PLAYING TO LEARN

INSTRUCTOR

SHRADHA JAIN

Srishti Manipal Institute of Art, Design and Technology

Shradha is interested in studying and reviving the culture of playing tabletop games and creating active play communities. She is the founder of Studio.Clock.Works. that intends to create meaningful public spaces with content that have a recreational value for the participating actors. She is learning to weave nowadays.

https://studioclockworks.wordpress.com/

CO - INSTRUCTOR

SAUMIL SHAH

Net Square Solutions Pvt. Ltd.

A hacker by profession and an explorer by disposition, Saumil provides cutting-edge information security services to clients globally. An internationally recognized speaker and instructor, Saumil spends his leisure time breaking software, enjoying sci-fi, playing Super Mario, flying kites, trekking, traveling, and taking pictures.

https://www.linkedin.com/in/saumilshah/

OVERVIEW

Shradha and Saumil bring a unique angle when using games as a pedagogical tool. Participants will be introduced to a curated set of classic and contemporary euro-style tabletop games. The workshop shall also uncover underlying algorithms and logical patterns that are core to euro-style board games. Participants shall be exposed to new approaches of problem-solving, intuitively learning Boolean Logic, Combinations, Probability, Greedy Algorithms, and Divide and Conquer Algorithms that are central to several games. The participants will then create a game of their own (physical or digital) in groups of 3-4 in a hackathon-style approach.

OBJECTIVE

To introduce simple and complex game systems through actual play.   >The value of formal and informal elements within games. Understanding the four layers of a game - Core logic, Game mechanics - turns and rules, Storyline, Art and Aesthetics >How to analyze and implement direct and indirect learning through games as a game designer >Intuitive skills acquired during gameplay: Estimation, Calculated risks, Tradeoffs >Extrapolation of game algorithms to real-world problem solving >Gamification of mathematical concepts >Role of tactile elements in keeping players engaged and stimulated >Recognition and understanding variable objectives of a game .

METHODOLOGY

The workshop would be a hands-on and minds-on learning experience with the first phase being introductory in terms of types of games and the learnings linked to the same from recreational and educational perspectives. There would be participatory group discussions to understand the theoretical concepts and map the understanding with small in-between play sessions. The second phase of the workshop would be a hackathon-style game jam where participants will create a board game of their own in small groups.

KEYWORDS

Logic Strategy Theory
Tabletop Cognitive

WORKSHOP MODE

Online

February 14 - 25, 2022
openelective.nid.edu

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