



# Designing for Children

- with focus on 'Play + Learn'

2-6 February 2010  
at IDC, IIT Bombay, Mumbai, India

## Overall Schedule:

Tuesday 2nd February	Wednesday 3rd February	Thursday 4th February	Friday 5th February	Saturday 6th February
Day 1	Day 2	Day 3	Day 4	Day 5
<u>Educational Meet</u>	<u>International Design Conference</u>	<u>International Design Conference</u>	<u>International Design Conference</u>	<u>Design Outreach</u>
9.00am Introduction 9.30am Vision Statements 1 11.30am Vision Statements 2	9.00am Registration 10.00am - 10.30 am Inauguration & Introduction 11.00am - 1.00pm Morning Talks (Parallel sessions)	9.30am - 10.30 am Vision Address <b>Arvind Gupta</b> + (IDC Auditorium) 11.00am - 1.00pm Morning Talks (Parallel sessions)	9.30am - 10.30 am Vision Address <b>Noni Avital</b> + IDC Auditorium) 11.00am - 1.00pm Morning Talks (Parallel sessions)	10.30am - 1.00pm Visit to Ngo's working with children
1.00pm - 2.30pm Lunch	1.00pm - 2.30pm Lunch & networking	1.00pm - 2.30pm Lunch & networking	1.00pm - 2.30pm Lunch & networking	1.00pm - 2.30pm Lunch & networking
3.00 pm - 5.00 pm Roundtable and Group Discussions	3.00pm - 5.00pm Afternoon Talks (Parallel sessions)	3.00pm - 5.00 pm Afternoon Talks (Parallel sessions)	3.00pm - 5.00pm Poster Presentation Sessions	3.00am - 4.30pm Visit to Mumbai city
	5.30pm - 6.30 pm Vision Address <b>Uday Athavankar</b> (IDC Auditorium)	5.30pm - 6.30 pm Keynote Address <b>Chris Crawford</b> (LT Auditorium)	5.30pm - 6.30 pm Vision Address <b>Vivek Monteiro</b> (IDC Auditorium)	4.30pm - 6.30 pm Kalaghoda Festival
6.30pm <u>Inauguration of Exhibition</u> + Press Meet	6.30pm Tea and Snacks 7.30 Dance Ballet - Ek Sham Gandhi Ke Nam	6.30pm Tea and Snacks 7.30 Animation Films	6.30pm Tea and Snacks <b>Allison Druin</b> + Concluding Session 7.30pm Dinner & networking	6.30pm onwards Café + Open Session



Paper presentations:  
List of papers being presented during the conference:

Day 2  
Development

**3<sup>rd</sup> Feb 11.00 - 1.00 - Parallel Session 1A**

**Development issues of children with focus on 'Play + Learn': Guest House Conference Room**

*Child Development:*

**Creativity Matters: Embedding Creative Practices in Early Years Education**  
By Corey China and Denise Rocca, Engine Room, University of the Arts London, United Kingdom

*Learning Play Connected:*

**The cognitive space of Indigenous children: A natural way of awakening the senses and the cognitive tools**  
Jinan.k.b, Kumbham, Kerala, India

*Child Development and Creativity:*

**SoulCollage® for Children: Process art as a pathway to creativity**  
Adele Bass, Art Center College of Design, Pasadena, California, USA

*Play and learn:*

**Natural Play and Learn-A Morphological Analysis**  
Ananthavalli Ramesh and Medha Satish Kumar, Department of Management Studies, Indian Institute of Technology Madras, India

Day 2  
Environment

**3<sup>rd</sup> Feb 11.00 - 1.00 - Parallel Session 1B**

**Children's environment with focus on 'Play + Learn': Institute Auditorium**

*Games and Learning:*

**Resurrecting the Dead: The Case of the 'Sappy Sodgers'**  
S. Baxter and F. K. Wood, Centre for the Study of Natural Design, University of Dundee, UK

*Design of Built Environment:*

**Interventions in Cognitive Education: Kid Architecture**  
Jon Daniel Davey and Michael Brazley, School of Architecture, Southern Illinois University Carbondale, Illinois USA

