



INSTRUCTOR

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Tribal Design Forum

Tribal Design Forum is a community of designers and creative professionals from various tribes of India that seeks to advance tribal communities through design.

<https://tribaldesignforum.com>

OVERVIEW

The younger generation amongst the tribal communities are losing touch with their indigenous knowledge systems and oral traditions because of the increasing loss of language, acculturation, urban pressures, and paucity of opportunity and time for inter-generational interactivity. Amidst this, the rich tradition of knowledge transfer that usually happens orally from one generation to another is being disrupted. The workshop will explore how various myths, stories, knowledge, skills and technologies of a particular could be transferred to the present and the upcoming generations through play.

OBJECTIVE

The workshop will aim to explore ways in which audiences/users/players from tribal communities can be educated and informed about the tribal knowledge systems using myths, stories, knowledge, skill or technology through play – online and offline, individual activity and community activity. This workshop will also explore how these activities can be also be extended to the non-tribal population to enable them to understand and appreciate the rich values and nuances of tribal culture.

METHODOLOGY

A. Talks and Lectures • What is indigenous knowledge system? • What is the importance of oral traditions and knowledge systems? • Impact of the dying languages, oral traditions and knowledge systems? • Story telling through play • Role of play in education • Role of play in culture • Toy culture in tribal communities • Impact of learning by playing • Learnings from Case study presentations B. Basic secondary research • Basic research to identify a tribe • Basic research to identify a myth or a story or skill or technology C. Group Discussions Brainstorm on possible ways of engagement to inform audiences on various myths, stories, skills or technology that are the cornerstone of the culture and values of tribal communities. D. Group Projects Explore opportunities and possibilities in offline, online, products, games, individual play, community play E. Individual Projects Develop any one selected concept as a design proposal. It may or may not culminate in the making of a prototype.

KEYWORDS

Tribal culture and knowledge systems

WORKSHOP MODE

Online

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openelective.nid.edu