



INSTRUCTOR

ANURATI SRIVASTVA UNESCO MGIEP

Anurati is a playful learning experience designer and new media artist. Over the past five years, she has designed learning experiences across games, digital products, visual narratives, workshops, and curricula that promote social-emotional learning and critical thinking among children with organizations such as UNESCO, Katha, UNFPA.

<https://www.anuratisrivastva.com/>



CO - INSTRUCTOR

SIDDHI GUPTA Kalakarm Curriculum

Siddhi is a visual communication designer working at the intersection of culture, communication and education. Her practice pivots around understanding what visual communication can achieve for different educational objectives and for different stakeholders. She has worked in different educational settings at government schools, alternate schools, colleges and in craft communities.

<https://www.siddhigupta.com/>

OVERVIEW

How might we use play to create play? How do people, places, purposes, pieces and phases affect play? How might we diversify materials, methods, and modes of playing? The workshop aims to reimagine the meaning of play for the self, the other, and the collective. In an ever-evolving world, participants will create opportunities to play at unexpected places, with unsuspecting people, for unfamiliar purposes, with seemingly useless pieces and at absurd phases of the day. Exploring materials, methods and modes, participants will innovate experiences that redefine play across the space-time continuum, regenerate hope and reevaluate the nature of play.

OBJECTIVE

At the end of the workshop, participants will be able to:

- Experiment with the nature of play and its various forms.
- Identify continuity and change in play across time.
- Create experience that explore the role of people, places, purpose, time and space in play.
- Evaluate the dimensions of a playful experience.
- Reimagine games and playful experiences by changing one or two associated dimensions of play.
- Understand the use of materials, application of methods and modes in which different playful activities are experienced.

METHODOLOGY

This workshop will attempt to use play to make play. Participants will understand and work with a new aspect of play and an array of themes on each day during the two weeks of engagement. Some of these aspects are people, place, pieces, purpose and phases. Each workshop day will have an introduction to the aspect in focus, a play zone where participants will articulate the role of this aspect by playing some relevant games. The challenge for participants will be decided based on a roulette of factors which they will set for themselves for each playful experiment. For instance when exploring the aspect of place, participants will try to give existing games purpose in new places, like snakes and ladders in a museum and create new experiences of play for a specific exhibition or a museum.

KEYWORDS

Speculation, design fiction, resilience, experience, subversion

WORKSHOP MODE

Online

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openelective.nid.edu