



OE24A03

Health is the New Game: Designing Contagious Wellness!



Evan Hastings

www.linkedin.com/in/evanhastings

ABOUT

Evan Hastings, RDT AThR, is a distinguished Drama Therapist and academic renowned for his innovative work in applied theatre and trauma healing. He is the founder of Shadow Liberation, a pioneering method for sexual violence prevention that merges Drama Therapy, Theatre of the Oppressed, and Shadow techniques to address traumatic and taboo subjects in a transformative way. Evan incubated Shadow Liberation during his decade on faculty at Srishti Institute of Art, Design and technology. With a Master's degree in Counseling Psychology and Drama Therapy from the California Institute of Integral Studies. Evan has served as a three-time Faculty Fellow at Harvard University's Project Zero and has taught at prestigious institutions such as Lesley University, Antioch University, Azim Premji University and Xavier's College Mumbai. His artistic practice also includes large-scale immersive installations, engaging communities through evocative public art towards collective well-being.

OVERVIEW

This course positions students at the intersection of health, creativity, and community engagement, using the principles of game design to create transformative health-promoting experiences. Through a project-based inquiry, students will develop games that engage communities in meaningful ways and build social cohesion. The course emphasises the use of playful, participatory methods to advance collective well-being, moving beyond conventional methods of health communication. By the end of the course, students will have created original games that are both fun and contribute to collective well-being, making health a shared, contagious value within communities.

METHODOLOGY

Students will engage in an iterative process involving empathy-driven research, ideation, prototyping, and play testing. The course emphasizes hands-on, project-based learning, where students work in teams to co-create health-promoting games across various formats (theatre games, sports, word games, etc.). They will create original games, mash-up existing ones, and refine their designs for relevance and impact in fostering cultures of care. Continuous feedback and reflection will guide their development. The course culminates in a public exhibition, where students present their final projects, fostering dialogue on innovative approaches to health promotion and community care.

KEYWORDS

Health, Promotion, Game Design, Collective Well-being.

LOCATION

Ahmedabad

MAXIMUM PARTICIPANTS

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