



AISA 'MATH' KARO !

A playful exploration of mathematics as foundation for design

OE2207



INSTRUCTOR

RAMA KRISHNA RAO P

National Institute of Design, Ahmedabad

Mr Rama Krishna Rao has been passionately involved in teaching geometry, structure and systems at Bachelor's and Master's Level design courses at NID, Ahmedabad

<https://www.nid.edu/people/detail/p-ramakrishna-rao>

CO - INSTRUCTOR



DR LIPIKA MAZUMDAR

Navrachana University, Vadodara

Ability to express intricate mathematical ideas Applying innovative ideas in teaching which reduces math anxiety and enriches student's mathematical learning and application Ability to connect real life situations to abstract mathematical concepts these.

https://nuv.ac.in/pdf/Engineering/Faculty/Dr._Lipika_Mazumdar.pdf

OVERVIEW

This workshop intends to pursue playful exploration of mathematics as a human activity inspired from Alan Bishop's six universal mathematical activities (Playing, Designing, Counting, Measuring, Locating and Explaining) influenced by six mathematical values (Rationalism, Objectism, Control, Progress, Openness and Mystery) with potential implications for art and design.

OBJECTIVE

Understand and apply mathematically rooted ideas to arts and design Pattern recognition and use their abstractness for creating unusual designs Understand the ties between mathematical and design concepts such as symmetry, similarity, topology, recursion, proportion etc. Improving skills in design by taking geometric approach in optimising space, drawing smooth shapes for interesting and relevant designs for example those occurring in nature. Learning about fundamental ideas from Algebra, Calculus and Trigonometry, Vectors in a non mathematical way customised for applications in design studies

METHODOLOGY

1. Constructive exercises
2. Games
3. Puzzles
4. Experiments

KEYWORDS

Playing Designing Counting
Measuring Locating
Explaining

WORKSHOP MODE

Online

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openelective.nid.edu