

Play and Toy Heritage : Design for Today and Tomorrow

IOE18 005

10 seats

Gandhinagar Campus

COURSE FACULTY



Sudarshan Khanna

India

sudarshan.khanna@gmail.com

Current Affiliation : Sr. Design Educator, consultant, New Delhi

Education :



Austin Devis

India

Current Affiliation : Play Experience Designer, NID

Education : Graduation in Mechanical Engineering with Master's in Toy and Game Design

OVERVIEW

KEYWORDS : Toy and Game Design, Innovative play, Play heritage

The workshop intends to look into the rich play, toy and game heritage of India and to help design playful interaction and products in today's context.

It will provide experience of innovative play of popular Indian toys which have been disappearing rapidly.

OBJECTIVE

Understand design and culture in terms of narrative, science, learning and material sensitivity.

Experience, evaluate play heritage and redesign new, interactive ideas in today's context. Re-interpret and create design for contemporary and inclusive environments.

METHODOLOGY

Hands-on experience and understanding of play heritage, stories and contexts.

Developing new concepts, ideas and models. Prototype using various resources and materials

FINAL DELIVERABLES

Tangible, interactive play products, kits for learning, installations.