During winter term 2011 the Interior Architecture furniture design class will be designing and prototyping a proposal of modular furniture for outside room 206 on the second floor of Lawrence Hall. The area they will be designing for will be the space between the wall of windows and the new door of room 206. [We only have space for IARCH students this quarter.]

A few key words:

- reconfigurable
- modular
- multi-functional
- gathering / pin-up space
- work/socialize
- enclosed/open
- group/alone
- public/private
- durable/cleanable
- soft/hard

During the quarter we will analyze the space outside of 206 and the proper style of connections, materials and design language that are used in furniture for public spaces. The furniture will be reconfigurable seating that allows for individual and group usage. Students research and examine the movement of people through the space and habits of different working methods based on groups and individual settings. This will also include a deeper look into the needs of the students and classes that might using the space and furniture. The students will work in groups for ideation, research and then on to developing design solutions for the space and come up with two different design proposals for Midterm. The design will be refined after midterm by thinking about connections, design simplification for making and mocking up details. Once those elements are identified students will apply these ideas into a prototype of the final design for the final review.

**Studio Goals and Objectives:**

- understand & highlight the relationship & impact of furniture on people & architectural spaces
- researching the user’s & buildings physical relationship with furniture
- understanding the importance of form, function, & design conceptualization
- analyzing a user’s preconceived expectations of what furniture is and should be
- understanding the history and precedents of built in & modular furniture and how this relates to integrating research of contemporary design theory into individual design solutions
- learning specific safety issues concerned with working in a shop with traditional wood shop hand and stationary machines
- gaining hands-on knowledge about material strengths and weaknesses
- understanding material and finish in meaningful ways
- learn materials, hardware & connections that are appropriate in furniture for public spaces
- ability to communicate ideas effectively & go through the design process in a group setting
- ability to communicate & document design process - 2D drawings & 3D prototypes