*Child Environment:*

**Learning through Landscape - Designing Natural Children Outdoor Play in Jakarta Indonesia**  
Susinety Prakoso, Universitas Pelita Harapan, Indonesia

*Environmental Design:*

**Ethnography study to improve a children library called 'Miracle library'**  
KwanMyung Kim, Sohyun Kim, Yoonhee Kim and Youn-kyung Lim Korea Advanced Institute of Science and Technology, Korea; Mathieu Keizer, Delft University of Technology, Delft, Netherland

Day 2  
Interaction design

**3<sup>rd</sup> Feb 11.00 - 1.00 - Parallel Session 1C**

**Interactive Design for children with focus on 'Play + Learn': IDC Auditorium**

*Interactive Media:*

**Encourage Children in Jordan to read printed books by using digital media**  
Dima Jurf and Patrick Allen, School of Computing, Informatics and Media, Bradford University, UK

*Robotic Toys and children:*

**Visual Programming Application for Children to program Robotic Toys**  
Nikhil Karwall, Design Consultant, Mumbai, India

*Interactive Media:*

**Child and Design Factors interacting in Children's HCI - Helping children focus on the content, not the interface**

Shuli Gilutz and John B. Black, Teachers College, Columbia University, New York, USA

*Digital Design:*

**Designing an Educational Website for Children**  
Rajeswari Namagiri Gorana and Mamata Pandya, Centre for Environment Education, Ahmedabad, India

## 3<sup>rd</sup> Feb 3.00 - 5.00 - Parallel Session 2A

**School for children with focus on 'Play + Learn': Guest House Conference Room**



*School Learning:*

**Implementing D&T Education in Indian Middle Schools**

Ritesh Khunyakari, Swati Mehrotra, Sugra Chunawala and Chitra Natarajan, Homi Bhabha Centre for Science Education (Tata Institute of Fundamental Research), Mumbai, India

*Design Learning:*

**Naïve Designers: A Study Describing Indian Middle School Students' Creative Design Solutions to a Real-World Problem**

Farhat Ara, Chitra Natarajan and Sugra Chunawala, Homi Bhabha Centre for Science Education (Tata Institute of Fundamental Research), Mumbai, India

*School and Learning:*

**The Process and not the Product: Designing with Children**

Peggy Mohan, Vasant Valley School, New Delhi, India

*School and Learning:*

**Complete Education - Addressing Social Issues using the Visual Language as the Medium**

Indrani De Parker, Communication Designer, Design Educator, IILM School of Design, Gurgaon, India

## 3<sup>rd</sup> Feb 3.00 - 5.00 - Parallel Session 2B

**Children and media with focus on 'Play + Learn': Institute Auditorium**

*Visual Thinking:*

**Character based Learning through Allegories of Information:**

An Investigation into the Use of Drawing as a Collaborative and Investigative tool for Exploring Concepts and Knowledge in Primary School Age Children- A Case Study

D. McCannon, North Wales School of Art at Glyndwr University, UK

*Children as Storytellers:*

**'Homing' in with Stories**

Nina Sabnani, Industrial Design Centre, IIT Bombay, India

*Collaborative Art with Children:*

**Active art/design: case studies from public art projects with children in Queensland, Australia.**

Kevin Todd, University of the Sunshine Coast, Queensland, Australia

*Children:*

**Harnessing a Child's Love of Play: Examples from Sesame Workshop India's Community Outreach Initiatives**

Ameena Batada, Sesame Workshop India, New Delhi, India

## 3<sup>rd</sup> Feb 3.00 - 5.00 - Parallel Session 2C

**Products for children with focus on 'Play + Learn': IDC Auditorium**

*Toy Design:*

**Hong Kong Toy Design Lab: Shaping the Toys to Come - from the World's Production Hotbed**

Rémi Leclerc, Toy Design Lab, School of Design, The Hong Kong Polytechnic University, HK

*Experiential Learning:*

**Learning is not a child's Play**

Sonali Soni Pal, Textile Design Department, Pearl Academy of Fashion, New Delhi, India

