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## Designing for Children Papers 2010

'Play and Learn'

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## Introduction

The international conference with the focus on 'Designing for Children' was being held at Mumbai, India, in Feb 2010 and was being hosted by the Industrial Design Centre (IDC), at the Indian Institute of Technology Bombay (IITB), Mumbai.

This international event was aimed at deliberations and discussions concerning design issues related to children. The event was expected to throw light on the role of designing for children as related to the design of objects, media, and the environment with a focus on 'play and learn'.

The events were centered around the interests of students, educationists, practicing designers, and children related interest groups. The event had been designed to be lively, interactive, and thought-provoking and provided an excellent opportunity to interact with thought leaders and listen to visions by researchers.

### The Major Events:

- Design Education Meet
- International Design Conference
- Exhibition of Projects on 'Design for Children'

Here, you can find the selected final juried papers for the conference 'Designing for Children 2010' with the focus on 'play and learn'.

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## International Speakers

The list of papers was selected for presentation during the conference.

### *Child Development and Creativity:*

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

Download Paper:

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### *Special Needs and Children:*

2. **Adriana**, Trentin, Universidade do Vale do Itajaí, Brazil  
**Tinqüe- Electronic equipment for education relief** Subtitle: A new proposal to alphabetization

Download Paper:

- [adriana\\_trentin\\_designing\\_for\\_children.pdf.....](#) 

### *Human Centered Design:*

3. **Alma Leora Culén**, University of Oslo, Group for Design of Information Systems, Oslo, Norway  
**Design for the Youngest**

Download Paper:

- [alma\\_leora\\_culen\\_designing\\_for\\_children.pdf.....](#) 

### *Toy Design:*

4. **Amélie Labarthe**, THE SMTHS lab, London, United Kingdom **Matteo Oliverio**, THE SMTHS lab, London, United Kingdom  
**Educative creativity and playful interactions. How toys and products focussed on children's imagination help in developing free thinking and identity**

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### *Interactive Multimedia Installation:*

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

Download Paper:

• [anuja\\_joshi\\_designing\\_for\\_children.pdf.....](#) 

### *Learning Design Process:*

6. Bryan Howell, Brigham Young University, Provo, Utah, USA  
You Design It: A Self Directed Design Workshop for Children

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• [b\\_howell\\_designing\\_for\\_children.pdf.....](#) 

• [Watch Video.....](#) 

### *Interaction Design:*

7. Bruno Oro de Abreu, Univali, Balneário Camboriú, Brazil  
Dilus – Electronic product of aid at the social interaction, entertainment and continuity of school activities at a distance

Download Paper:

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### *Child Development:*

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

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### *Visual Thinking:*

9. D. Mc Cannon, North Wales School of Art at Glyndwr University, UK

#### **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

#### **Download Paper:**

• [desdemona\\_mccannon\\_designing\\_for\\_children.pdf.....](#) 

### *Interactive Media:*

10. Dima Jurf and Patrick Allen, School of Computing, Informatics and Media, Bradford University, UK

#### **Encourage Children in Jordan to read printed books by using digital media**

#### **Download Paper:**

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### *Play and Learn:*

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

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

#### **Download Paper:**

• [fiona\\_wood\\_designing\\_for\\_children.pdf.....](#) 

### *Product Design:*

12. G. M. Mejía, Universidad de Caldas, Colombia, F. C. Londoño, Universidad de Caldas, Colombia

#### **Design Issues in Serious Games for Children's Learning**

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### *Aesthetic Experience:*

13. Hanayanti Hafit, Universiti Tun Hussein Onn Malaysia, Johor, Malaysia and Fariza Hanis Abdul Razak, Universiti Teknologi Mara, Selangor, Malaysia

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

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### *Environmental Design:*

14. Jenny Liang, Art Center College of Design, Pasadena, United States  
**Hungry World A Multi-Modal Science Education System**

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### *Design of Built Environment:*

15. Jon Daniel Davey and Michael Brazley, School of Architecture, Southern Illinois University Carbondale, Illinois USA

**Interventions in Cognitive Education: Kid Architecture**

Download Paper:

- [jon\\_davey\\_designing\\_for\\_children.pdf.....](#) 

### *Collaborative Art with Children:*

16. Kevin Todd, University of the Sunshine Coast, Queensland, Australia  
**Active art/design: case studies from public art projects with children in Queensland, Australia**

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### *Toys for Rehabilitation:*

