

Table 1 Project Time Plan

2 0 0 2

2 0 0 3

2 0 0 4

2 0 0 5

	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M
1. Research Icelandic/Nordic craft design history culture and contemporary peer group.	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█	█
2. Identifying Icelandic and Nordic craft practitioners.							█	█	█																																
3. Carry out questionnaire survey to define the prototype design brief.								█	█	█																															
4. Define table chairs designs brief.											█	█																													
5. Propose an interaction method and pilot.												█	█	█	█	█																									
6. Select craft practitioners to participate in the interaction process.													█	█	█																										
7. Carry out the interaction interviews with craft practitioners.														█	█	█	█	█																							
8. Edit, present multimedia DVD's.																			█	█	█	█	█	█																	

2 0 0 2

2 0 0 3

2 0 0 4

2 0 0 5

	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M
9. Make draft designs for table and chairs, present to craft practitioners and amend designs.																																									
10. Carry out table and chairs production feasibility study.																																									
11. Make table and chairs.																																									
12. Design, pilot and carry out exhibition surveys.																																									
13. Exhibition tour of table chairs.																																									
14. Report on the findings from the exhibition surveys.																																									
15. Write project report/thesis.																																									

Table 1 Project Time Plan