*Toy Design:*

**Experience Designing toys with social values in the south of Chile**

Paulina Pilar Contreras Correa, Facultad de Diseño, Universidad del Desarrollo and Fundación Trabajo Para un Hermano, Concepción, Chile

*Toys and Children:*

**Designing Games for Children**

Ajith Kumar G, Funskool India Limited, ajith@funskool.co.in

Day 3

Development

## **4th Feb 11.00 - 1.00 - Parallel Session 3A**

**Development issues of children with focus on 'Play + Learn': Guest House Conference Room**



*Children as Designers:*

**Children Leading the Way as Designers**

Laura Chessin, Faculty, Department of Graphic Design, School of the Arts. Virginia Commonwealth University, Richmond, USA

*Creativity and Culture:*

**Designing for 'Multiculturalism': Children's Experience**

Venu Mehta, H.M. Patel Institute of English Training and Research, Gujarat, India

*Learning Design Process:*

**You Design It: A Self Directed Design Workshop for Children**

Bryan Howell, Brigham Young University, Provo, Utah, USA

*Creativity and Learning:*

**Creative Learning - Mental Mapping for Deeper Understanding**

Suneet Kheterpal, Centre for Development of Advanced Computing (C-DAC) Mohali, India

Day 3

Environment

## **4<sup>th</sup> Feb 11.00 - 1.00 - Parallel Session 3B**

**Children's environment with focus on 'Play + Learn': E E Seminar Hall**

*Human Centered Design:*

**Design for the Youngest**

Alma Leora Culén, University of Oslo, Group for Design of Information Systems, Oslo, Norway

*Environmental Design:*

**The Significance of Play in the Context of Urban Consumption**

Tak Ping Tsang, School of Design, Hong Kong Polytechnic University, Hong Kong, China

*Play and learn:*

**An Analysis of Children's Outdoor Activities and their Relationship to Play and Learning for Sustainability**

F. K. Wood, F. S. Bruce and S Baxter, Centre for the Study of Natural Design, University of Dundee, UK

*Learning Architecture and Children:*

**Designing an architecture educational package for children**

Mohammad Razzaghi, University of Art, Tehran, Iran and Azadeh Bayat, Tehran, Iran

Day 3

Interaction design

## **4<sup>th</sup> Feb 11.00 - 1.00 - Parallel Session 3C**

**Interactive Design for children with focus on 'Play + Learn': IDC Auditorium**

*Architecture for Children:*

**From past heritage to innovation in architecture for Nursery and Kindergarten in the Italian experience**

Lucente Roberta and Recchia Ida, University of Calabria, Italy

*Physical Interaction:*

**Kahaani - An Interactive Floor: For the playful learning experience of children through stories**

Pranav Gupta and Ruchika Sarada, National Institute of Design, Ahmedabad, India

*Aesthetic Experience:*

**Drawing with Fun: What We Can Learn From the Children**

Hanayanti Hafit, Universiti Tun Hussein Onn Malaysia, Johor, Malaysia and

Fariza Hanis Abdul Razak, Universiti Teknologi Mara, Selangor, Malaysia

*Interactive Design:*

**Hands-on Learning - The Agastya Experiment**

M.Shivakumar, Agastya International Foundation, Bangalore, India

Day 3

School

## 4<sup>th</sup> Feb 3.00 - 5.00 - Parallel Session 4A

**School for children with focus on 'Play + Learn': Guest House Conference Room**

*Reading room for Children:*

**Design and Delivery of an Experiential Learning Model for Children**  
Priya Srinivasan, The Pomegranate Workshop, Mumbai, India

*Involvement and Learning:*

**A different perspective towards "Teaching & Learning" - Need to create 'Thinkers' who 'Do'**  
Kanaka Ananth, DJ Academy of Design, Coimbatore, Tamil Nadu, India and Bindhu Madhu, Bangalore, Karnataka, India

