



PLAY DESIGNING WITH KIDS

A Children's Right Perspective THE MEMORY LANE



INSTRUCTOR

KRYSTINA CASTELLA

Art Center College of Design

Krystina's research and teaching center around designing for play, the intersection between design and ethical business, designing for social innovation, and sustainable materials and manufacturing innovation. Author of Designing For Kids; creating for playing learning and growing

<https://www.routledge.com/Designing-for-Kids-Creating-for-Playing-Learning-and-Growing/Castella/p/book/9781138290761>



CO - INSTRUCTOR

DANIEL SPIKOL

University of Copenhagen

Spikol's main research interests are in the design of environments that explore different modes for collaboration inquiry-based learning, play and exploration. Spikol is interested in expanding the role of design to support understanding how people can navigate across physical and virtual spaces in active and creative ways.

<https://bit.ly/3GkUeSg>

OVERVIEW

Designing with kids - A Children's Rights Perspective workshops broadens perspectives and reframes assumptions about what is involved in designing for kids and teens. The workshop strengthens knowledge, understanding, and practice to help prepare creative professionals to bring best practices with the end goal of making better products, services and environments for healthy child development. Workshop introduces methods to use to connect to expertise in child development, play, children's rights and working with vulnerable populations.

OBJECTIVE

Objectives - The primary objectives of this course are: • To introduce designing for kids and teens and demonstrate different research methods and processes used in academia and industry. • To explore and gain inspiration from projects, interviews with international industry experts, resources, toolkits and projects. • To learn from examples of creative work in various fields and to further develop a point-of-view and methods to apply in your own practice. • To practice through asking questions, sketching and engaging in assignments

METHODOLOGY

Participatory workshop with blended on-line learning tools that allows access to different design researchers. • Inculcating Values through PLAY • Learning & Development through PLAYplay. The elective follows a transformative and inclusive methodology aiming to look into the vertices of storytelling in space, meaning-making through collaborative exploration, joy and curiosity driven questioning of our familiarity, awakening the inner child and simply having fun during and after the elective.

KEYWORDS

Children's rights, Participatory Design, Ethics

WORKSHOP MODE

Online

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openelective.nid.edu