



INSTRUCTOR



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FoDoMe

I practice as a designer, an artist, an educator and a mom. I am the founder and principal designer of an independent design studio, FoDoMe, which develops and markets copper and glass products, and is a creative lab for foraged natural materials. I am an educator and a documentarian.

OVERVIEW

Children naturally spend so much energy and time on playing, without anyone telling them to. It is not the end result, but the means of play itself that keeps them absorbed. Play is what comes naturally to us, and hence helps us learn so much about ourselves. This workshop will be a stimulating experience of rediscovering the child in us. The focus will be on materials and non competitive play ideas which we will use to create something simple and personal with our hands from what is available around us.

OBJECTIVE

The workshop has layers of objectives. The overriding objective is to find a way to look at things lightly and from a playful perspective. . As we change our perspective and get in touch with the child in us we may view ourselves gently, strip ourselves of pretences and begin to simplify things. We are then no longer solving problems but seeking opportunities to have fun. We discover joy and excitement as mental tools that guide us in designing our future much like a child. The second objective is to try and tacitly experience non competitive side of play ie. to learn to play on our own with our own rules. Last but not the least there is the objective to connect with ourselves, through the tactile nature of materials around us and through nature. We will try to get into the mental space of that child who confidently builds things with rocks and sticks and makes a game out of climbing stairs or just walking. The workshop is designed in a way that the objective can be decided by the participant, cause essentially that is play, where we guide ourselves to make something more fun!!

METHODOLOGY

This workshop is open to all disciplines. The workshop is very hands on with playfulness built in its methodology. The following tracks of methodology will run parallel during the workshop Conversations, Reflections, Introspection; Playing Games. Digging into our past for what excited us as children. Interactions with other adults and children about what is play for them.

Exploration, Observation - Nature walks, exploring natural materials and materials surrounding us
Inspiration and Development - Develop a simple game/ a toy/ a device / a method of play

KEYWORDS

Play, Excitement, Hands on, Materials, Non-competitive,

WORKSHOP MODE

Online

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openelective.nid.edu