

Honours Bachelor of Craft and Design – Furniture



Meet our students

Our students gain real-world, hands-on experience designing and fabricating furniture pieces. By incorporating an understanding of structure and aesthetics, they create pieces that are both beautiful and functional. In this program, our students learn not only how to design and make furniture, but also how it fits into society.

As part of the Craft and Design program, our students also gain experience in the four other disciplines offered at Sheridan (Ceramics, Glass, Textiles, Industrial Design). This approach allows them to develop diverse skills and expertise.

Learn more about the classes these students take by visiting [the program webpage](#).

Core competencies and skills

- Designing and fabricating furniture pieces that are both functional and creative.
- Developing innovative solutions that are appropriate to the target market.
- Incorporating contemporary and historical art and design theories, principles and historical practices into studio work.
- Applying project management principles and workflow processes to plan, deliver and evaluate projects.
- Using software, photography, and other technologies for developing and documenting studio work.

Work term availability

- Summer work term (May – August), taken at the end of Year 3.

Work term capabilities

- Planning and executing the creation of objects following a creative process of research, ideation, visualization, analysis, production and evaluation.
- Synthesizing material from other academic disciplines to enrich and inform studio practice.
- Integrating the principles of visual language and design in the development of studio work.
- Creating work for a variety of social and cultural contexts such as speculative work for galleries, client-driven commissions, trade shows, and varied levels of production.
- Creating a business plan to support the development of a professional practice.
- Using photography and digital image manipulation to document and promote studio work.
- Using two- and three-dimensional design software in the development of studio work.
- Researching competitors and the industry and assisting in gaining consumer insights.

Employer resources

- [Employer webpage](#)
- [Program information](#)
- [Program course schedule](#)

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To post a job, log in to our online platform [Sheridan Works](#).

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