



INSTRUCTOR

SWATI SHELAR

Jump Design India

Swati is a NID Product Design graduate. She acquired an MA in Education at Stanford University, in the Learning Design Technology program. She currently runs a studio called Jump Design India, working on play and learning projects. She is a partner at Otter Books, a children's book publisher. Her areas of expertise are maker education and social-emotional learning.

<https://www.jumpdesignindia.in/>



CO - INSTRUCTOR

UPAMANYU BHATTACHARYA

Partner at Ghost Animation & Otter Studios

Upamanyu is an AFD graduate from NID. He co-directed 'Wade', an animated short film, and is currently directing his first animated feature film, 'Heirloom'. He is a partner at Otter Books, a children's book publisher. He specializes in animation, illustration, writing, film language and story structure.

https://instagram.com/upamanyubhattacharyya?utm_medium=copy_link

OVERVIEW

With the growing concerns around mental health, it would be worth trying to find new play-based ways to start conversations around these issues and make the discussion around it more accessible. Social-Emotional Learning (SEL) is a new and important field of study that helps people understand their own emotions and relationships, known to help with common mental health issues. To this end, using SEL theory as a starting point, students will create games (tangible or virtual) which help players with their social skills and emotional well being.

OBJECTIVE

Understand SEL competencies. - Reflect on your own emotions, relationships, choices and social interactions through discussions and journals. - Briefly discuss game and play theories. - Identify groups who would benefit from SEL interventions (who are you designing for?). - Design games for chosen SEL learning outcomes

METHODOLOGY

Week 1

Presentations and discussion on SEL theory. - Group discussions based on self reflection. - Readings. - Journaling. - Identifying who will play your game and their needs. - Input on storytelling and structure. Crash game development assignment.

Week 2

Discussions about each game concept. - Finalizing your approach. - Rough prototyping Input on visual design. - Play tests. - Final game development and presentation

KEYWORDS

Social-Emotional Learning, Play, Mental health, Game Design

WORKSHOP MODE

Online

February 14 - 25, 2022
openelective.nid.edu