



INSTRUCTOR

KALYANI JAYANT TUPKARY

Twitch

Kalyani is an anti-disciplinary designer exploring alternate futures or rather realities. As a critical yet optimistic designer, she creates artefacts as portals to alternate worlds. Her work proposes narrative and poetic uses of technology. She explores the materiality of these alternate worlds through code, analogue/digital drawing and electronic textiles.

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CO - INSTRUCTOR

RUCHA BAKULESHKUMAR JOSHI

Folly Systems

She designs digital product experience and researches design. Her research interests lie in public policy design, data privacy and technology. She investigates how participatory modes of public policy making can create inclusive and equitable civic life. She has co-founded the Vadaavran collective, a city based climate action group in Vadodara.

<https://bit.ly/2NBOP3p>

OVERVIEW

Our relationship with timekeeping changed with industrialization. Work became virtuous and hence desirable. Time became a limited resource and turned time into money. We can invest it, lose it, gain it or worst of all waste it. After all, wasting time does seem lazy and uneconomical. But glorifying overwork over rest, leisure or idleness means dismissing human wellbeing. The workshop aims to reconfigure our relationship with idleness by exploring alternate temporalities through playful interventions. It asks, how might we re-discover the bliss in being idle, the joy of wasting time and delight in seemingly purposeless acts and inefficient rituals?

OBJECTIVE

What happens when we play with time? And how can these interventions enrich our everyday lives? This is a collaborative investigation to challenge values of work, productivity and efficiency. By imagining playful forms of idleness, we will unlearn values of productivity and probe into the socio-political that determine our perception of work, time and play.

METHODOLOGY

This is a hybrid theory-practice workshop with discourse based learning and making under the speculative design, critical design and design fictions framework. - Reading critical texts (historical and contemporary research into utopias, dystopias and heterotopias) - Deconstructing notions of work, play and time - Using game mechanics to experience alternate realities and futures, to think and act in ways that go against the dominant narrative. - Group activities using speculative design approaches: futures wheel, thought experiments and counterfactual history. - Embodied research where students are encouraged to do nothing. - Mapping seemingly unproductive activities that sustain us. - Conceptualizing and making inefficient machines, useless objects and disobedient artefacts. - Provotyping (provocative prototyping) artefacts that encourage diverse forms of idleness. - Refining one artefact and building a narrative around it using digital/analog media.

KEYWORDS

Idleness Rest Time
Speculation Future

WORKSHOP MODE

Online

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openelective.nid.edu