

Psychological needs in design and development of children's furniture toward product satisfactory: a literature review

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ABSTRACT

Furniture industry is a large and complex global industry whose value growth is influence by multiple stakeholders (Epede & Wang, 2022). Rapid urbanisation, population growth, real estate and hotel industry expansion, and rising consumer spending power have all contributed to the furniture industry's expansion. (Market Watch, 2019; Polish Investment & Trade Office in Shanghai, 2017). From 2018 to 2025, the global furniture market, which was valued at USD 480.7 billion in 2017 and is anticipated to rise at a CAGR of 5.1 percent, will expand. (Grand View Research, 2018). To provide storage space and an aesthetically pleasing appearance in homes and offices, furniture is a crucial component of both the residential and commercial sectors. The expectations and desires of consumers have changed as a result of the furniture industry's rapid development. Children's furniture serves as a toy as much as a product. (Zeng Yuan & Shi Yi, 2021). Numerous manufacturers are interested in the market due to the continued growth of sales of children's furniture in particular. However, the segmentation of the Chinese furniture market is insufficient, and the market for children's furniture has not yet been established. (M. H. Bornstein, D. L. Putnick, and G. Esposito, 2020). Children need a better atmosphere to grow up in, with a focus on their furniture, both physically and mentally. Modern children's physical and psychological development traits are not taken into account by children's furniture, which can only be used temporarily. (Wenbo Zhang & Si Li, 2022). The question of this paper is what are important of the children's psychological needs in children's furniture design toward product satisfactory. Hence, the objective of study is to analyse the significant of psychological needs in design and development of children's furniture toward product satisfactory.

Keywords: Children furniture, psychology and product satisfactory furniture design and development, user