*Learning and Children:*

**At School with Design - Early Explorations in Introducing Design in the Curriculum at The School,**  
Krishnamurti Foundation of India (KFI), Chennai  
Aarti Kawlra, Indian Institute of Technology Madras, India: Deepa Kamath, Graphic Design Consultant, Chennai & Mumbai

*Participatory Culture for Social Change:*

**Leveraging the Power of Participatory Culture for Awareness among Street Children**  
Mydhili Bayyapunedu, Google India Pvt. Ltd., Hyderabad, India



Day 3

Media

## 4<sup>th</sup> Feb 3.00 - 5.00 - Parallel Session 4B

**Children and media with focus on 'Play + Learn': PC Saxena Auditorium (LT)**

*Interactive Multimedia Installation:*

**Around the World with Haba: Learning Different Cultures through Music and Movement**  
Anuja Joshi, Art Center College of Design, Pasadena, California, USA

*Story Creation Schema:*

**Story Based Schema Building Approach in Science Learning**  
Sachin Datt and Ravi Poovaiah, Industrial Design Centre, Indian Institute of Technology, Bombay

*Computers and Children:*

**A Case for Reading and Writing on a Classmate PC**  
Mayank Sharma, Intel Corporation, Oregon, USA: Tabita Abraham, HumanFactors International, Bangalore, India: Russell Beaugard, Intel Corporation, Oregon, USA

*Game play and Storytelling:*

**Amazing India - A State-by-State Guide Challenges in designing an informative a book for children**  
Anita Vachharajani, Freelance writer, and Amit Vachharajani, Film maker, Mumbai, India

Day 3

Products

## 4<sup>th</sup> Feb 3.00 - 5.00 - Parallel Session 4C

**Products for children with focus on 'Play + Learn': IDC Auditorium**

*Sustainability and Toy Design:*

**Sustainability in Toy Design through Bamboo: Approaches to integrating the tenants of sustainability through design**  
Rebecca Reubens, Design for Sustainability, Delft University of Technology, The Netherlands

*Board Games:*

**Back to Our Roots: A Board Game Approach to Active Vocabulary**  
Sanika Mokashi, Texas Instruments, India

*Toy Design:*

**Toy Designs: Whose Choice Matters - Children's or Parents'**  
Mohsen Jaafarnia and Pradeep Yammiyavar, Indian Institute of Technology Guwahati, India

*Child Development:*

**The role of toys in early childhood**  
Gayatri Menon, Toy and Game design program, National Institute of Design, India

*Designing for Children:*

**Banknote Design and Children**  
N. Krishnaswamy, Bharatiya Reserve Bank Note Mudran Private Limited, West Bengal, India

Day 3

Special Needs

### 4<sup>th</sup> Feb 11.00 - 12.30 - Parallel Session 3D

**Children with special needs with focus on 'Play + Learn': VC Classroom**

*Collaboative Innovation:*

Designing a 'Play + Learn' Environment at the Elizabeth Special School, for children with multiple disabilities: a collaboration with design students, community, and government  
Richard Coker, University of South Australia and Jan Coker, Design Strategist, Upfront3, Australia

*Special Needs:*

Primacy of human centric design in the development of an educational toy for visually challenged children: A case study  
Jayakumar, M, M. S. Ramaiah School of Advanced Studies, Bangalore, India

*Toys for rehabilitation:*

Designing Toys and Technologies for Rehabilitation  
Khipra Nichols, Industrial design, Rhode Island School of Design Providence Rhode Island, USA and J.J. Trey Crisco, Department of Orthopedics, Brown Medical School, Professor of Engineering (Research) Brown University, Providence Rhode Island, USA



Day 3

Special Needs

### 4<sup>th</sup> Feb 3.00 - 4.30 - Parallel Session 4D

**Children with special needs with focus on 'Play + Learn': VC Classroom**

*Play Therapy:*

Overcoming Selective Mutism: Play Now...Talk Later!  
P.M. Bork, Faculty of Education, Brock University, Canada

*Inclusive Environment Design:*

Universally Beneficial Educational Space Design for Children with Autism; the Research Progression  
Rachna Khare, National Institute of Design, Ahmedabad, India and Abir Mullick, Georgia Institute of Technology, Atlanta, USA

