

OE2101

MAKEFLIX & THE EVERYDAY AS A PLAYGROUND



INSTRUCTOR

GOKSU KACAROGLU

MAKEFLIX

Goksu is a Milan based Product Service Systems Designer who is interested in the qualitative insights gathered during design research that are hidden at the intersection of people, services and systems. Currently she is researching about sustainable and ethical ways for fashion systems and experiments with upcycling design projects.

<https://www.makeflix.org>



CO-INSTRUCTOR

RHEA MUTHANE

MAKEFLIX

Rhea Muthane is a Designer & Researcher based out of India. She has a keen interest in the intersection of culture, communities & environment. She works with crafts and traditional knowledge systems to design, co-create with artisans through workshops and design for sustainability. She is an alumna of NID.

<https://www.makeflix.org>

OVERVIEW

Makeflix is a creative repair project that helps connect people with themselves, their surrounding and community; and the environment through waste repurposing and repair. The workshop nudges the participants to look at their everyday objects and materials in a new light and come up with localised solutions for larger problems through playfulness. Challenging basic thought patterns, assumptions and skills, participants, in groups, will be challenged to find newer meaning in flawed objects; local traditions & practises and connect their creations to larger environmental issues.

OBJECTIVE

1. Connecting local knowledge with global solutions: Finding opportunities within their homes, familial traditions and using these to answer questions of global importance.
2. Rethinking our connection with the environment: Combining playfulness with environmentalism

METHODOLOGY

The workshop is designed for a remote audience in the midst of a pandemic. The participants would be encouraged to creatively intervene with unusual materials from around their house and would not be required to buy any course materials. The methodology would be a combination of design thinking and Human centered design research practises. The participants, in groups, would be nudged to make/craft things as they proceed through the weeks and will be encouraged to combine physical and digital modes of art, namely Phygital. The course would require the students to work in groups over video calls and other digital platforms for coordination. Storytelling/reflexive component that bridges the individual/personal with systems and environment.

KEYWORDS

Glocal, Sustainability, Play, Systems, Phygital

ONLINE
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openelective.nid.edu