17. **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

#### **Designing Toys and Technologies for Rehabilitation**

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### *Interaction Design:*

18. **Kwan Myung Kim**, Sunkyu Choi and Kun-Pyo Lee, Korea Advanced Institute of Science and Technology, Korea  
The affection of cursor frozen time to children's mouse interface

Download Paper:

- [kwan\\_myung\\_kim\\_designing\\_for\\_children\\_cursor\\_frozen\\_time.pdf.....](#) 

### *Environmental Design:*

19. **Kwan Myung 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  
Ethnography study to improve a children library called 'Miracle library'

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### *Children as Designers:*

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

#### **Children Leading the Way as Designers**

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### *Architecture for Children:*

21. **Lucente Roberta** and **Recchia Ida**, University of Calabria, Italy  
From past heritage to innovation in architecture for Nursery and Kindergarten in the Italian experience

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### *Computers and Children:*

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

Download Paper:

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### *Child's Environment:*

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

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### *Learning Architecture and Children:*

24. **Mohammad Razzaghi**, University of Art, Tehran, Iran and **Azadeh Bayat**, Tehran, Iran  
Designing an architecture educational package for children

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### *Play Therapy:*

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

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### *Toy Design:*

26. Paulina Pilar Contreras Correa, Facultad de Diseño, Universidad del Desarrollo and Fundación Trabajo Para un Hermano, Concepción, Chile  
**Experience Designing toys with social values in the south of chile**

Download Paper:

- [p\\_contreras\\_designing\\_for\\_children.pdf.....](#) 

### *Inclusive Environment Design:*

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

Download Paper:

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### *Special Needs and Children:*

28. Rachel Gottlieb, Independent Designer  
**Touch + Space: Active Learning for Visually Impaired Children**

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#### *Sustainability and Toy Design:*

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

#### Download Paper:

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#### *Toy Design:*

30. Rémi Leclerc, Toy Design Lab, School of Design, The Hong Kong Polytechnic University, HK  
**Hong Kong Toy Design Lab: Shaping the Toys to Come - from the World's Production Hotbed**

#### Download Paper:

- [remi\\_leclerc\\_designing\\_for\\_children.pdf.....](#) 

#### *Collaboative Innovation:*

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

#### Download Paper:

- [rj-coker\\_designing\\_for\\_children.pdf.....](#) 

#### *Games and Learning:*

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

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### *Interactive Media:*

33. Shuli Gilutz and John B. Black, Teachers College, Columbia University, New York, USA  
Child and Design Factors interacting in Children's HCI - Helping children focus on the content, not the interface

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### *Child Environment:*

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

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- [s\\_prakoso\\_designing\\_for\\_children.pdf.....](#) 

### *Environmental Design:*

35. Tak Ping Tsang, School of Design, Hong Kong Polytechnic University, Hong Kong, China  
The Significance of Play in the Context of Urban Consumption

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### *Interactive Environment:*

36. 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  
Designing Inclusive & Playful Technologies for Pre-School Children

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### Interaction Design:

37. Zoja Bajbutovic, Sogeo Company Amsterdam, The Netherlands  
The Virtual Playground Social Networks for Children

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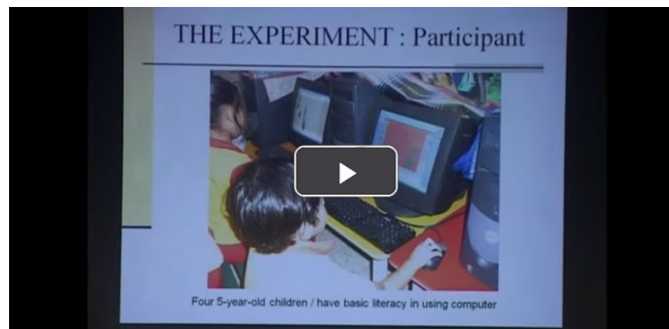
### International Speaker's Videos:



Bryan Howell, Brigham Young University, Provo, Utah, USA, **You Design It: A Self Directed Design Workshop for Children**



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



Hanayanti Hafit, Universiti Tun Hussein Onn Malaysia, Johor, Malaysia and Fariza Hanis Abdul Razak, Universiti Teknologi Mara, Selangor, Malaysia, **Drawing with Fun: What We Can Learn From the Children**



