



Australian Government

Department of Education, Employment and Workplace Relations

LMFFDT5004A Develop self as a furniture designer

Revision Number: 1

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Modification History

Not applicable.

Unit Descriptor

Unit descriptor	This unit specifies the outcome required to develop self as a furniture designer technically, professionally and artistically through research and reflection.
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Application of the Unit

Application of the unit	<p>This unit supports the attainment of skills and knowledge required for competent workplace performance in the wide variety of furniture design and making operations. The competency applies to a custom furniture business or design support environment and involves application of skills and knowledge at a Diploma level. These skills and knowledge are to be used within the scope of the individual's job and authority.</p> <p>This unit requires employability skills in initiative and enterprise, problem solving, self management and learning in order to reflect on own skills and identify and act on opportunities for improvement. Teamwork and communication skills are applied when working with others in the design process and expressing ideas.</p>
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Licensing/Regulatory Information

Not applicable.

Pre-Requisites

Prerequisite units		

Prerequisite units		

Employability Skills Information

Employability skills	This unit contains employability skills.
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Elements and Performance Criteria Pre-Content

Elements describe the essential outcomes of a unit of competency	Performance Criteria describe the required performance needed to demonstrate achievement of the Element. Where bold italicised text is used, further information is detailed in the required skills and knowledge and/or the Range Statement. Assessment of performance is to be consistent with the Evidence Guide.
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Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
1. Critically analyse and evaluate products and images for visual aesthetics	1.1. Qualities of three dimensional <i>principles and elements of design</i> are identified and reviewed from reference material 1.2. Products and images are evaluated for three dimensional elements and principles and recorded in accordance with enterprise practice 1.3. Cultural and psychological factors of visual appeal are identified from reference documents and recorded in accordance with <i>enterprise practice and requirements</i> 1.4. Products and images are assessed for cultural and psychological factors influencing their aesthetic appeal
2. Use a visual language in own work	2.1. Own work is documented and collated 2.2. Works are analysed for contemporary visual aesthetic design elements and principles 2.3. <i>Visual language</i> is developed within own work 2.4. Visual language in own work is recognised and recorded in accordance with enterprise practice
3. Critically analyse social and ethical issues in contemporary society affecting furniture design	3.1. Details of <i>social and ethical issues</i> in contemporary society which may impact on the furniture are identified and documented in accordance with enterprise practice 3.2. Issues are analysed against the practice of furniture design and conclusions are recorded in accordance with enterprise practice 3.3. Conclusions are used to influence new design developments
4. Recognise historical context of furniture products	4.1. Details of furniture from <i>historical periods</i> are identified from reference materials and existing examples and recorded in accordance with enterprise practice 4.2. Historical design elements and details are identified in own design proposals and product 4.3. Contemporary design elements are assessed against details of historical periods and recorded in accordance with enterprise practice
5. Critically analyse and recognise the impact of art and design movements on the development of products	5.1. Dominant ideas and details of <i>art and design</i> movements are identified from reference material or product examples 5.2. Product proposals are assessed for visual attributes and results are recorded in accordance with enterprise practice 5.3. Design attributes are compared with the dominant ideas and details of art and design movements and results recorded in accordance with enterprise practice.

ELEMENT	PERFORMANCE CRITERIA
6. Identify technical skills needs to improve own practice of designing products	6.1. Details of current design skills are identified and documented 6.2. Needs analysis for improvement of own design practice is undertaken 6.3. Details of technical skills required to improve are documented 6.4. Training opportunities for required technical skills are identified and documented
7. Establish networks with other furniture designers, makers and other design professionals	7.1. Career relationships with other design professionals are mapped 7.2. New areas of network possibilities are identified and documented 7.3. New network contacts are established with other furniture design professionals

Required Skills and Knowledge

REQUIRED SKILLS AND KNOWLEDGE

This describes the essential skills and knowledge required for this unit.

Required skills

- collect, organise and understand information related to visual appeal of a product
- communicate ideas, information with other furniture designers
- prepare folio of work produced
- work with others to create networks with furniture design professionals
- identification of skills needs and prepare a plan to develop skills required
- recognise and respond to circumstances outside instructions or personal competence
- adopt a proactive relationship with other furniture designers
- develop new networks
- plan activities covering the choice of research methods, the preparation and layout of the folio of own work
- use analytical methods to compare own work to social norms
- clarify and confirm skills needs
- plan reflection within given task parameters
- accept responsibility for given tasks
- set, monitor and satisfy personal development goals
- satisfy the competency requirements for the job
- maintain current knowledge of art and design
- maintain current knowledge of ethical and social issues
- seek learning opportunities
- networking skills
- use the workplace technology related to the research and documentation of historical information
- use electronic communication methods to develop networks.

