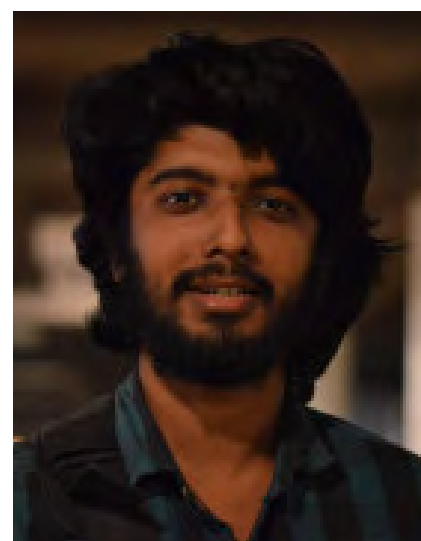




# EXPLORATIONS IN WOODEN TOYS AND PUZZLES

OE2218



## INSTRUCTOR

### DHIVYESH VENKATAKRISHNAN

Independent

A furniture designer / amateur woodworker with interests in opensource movement, indigenous crafts.



## CO - INSTRUCTOR

### SWEETY TAUR

National Institute of Design

An Educator and Designer, she believes that labels like “engineer” “educator” and “designer” aren’t boxes to confine one’s practice to, but are interchangeable lenses through which to view problems, solutions, and the world at large.

<http://nid.edu/people/detail/sweety-aur>

## OVERVIEW

To introduce participants of the workshop to the subject of challenging and engaging geometric wooden locks, puzzles and toys. Such objects have been traditionally crafted by woodworkers, toymakers and mathematicians for centuries. Through this workshop the participants can use basic tools and woodworking steps to explore, collaborate and invent or craft new objects of play. Through this course one will experiment and develop interlocking playing modular systems, games.

## OBJECTIVE

Through this workshop, one will have an understanding of existing ancient traditional designs of wooden toys, locks and puzzles and also experiment and develop new versions of the same. The objectives are also to develop a sense of admiration and interest in the cultures that made indigenous wooden locks and puzzles, the mathematical and geometric concepts within them, and the future possibilities of such explorations.

## METHODOLOGY

Develop concepts by both digital methods (3D modelling) and tangible objects out of wood, thermocol, etc. using various tools.

## KEYWORDS

Interlocking, puzzles, traditional knowledge system, geometry

## WORKSHOP MODE

Online

February 14 - 25, 2022  
[openelective.nid.edu](http://openelective.nid.edu)