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

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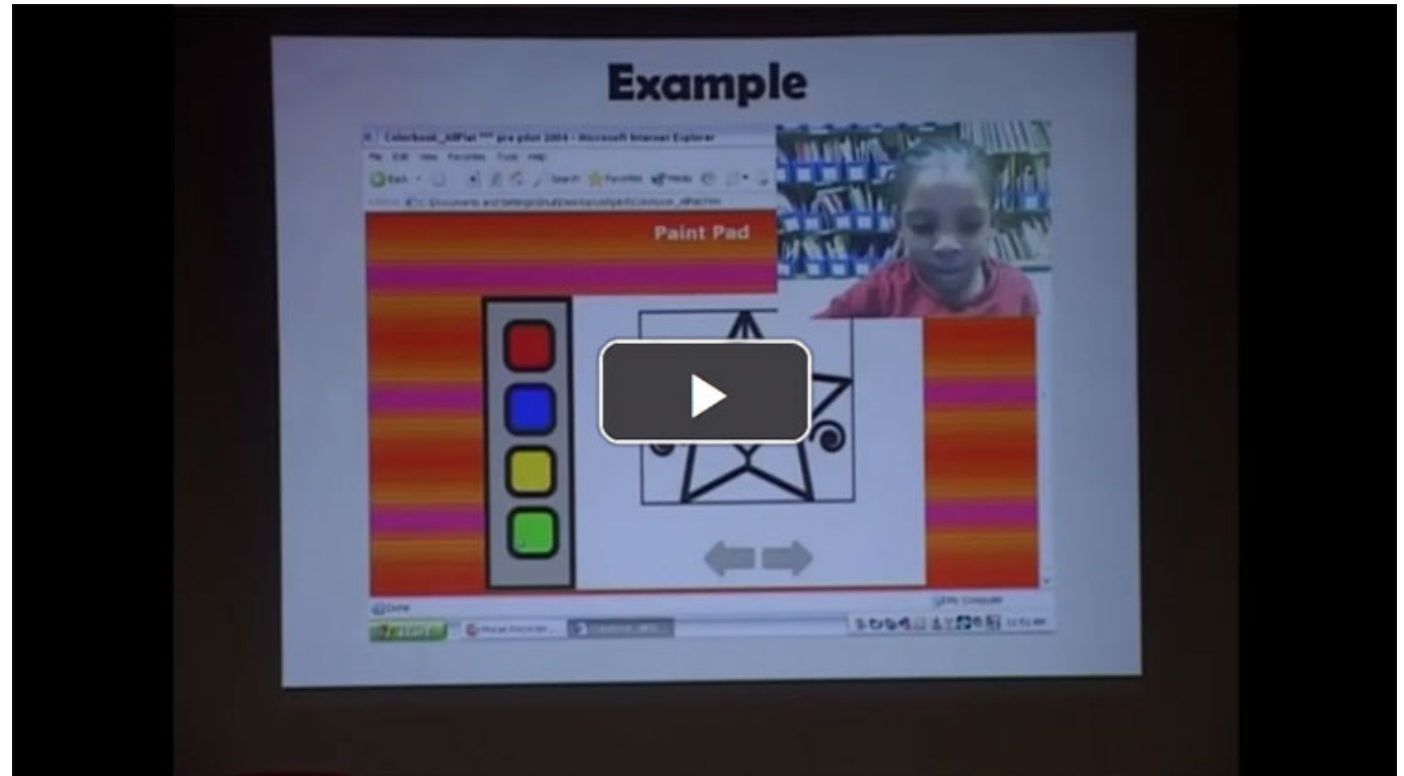
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Shuli Gilutz and John B. Black, Teachers College, Columbia University, New York, USA, Child and Design Factors interacting in Children's HCI - Helping children focus on the content, not the interface

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## National Speakers

The list of papers was selected for presentation during the conference.

### *Learning and Children:*

1. **Aarti Kawlra**, Indian Institute of Technology Madras, India: Deepa Kamath, Graphic Design Consultant, Chennai & Mumbai

**At School with Design - Early Explorations in Introducing Design in the Curriculum at The School, Krishnamurti Foundation of India (KFI), Chennai**

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### *Toys and Children:*

2. **Ajith Kumar G**, Funskool India Limited  
**Designing Games for Children**

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### *Children:*

3. **Ameena Batada**, Sesame Workshop India, New Delhi, India

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

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### *Play and Learn:*

4. **Ananthavalli Ramesh** and **Medha Satish Kumar**, Department of Management Studies, Indian Institute of Technology Madras, India

**Natural Play and Learn-A Morphological Analysis**

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### *Environmental Design:*

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

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### *Game Play and Storytelling:*