Required knowledge

- art and design movements
- elements and principles of design
- furniture historical periods
- cultural factors on aesthetic appeal
- psychological factors on aesthetic appeal
- critical analysis techniques
- contemporary techniques and technologies for preparation and presentation of design information
- established communication channels and protocols
- needs identification.

Evidence Guide

EVIDENCE GUIDE

The Evidence Guide provides advice on assessment and must be read in conjunction with the Performance Criteria, Required Skills and Knowledge, the Range Statement and the Assessment Guidelines for the relevant Training Package.

Overview of assessment

Critical aspects for assessment and evidence required to demonstrate competency in this unit

- Report on design principles and elements for at least three other furniture designer's product
- Produce a documented folio of own work
- Identify visual language in own work and further develop this through subsequent projects
- Document ethical issues in design, manufacture and society in accordance with enterprise practice
- Identify and document art and design movements elements and historical context in own product
- Identify and document personal skills needs, including:
 - conduct and document a needs analysis on required design skills
 - prepare and produce a training plan and career map
 - establish and maintain networks with other design professionals
- Work effectively with others
- Modify activities to cater for variations in workplace contexts and environment

Context of, and specific resources for assessment

- The application of competency is to be assessed in the workplace or simulated workplace
- Assessment is to occur under standard and authorised work practices, safety requirements and environmental constraints
- Assessment of essential underpinning knowledge, other than confirmatory questions, will usually be conducted in an off-site context
- Assessment is to comply with relevant regulatory or Australian Standards requirements
- The following resources should be made available:
 - workplace location or simulated workplace
 - a realistic furniture makers product
 - specific information covering aesthetic appeal
 - historical context, art and design movements
 - details of enterprise practice

EVIDENCE GUIDE	
	<ul style="list-style-type: none"> • technical skills needs of contemporary furniture makers
Method of assessment	<ul style="list-style-type: none"> • Assessment must satisfy the endorsed assessment guidelines of the Furnishing Industry Training Package • Assessment methods must confirm consistency and accuracy of performance (over time and in a range of workplace relevant contexts) together with application of underpinning knowledge • Assessment methods must be by direct observation of tasks and include questioning on underpinning knowledge to ensure its correct interpretation and application • Assessment may be applied under project related conditions (real or simulated) and require evidence of process • Assessment must confirm a reasonable inference that competency is able not only to be satisfied under the particular circumstance, but is able to be transferred to other circumstances • Assessment may be in conjunction with other related units of competency
Guidance information for assessment	

Range Statement

RANGE STATEMENT

The Range Statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording in the Performance Criteria is detailed below. Add any essential operating conditions that may be present with training and assessment depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts.

Principles and elements of design	<ul style="list-style-type: none"> may include but not be limited to point, line, plane, volume, shape, form, tone, colour, surface, texture, scale, size, vertex, edge, face, position, direction, space, balance, movement, proportion, rhythm, repetition, pattern, relief, mass and movement
Enterprise requirements	<ul style="list-style-type: none"> may include but not be limited to legal, enterprise, guidelines, policies and procedures relating to own role and responsibility, quality assurance, procedural manuals, quality and continuous improvement processes and standards, OHS, emergency and evacuation, ethical standards, recording and reporting, access and equity principles and practices, equipment use, maintenance and storage, environmental management (waste disposal, recycling and re-use guidelines)
Visual language	<ul style="list-style-type: none"> may include but not limited to the visual traits in work and proposals which communicate clearly information needed
Social and ethical issues	<ul style="list-style-type: none"> may include but not be limited to issues relating to social justice, environmental sustainability, biodiversity, cultural heritage and social responsibility of furniture makers
Historical periods	<ul style="list-style-type: none"> may include but not be limited to historical periods of furniture styles from Egyptian to deconstructivism may also include but not limited to design schools and groups from the 20th and 21st centuries
Art and design movements	<ul style="list-style-type: none"> may include but not be limited to historical art and design movements, schools and groups from Egyptian to deconstructivism, and European design schools and groups

Unit Sector(s)

Unit sector	Furniture design and technology.
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Competency field

Competency field	
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Co-requisite units

Co-requisite units		