

Creative Industries Furniture Sector

Updated as of 15 February 2024

Overall Strategies

Human Resource

- Trainings on weaving, metal crafts and non-timber
- Curriculum on Upholstery and Woodworking
- Strengthening of National Competency Standards and Training Regulations for the Furniture Industry
- Establishment of National Technical Working Group for Furniture Industry

R&D Technologies

- R&D Program on Technologies to Improve Current Production Systems
- R&D Program on Module Development that can be adopted by NC Programs thru TESDA.
- R&D on Program on Material Manipulation for Options on Raw Materials
- R&D on Program on Processing techniques for leather.
- R&D Program on Development of Packaging Materials that are sustainable and biodegradable

Facilities / Services

- Raw material and Suppliers' tracker portal
- Establishment of Fabrication Laboratories available to the Regions
- Establishment of Testing Facilities for Furniture
- Development of Digital Marketing Platform
- Development of Digital Content for Creative Industries, as a whole

POSSIBLE SOLUTIONS

86M

- Local Materials from Wood and Non-wood
 - Materials from Forest Product
 - Outdoor
 - Indoor
- AI-based solutions and Software
 - Quality Control/Assurance
 - Tool for Designers

2022-2023

- Established Raw Materials tracker portal
- Local Leather for furniture application

56M

- Sustainable Natural and Synthetic Materials for Furniture
 - Application of Natural Dyes for Furniture
- Woodcarving Technologies for Furniture Application
- Local Materials from Wood and Non-Wood
 - Indoor
 - Outdoor
- AI-based solutions and Software
 - Quality Control/Assurance
 - Tool for Designers

2024-2025

- Established Fabrication laboratories
- AI-based Solutions for Furniture Designing
- Established techniques and alternative sources for wood carving

MILESTONES

40M

- Local Materials from Wood and Non-Wood
 - Pilot Scale Processing of Developed New Materials
 - R&D on alternative species for wood carving
- R&D on sustainable and biodegradable furniture packaging materials
- Development of Source Book/Database for New and Indigenous Materials
- AI-based Solutions for Furniture Design and Process
- Creative Design for Industry 4.0 and 5.0

2026-2028

- Source book/database for new and Indigenous Materials
- Industry 4.0 and 5.0 technologies for furniture
- Availability of sustainable natural and synthetic materials

VISION

Science-based quality, design-intensive, resource-oriented, and sustainable technologies and innovation for furniture industry applications.

Overall Outcomes

Human Resource

- Accessible Pool of local Furniture Designers

R&D Technologies

- Filipino Design technologies
- Sustainable Indigenous Raw Materials and alternative substrates
- Local Furniture suppliers tapped by local retailers



Republic of the Philippines

DEPARTMENT OF SCIENCE AND TECHNOLOGY

PHILIPPINE COUNCIL FOR INDUSTRY, ENERGY AND EMERGING TECHNOLOGY RESEARCH AND DEVELOPMENT

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