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

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### *Design Learning:*

7. Farhat Ara, Chitra Natarajan and Sugra Chunawala, Homi Bhabha Centre for Science Education (Tata Institute of Fundamental Research), Mumbai, India  
Naïve Designers: A Study Describing Indian Middle School Students' Creative Design Solutions to a Real-World Problem

Download Paper:

• [farhat\\_ara\\_designing\\_for\\_children.pdf.....](#)   
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### *Child Development:*

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

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### *Environmental Design:*

9. Gedela Vidya, Srujanavani Voluntary Association, India, Shaik Basheer, Srujanavani Voluntary Association, India  
Children's Environment - Focus on play and learn

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### *Reading Room for Children:*

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

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### *School and Learning:*

11. Indrani De Parker, Communication Designer, Design Educator, IILM School of Design, Gurgaon, India  
Complete Education - Addressing Social Issues using the Visual Language as the Medium

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### *Special Needs:*

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

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### *Learning Play Connected:*

13. Jinan. k. b, Kumbham, Kerala, India

The cognitive space of Indigenous children: A natural way of awakening the senses and the cognitive tools

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• [jinan\\_kb\\_designing\\_for\\_children.pdf.....](#) 

### *Involvement and Learning:*

14. Kanaka Ananth, DJ Academy of Design, Coimbatore, Tamil Nadu, India and Bindhu Madhu, Bangalore, Karnataka, India

A different perspective towards "Teaching & Learning" - Need to create 'Thinkers' who 'Do'

Download Paper:

• [kanaka\\_bindhu\\_designing\\_for\\_children.pdf.....](#) 

### *Interactive Design:*

15. M. Shivakumar, Agastya International Foundation, Bangalore, India

Hands-on Learning - The Agastya Experiment

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### *Designing for Special Needs:*

16. Manisha Mohan, Tata Interactive Systems, Mumbai, India

Designing Technology for Special Children

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### *Game Play and Storytelling:*

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

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

Download Paper:

• [vijit\\_singh\\_designing\\_for\\_children.pdf.....](#) 

### *e-learning and Children:*

18. Manuj Dhariwal and Pradeep Yammiyavar, Indian Institute of Technology Guwahati, India  
**Developing Mathematical Concepts for E- learning by Engaging Multiple Intelligences: a proposal for a new framework –CRIB**

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### *Toy Design:*

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

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### *Participatory Culture for Social Change:*

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

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### *Designing for Children:*

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

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### *Robotic Toys and Children:*

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

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### *Children as Storytellers:*

23. Nina Sabnani, Industrial Design Centre, IIT Bombay, India  
'Homing' in with Stories

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### *School and Learning:*

24. Peggy Mohan, Vasant Valley School, New Delhi, India  
The Process and not the Product: Designing with Children

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### *Physical Interaction:*

25. Pranav Gupta and Ruchika Sarma, National Institute of Design, Ahmedabad, India  
An Interactive Floor: For the playful learning experience of children through stories

