



INSTRUCTOR

GOKSU KACAROGLU

Makeflix

Göksu is a Milan based Product Service Systems Designer who is interested in the qualitative insights gathered during design research that are hidden at the intersection of people, services and systems. Currently she is building a community platform for sustainable fashion and teaching Service Design at Istanbul Bilgi University.

<https://www.instagram.com/the.makeflix.playbook/>



CO - INSTRUCTOR

EMINE OZGE KARAKAYA

Education Reform Initiative, Sabanci University

Özge stands at the intersection of strategy and creativity, private sector and civil society. She is a strategist and designer who has experience in behavior changing communication campaigns, cross-sectoral social innovation projects and creative writing. She is also a passionate world traveler and likes dancing Tango.

<http://en.egitimreformugirisimi.org/>

OVERVIEW

Makeflix helps individuals connect with themselves, their surrounding and community: and the environment through waste repurposing and playful repair projects. The workshop nudges participants to look at their everyday objects and materials considered as waste in a new light, searching for new meanings they can attain through play. Participants will engage with intergenerational games from their local culture and explore their contemporary counterparts in terms of form and purpose. Eventually learnings will be synthesized into designing games as a legacy for future generations made of repurposed materials found at their surroundings.

OBJECTIVE

- 1- Exploring the relationship between play and human development: Learning through play, the role of play in developing cognitive and interpersonal skills.
- 2- Intergenerational knowledge transfer: Exploring the connections between 3 generations through playful interactions, human stories around games, participatory design activities
- 3- Promoting and protecting cultural heritage through games: Designing games as a legacy for future generations
- 4- Gaining systemic thinking skills: Understanding the local waste ecosystem, spotting materials (from organic to inorganic) to be repurposed for design solutions

METHODOLOGY

Students will be guided to adopt life-centered design methodologies that include design research, ecosystem mapping and empathy mapping. They will be nudged to make/craft things as well as to combine physical and digital modes of art, namely Phygital. The workshop is designed for a remote audience. The course would require the students to work in pairs over video calls and other digital platforms. The participants would be encouraged to creatively intervene with unusual materials (preferably repurposing waste from their local surroundings) from around their house and would not be required to buy any course materials.

KEYWORDS

CulturalHeritage,
Repurposing,
KnowledgeTransfer,
GameDesign,
WasteEcosystems

WORKSHOP MODE

Online

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openelective.nid.edu