*Designing for Special Needs:*

Designing Technology for Special Children  
Manisha Mohan, Tata Interactive Systems, Mumbai, India

Day 4

School

### 5<sup>th</sup> Feb 11.00 - 12.00 - Parallel Session 5A

**School for children with focus on 'Play + Learn': Guest House Conference Room**

*Holistic Learning:*

Rabindranath's Open-Air School System At Visva-Bharati And Its All-Time Relevance  
Raj Kumar Konar, Silpa-Sadana, Visva-Bharati, Santiniketan, West Bengal, India

*Reading room for Children:*

Aata Paata Horaata: A Learning Ecosystem  
Geetha Narayanan, Kinnari Thakker, Dipti Sonawane, Palash Mukhopadhyay and Gabriel Harp, Srishti School of Art, Design & Technology, Bengaluru, India

Day 4

Environment

### 5<sup>th</sup> Feb 11.00 - 12.00 - Parallel Session 5B

**Children's environment with focus on 'Play + Learn': Institute Auditorium**

*Environmental Design:*

Design of Play Spaces in the Context of Modern Dwellings  
Anirudh Natuu and Shetall Natuu, Symbiosis Institute of Design, Pune, India

*Child's environment:*

The Chameleon Playhouse  
Milagros Zingoni, School of Architecture and Landscape Architecture, Arizona State University, USA

Day 4  
Media

**5<sup>th</sup> Feb 12.00 - 1.00 - Parallel Session 5B**

**Children and media with focus on 'Play + Learn': Institute Auditorium**

*Game play and Storytelling:*

**Food Force II: Community Learning through Storytelling**

Manu Sheel Gupta and Vijit Singh, SEETA organization (Software for Entertainment, Education and Training Activities), New Delhi

*Storytelling and Communication:*

**To Tell A Story: How Can Small Voices Make Themselves Heard?**

Rebecca Glaser, Fulbright-Nehru at Sphoorti Foundation, Secunderabad, India



Day 4  
Interaction design

**5<sup>th</sup> Feb 11.00 - 1.30 - Parallel Session 5C**

**Interactive Design for children with focus on 'Play + Learn': IDC Auditorium**

*Interactive Environment:*

**Designing Inclusive & Playful Technologies for Pre-School Children**

Wendy Keay-Bright, Cardiff School of Art and Design, University of Wales Institute

Adam Martin, Newport School of Art, Media & Design, University of Wales, Newport, UK

*e-learning and children:*

**Developing Mathematical Concepts for E- learning by Engaging Multiple Intelligences: a proposal for a new framework -CRIB**

Manuj Dhariwal and Pradeep Yammiyavar, Indian Institute of Technology Guwahati, India

*Interaction Design:*

**The affection of cursor frozen time to children's mouse interface**

KwanMyung Kim, Sunkyu Choi and Kun-Pyo Lee, Korea Advanced Institute of Science and Technology, Korea

*Interaction Design:*

**Interactive Ebooks - Experiments on the OLPC XO-1 Book-reading System**

Sayamindu Dasgupta, One Laptop Per Child, Kolkata, India

*Learning Play Connected:*

**Virtual Learning Environments - An Extension of the Physical World and More**

Suneet Kheterpal, Centre for Development of Advanced Computing (C-DAC) Mohali, India,

Bibhudutta Baral, National Institute of Design (NID), Bangalore, India

Day 4  
Poster presentations

**5<sup>th</sup> Feb 3.00 - 4.30**

**Interactive Design for children with focus on 'Play + Learn': IDC Exhibition Room**

**Poster presentations:**

The list of posters being presented during the conference:

*Handwriting and Children:*

**Different Innovative methods to improve Handwriting of children**

Aditya S. Khutale, Vishwakarma Institute of Technology, Pune adityakhutale@gmail.com

