)
	Study Option 2:
	studio project submitted at the end of the autumn semester (100%)
	Study Option 3:
	studio projects submitted at the end of spring semester (100%)
Last updated	02/04/23 PJW

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Module Code	PD5003	
Module Title	Future Lab	
Level	5	
Prerequisites	Prior study of product and furniture design	
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. 	
Suitability	 Open to suitably qualified Study Abroad/International Exchange/Erasmus students enrolled at KU for Study Options 1 or 2 or 3. MUST BE STUDIED WITH PD5001 and PD5002 and HA5104 	
Content	The module seeks to provide an environment for the discussion, debate and engagement with potential future design and manufacturing issues. 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 indentify '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%)
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Module Code	HA5104
Module Title	Critical Issues in Product & Furniture Design: Research & Practice
Level	5
Prerequisites	Prior study of product and furniture design
Credits	 Full Year: 8 (US) 15 (ECTS) single semester: 4 (US) 7.5 (ECTS)
Suitability	 Open to suitably qualified Study Abroad/International Exchange/Erasmus students enrolled at KU for 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 though 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 AnalysisUsing the Web
	> Spring semester:
	Research portfolio briefing
	Object analysis
	Observation Interviewing/Oral History
	Interviewing/Oral HistoryReviewing/experiencing space
	Film screening
Teaching	Weekly 2-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%)
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