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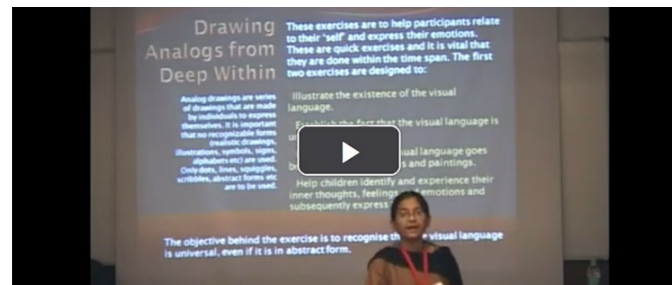
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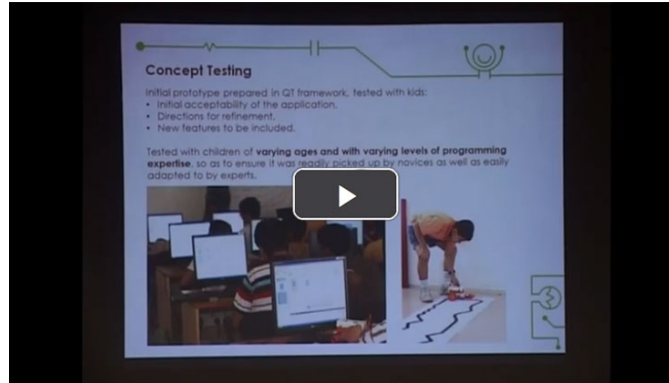
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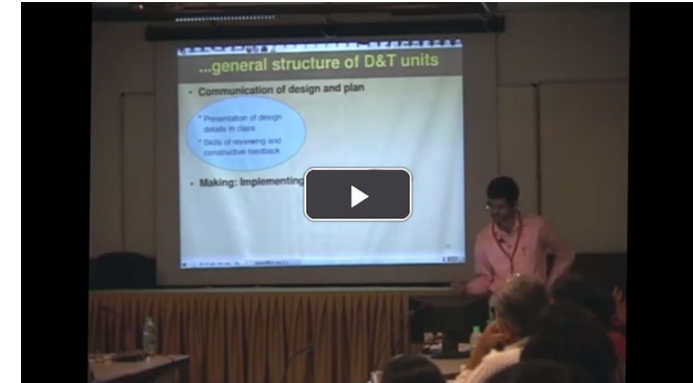
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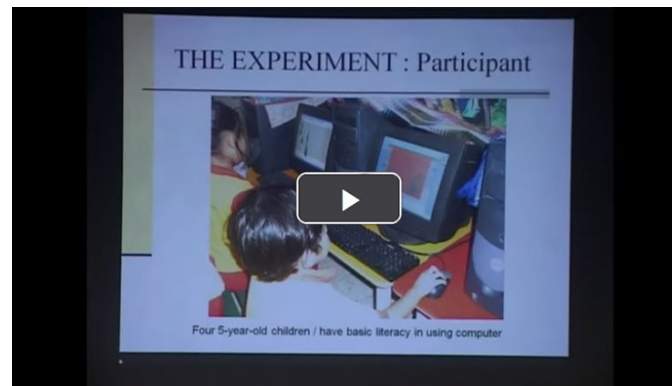
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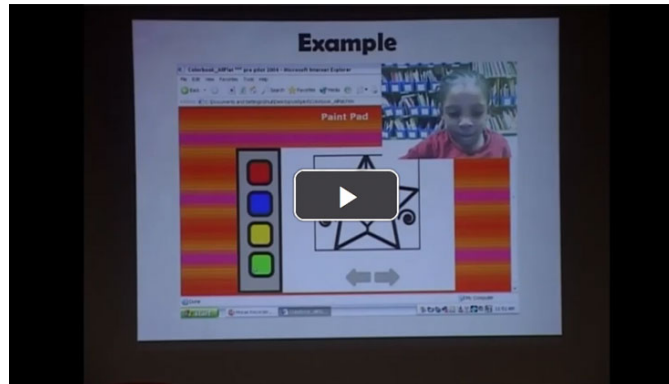
