

Language Game(s)

IOE18 022

20 seats

Bengaluru Campus

COURSE FACULTY



**Dr. Sheena
Morag Calvert**

London

sheena.calvert@rca.ac.uk

Current Affiliation : University of
the Arts and Royal College of Art

Education : Studied graphic design
from NID



Namrata Bhattar

London

Current Affiliation :

Education : MA work at Central St.
Martins, London

OVERVIEW

KEYWORDS : Language, Game design,
Research

Language has been called a 'technology', in the sense that it is something which extends the capabilities of the human: a 'tool'.

However, it is infinitely more than that, and this workshop will contemplate what that 'something more' is.

OBJECTIVE

Understand language as the 'lens', in the current technological landscape/s.

Understand the significance of language as a deeply embedded aspect of human life and heritage.

Understand how language as the 'interface' between us and one another, and us and the world, is changing.

METHODOLOGY

Presentation/lectures, discussions, readings.

Ideation for 'Language Game[s]'.
Collective research.

Model making.

Install work as a group exhibition.

FINAL DELIVERABLES

An exhibition of mixed-media works