



OE24B19

## Blurring Boundaries through Play

### ABOUT

Antra has over 12 years of experience as a designer, consultant, and entrepreneur across various fields, including apparel, furniture, spatial design, and toy and game design. She is passionate about child development, designing for children, design for inclusion, and cognitive psychology. Deeply valuing human empathy, Antra strives for human-centric design solutions. Her graduation project at NID, "Empathy in a Post-Pandemic World," received the Ford Foundation Grant. Currently pursuing a Ph.D. in Design at IIT Guwahati, her research focuses on play, child development, and neurodivergence. Beyond design, Antra is a dancer, avid reader, and appreciates liberal arts and a lighthearted approach to life.



Antra Lodha

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Pooja Kalai

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Pooja Kalai is the first fashion designer from Tripura's Indigenous community, with over 9 years of experience in academia and the apparel and textile design industry. She has served as an Assistant Professor at Atlas Skill Tech University in Mumbai and worked as a maternity wear designer with Mahindra Retail. Previously, she was a product designer at the Bamboo and Cane Development Institute in Agartala. Currently, Pooja is pursuing a Phd. in Design at IIT Guwahati, focusing on material thinking, sustainable systems, and design methods. A lifelong learner, she is dedicated to fostering creativity and innovation across all areas of design, embracing a holistic approach.

### KEYWORDS

Inclusive, Empathy, Toy, Game, Material-exploration.

### OVERVIEW

This workshop explores "Cultures of Care" by leveraging the power of play and inclusive thinking. Participants will engage in diverse activities that demonstrate how toys and play can overcome barriers such as language, physical ability, age, emotion, power, geography, neurodivergence, and artistic expression. Through collaborative, multi-sensory experiences, the workshop aims to foster empathy, creativity, and community. By emphasizing care in design, we aim to inspire participants to create thoughtful, inclusive solutions that nurture and protect individuals, communities, and the environment. This holistic approach ensures care becomes central to their design practices.

### METHODOLOGY

This workshop uses a hands-on approach to explore "Cultures of Care" through play and inclusive design. In Week 1, participants engage in curated games that break down barriers like language, physical ability, and neurodivergence, followed by sessions analyzing their experiences with care and inclusivity. Theoretical grounding is provided through discussions, along with narrative-driven, tactile explorations. In Week 2, participants develop inclusive design concepts through collaborative play and iterative processes, culminating in testing sessions that ensure practical applications of empathy and responsibility in their design practices.

### LOCATION

Bangalore

### MAXIMUM PARTICIPANTS

15