



# MEANING AND FUNCTION IN OPEN-ENDED COLLABORATIVE MEDIATING RESOURCES

OE2227



## INSTRUCTOR

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I am interested in children's life conditions with a special focus on child development, play and learning in relation to environment and materiality in contemporary social structures. Aspects of interest is second generation functionalities in packaging materials. Play material design shall facilitate interaction between players, children as well as adults.

<http://playdesign.se>

## OVERVIEW

The workshop will investigate and explore the material world that the growing child encounters. Point of departure will be child development from fertilization via the development of the nervous system into our senses and sensor systems. This way we will identify the way a growing individual orient itself by gathering information. This gathering of information will be processed in the brain and body. Communication and interaction between the inner and outer world will be established. By identifying meaning and function embedded in an object we can design open-ended solutions that offers the user multimodal options of interpreting and creating in play.

## OBJECTIVE

The workshop will connect the understanding of child development, reflected by the contemporary context (physical, cognitive, and social) in which the child lives, with design solutions that respond to this understanding. By study offered meaning and functions (in toys for example) the designer can develop designs that covers human multifunctionality and offers the user a variety of options created by the child itself in abstract and concrete communication. By using used packages (easy to access) there will be plenty of raw material to use in the process.

## METHODOLOGY

First session - The instructor presents the scope "From fertilization to product" of the complete workshop, theoretical platform, the organisation of the work in sessions and in smaller groups. The students will be presented to books, articles to study during the workshop. Everyday program, instructor will be available; Morning session (Swedish time 8 am, lunchtime in India) Two hours. Afternoon session (Swedish time 12 am, 4 pm in India) One hour. Every session will start with a short (30-45 minutes) introduction by the instructor. Material to work with will be gathered, analysed, transformed and re-productified. Later part of the workshop period students will work on design concepts, practical design solutions, sketches and documentation of the process and explanation of the results.

## KEYWORDS

Play, learning, inter/intra, open-ended, communication/interaction, materiality

## WORKSHOP MODE

Online

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