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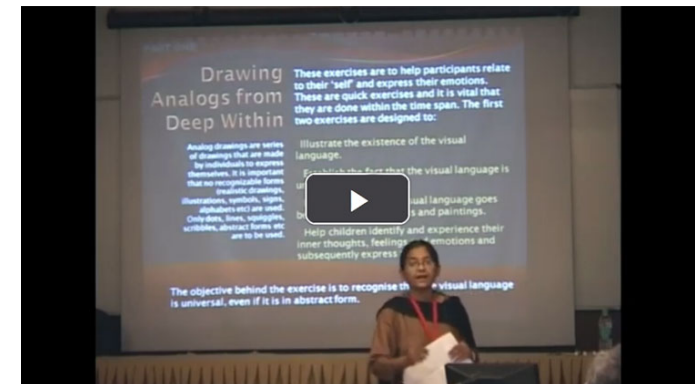
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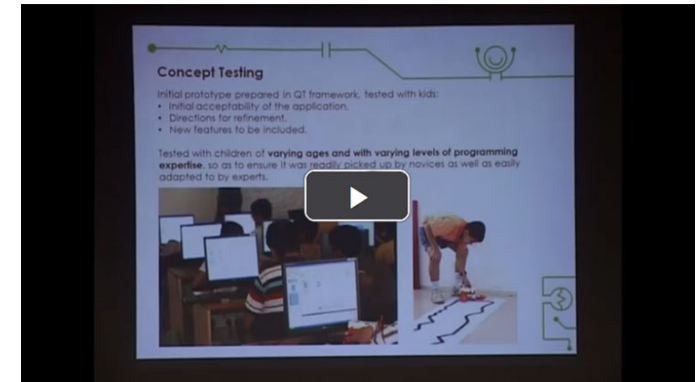
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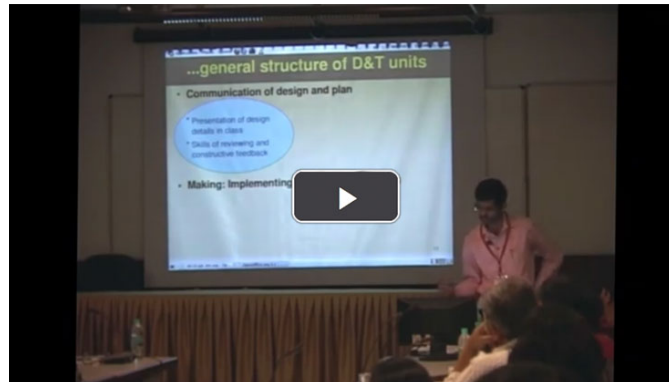
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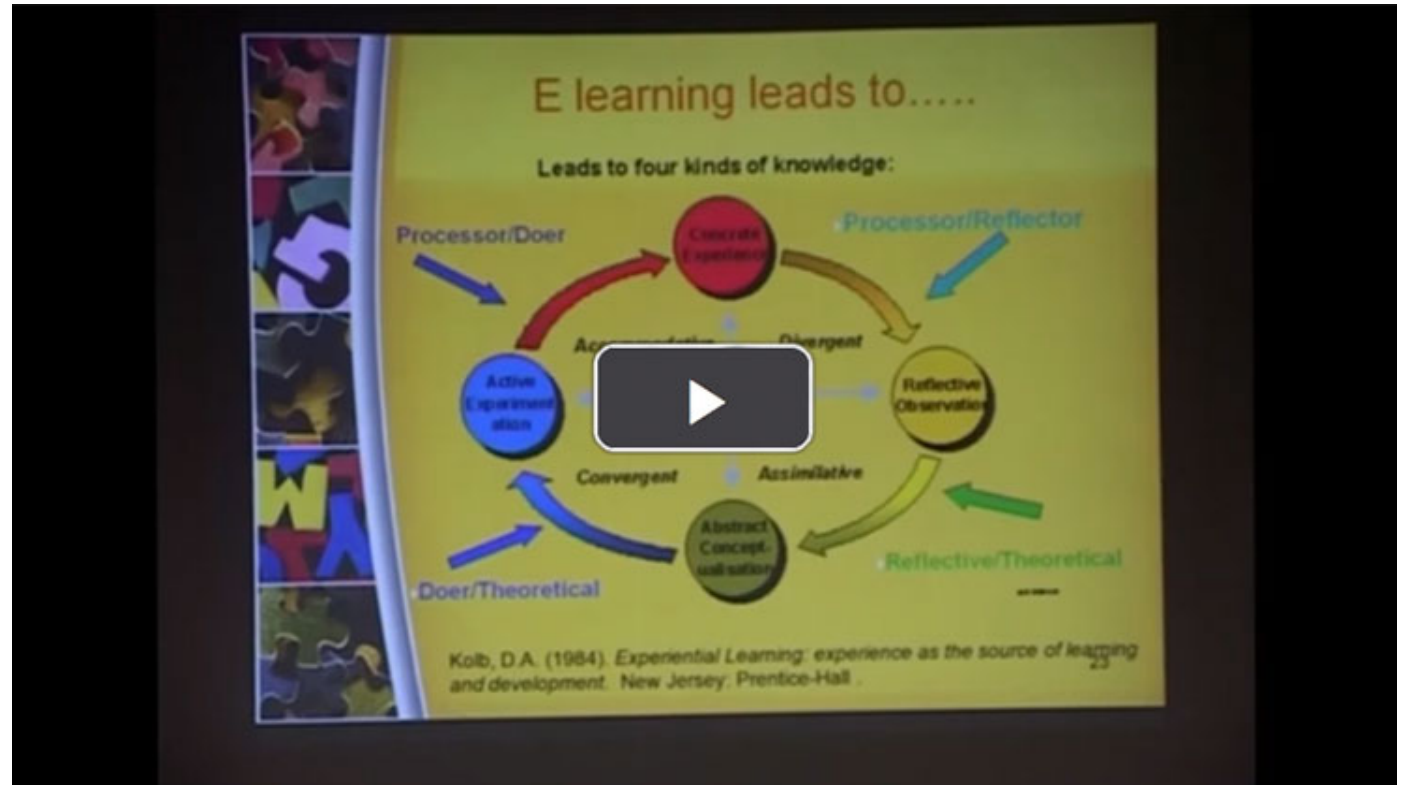
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Industrial Design Centre

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