Syllabus – Furniture for Life – IARC 4/586
University of Oregon – Dept. of Architecture – Interior Architecture Program – Fall 2015

Instructor: Ryan Donohoe
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6 credit hours, IARC 4/586
Pass/No pass
12:00 ~ 5:50 Monday and Wednesday
Office hours: Monday 11am ~ 12pm

"In the landscape of objects that travel at an ever greater speed from the factory to the dustbin, it is possible to think of inserting objects that last and know how to age, acting as a medium for memory and functioning as slow analogue timepieces, that mark the passage of time by changing."
-Ezio Manzini

Studio Description:
Transforming raw materials into consumer products should be done very carefully and must consider the life of the object for generations. The objective of this course is to design and build a piece of furniture that responds to unchanging human needs in an attempt to make a meaningful object that avoids prematurely becoming obsolete, irrelevant, or defective. To do this each student will design and fabricate a full scale working prototype comprised of materials capable of aging well that are properly and thoughtfully joined together. The aesthetic language of the piece should reflect a knowledge of design history as well as anticipate future trends and cultural shifts in furniture style. The goal is to introduce a finished object into the world that can live on for generations. A piece of furniture that achieves this goal naturally takes on meaning with age that will increase its significance and value to its users well beyond that of its physical utility.