Objects of Nostalgia & Emotional Relationships with Furniture

What makes a design nostalgic?
Why in the past have we passed down furniture from one generation to another?
Have we stopped passing down furniture?
How does furniture evoke emotion?

During the quarter we will analyze what design elements constitute nostalgic design and try to discover our emotional relationships with furniture. Students will examine the design elements that make up a personal object (non furniture) that they are attached to. Through writing exercises and discussions the students will explore the nature of those elements and why they make the object meaningful. Once those elements are identified students will apply these ideas to a piece of furniture. A simple change in materials, composition, scale, and color can uncover how furniture communicates and what makes us bond or find an emotional relationship to an object.

General Studio Goals and Objectives:

- understanding the importance of form, function, & design conceptualization
- analyzing a user’s preconceived expectations of what furniture is and should be
- integrating research of contemporary design theory into individual design solutions

- gaining hands-on knowledge about material strengths and weaknesses
- understanding finish materials and coloration in meaningful ways
- learning to work with traditional wood shop hand and stationary machines with safety measures
- ability to communicate & document design process with 2D drawings & 3D prototypes