*Media:*

**Colocated, Collaborative Storytelling for Children: What does technology bring in?**

Alma L Culen and J Herstad, Institute of Informatics, University of Oslo, Norway

*Puppets and Children:*

**Learning with Puppets**

Amritha Kanthar, Industrial Design Centre, IIT Bombay, India

*Drawing and Children:*

**Digital Drawing as a Collaborative Learning Environment for Children**

Anshul Chaurasia, Anubhuti Jain, Ishani Parekh and Sanchit Gupta, Dhirubhai Ambani Institute of Information and Communication Technology Gandhinagar, Gujarat, India



*Special Needs and Children:*

**Drishiti: a class room equipment for inclusive education of children with low vision in the nursery age group**

Anupama Naomi Joseph, National Institute of Design, Ahmedabad, India  
anupama.naomi@gmail.com

*Learning and Children:*

**Design School**

Jinu Kurien, Principal Architect, DesignWorks & Adjunct Faculty, Pillai's College of Architecture, CBD Belapur, Navi Mumbai, India

*Special Needs and Children:*

**Playing Together, Growing Together: Fostering social inclusion of children with disabilities through inclusive play design**

Kavitha Krishnamoorthy, Managing Trustee, Kilikili, Bangalore, India kavitha@kilikili.org  
Chitra Vishwanath Advisor, Kilikili, Principal Architect, Biome Environmental Solutions  
chitra@biome-solutions.com

*Toys and Children:*

**A Study on Young Children's Educational Toys in Taiwan**

Mei-Fang Cho Department of Child Care and Education of Southern Taiwan University, Taiwan  
and Ya-Cheng Tsai, Department of Business Administration of Southern Taiwan University

*Special Needs and Children:*

**Playing Together, Growing Together, Fostering social inclusion of children with disabilities through inclusive play design**

Kavitha Krishnamoorthy and Chitra Vishwanath, Kilikili, Kalyan Nagar, Bangalore, India

*Interaction Design:*

**iSpeak++ Interactive Software Program that Empowers Anxious Kids To Talk**

P.M. Bork, Faculty of Education, Brock University, Canada and D.L. Wood, Department of Computer Science, Brock University, Canada

*Learning and Children:*

**A non-linear sequence to learn**

Poornima Sardana, Fashion Communication, NIFT, New Delhi, India

*Design and Schools:*

**Bringing Design into the Indian School Curriculum: Experiences & Insights from a Designers-Teachers Workshop**

Ritesh Khunyakari, Homi Bhabha Centre for Science Education, Mumbai; Padma Sarangapani, Tata Institute of Social Sciences, Mumbai and Sudarshan Khanna, National Institute of Design, Ahmedabad, India

*Special Needs:*

**Learning Aid for Differently Able**

Rutuja Rasam, Industrial Design Centre, IIT Bombay, India

*Play and Learn:*

**AkaarNitee: A Strategy Based Educational Game on Volume**

Sarang Kusale, Design Associate, Shenoy Innovation Studio, IDC IIT Bombay, Mumbai, India

*Play and Learn:*

**clay- Made: enable kids to play and learn as a group using self modeled real world objects**

Sumit Pandey, New Media Design, NID, Gandhinagar and Swati Srivastava, Interaction design, IDC, IIT Bombay, India

*Products and Children:*

**Product Design Engineering: a unique course at Swinburne University of Technology,**

Tavrou, S., Kuys, B., Swinburne University of Technology, Melbourne, Australia



Day 4

Poster presentations

*Play and environment:*

**Roam - interplay between children, devices, and wildlife**

Teresa Almeida, Lecturer/Coordinator Interactive Art, Lasalle College of the Arts, Singapore



*Play and Learn:*

**Play Way to Enhance Learning Ability**

Vibha Deshpande, Satara, Maharashtra, India vibhaadeshpande@yahoo.co.in

**Venue:**

The Conference 'Designing for Children' starts at 9.30 am on 3rd of February 2010 and is being held at:

IDC, IIT Bombay  
Powai Mumbai 400076  
Tel: 2576 7801

The link to the directions is:

<http://www.designingforchildren.net/directions.html>

**Helpdesk - 'designing for children'**

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