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Designing for Children Papers 2021

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Introduction

The international conference 'Designing for Children 2021' Mumbai, India with focus on 'Play and Learn' was held online from 28th - 30th, January 2021 and was being hosted online by the IDC School of Design (IDC), Indian Institute of Technology Bombay (IITB), Mumbai with support from India Design Association (InDeAs) and DesignIndia.

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 design of objects, media and environment with 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 will provide an excellent opportunity to interact with thought leaders and listen to visions by researchers.

The Major Events:

- Design Workshops
- Design Education Meet
- International Design Conference
- Exhibition and Project Demo

Here you can find the selected final juried papers for the conference 'Designing for Children 2021' with the focus on 'play and learn'.

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International Speakers

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

1. Ariya Atthawuttikul, Rajamangala University of Technology Tawan-ok (Uthenthawai Campus), Thailand
Factors of Design for Child Carriers between 6-18 months under the Ergonomics for the Elderly.

Download Paper:

- [Dr-Ariya-Atthawuttikul-Factors-of-Design-for-Child-Carriers-between-6-18-months.pdf.....](#)
- [Watch Video.....](#)

2. Elvert Duran Vivanco, Jose Luis emndez, Ripper. Joao, Victor Azevedo Alice and Alves Ribeiro, Pontifícia Universidade Católica do Rio de Janeiro - PUC-Rio, Brazil

Farm School Lab . Design method for sustainable space for children school learning strategies. Case of form finding in laboratory aquaponic system inspire by cymatic movement of water.

Download Paper:

- [Elvert-Duran-Vivanco-Farm-School-Lab-Design-method.pdf.....](#)
- [Watch Video.....](#)

3. Jaime Alvarez and Eriko Hara, Takushoku University, Graduate School of Engineering, Japan
Development of a robot for emotional support of children during walking rehabilitation.

Download Paper:

- [J_Alvarez_E_Hara_K_Adachi_Y_agawa_Development.pdf.....](#)
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4. Heath Reed, Andrew Stanton, Avika Sood and Prof Michael Knowles, Sheffield Hallam University, UK.
Hydroponics Playground Garden, 'Playponics'; designing integrated sustainability and STEM education through play.

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5. **James Postell**, Department of Design / School of Design, Politecnico di Milano, Italy
Discovering Johnny Appleseed.

Download Paper:

- [James-Postell-Discovering-Johnny-Appleseed.pdf.....](#)
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6. **Mary Jane Begin**, Rhode Island School of Design, US
Creative Play: Thinking, Imagining, Inventing.

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- [Mary-Jane-Begin-Creative-Play-Thinking-Imagining-Inventing.pdf.....](#)
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7. **Rémi Leclerc**, PolyPlay Lab, Hong Kong.

Play, Design, Education: a mutually beneficial ménage à trois. A model of epistemology and ontology for designers, educators, and... players.

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8. **Robert Pulley and Prof Ashley Hall**, Royal College of Art, UK



Theatre of the Imagination.

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9. **Semini Pabodha Samarasinghe**, University of Moratuwa, Sri Lanka
Unconventional Vs Conventional PictureBooks in Post-globalization.

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10. **Shuli Gilutz**, Tel-Aviv University, Israel

In search of Play: 3 Ways Children Combine Digital and Tangible Play.

Download Paper:

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11. **Sneha Mehta**, School of Visual Arts, Department of Design Research, Writing and Criticism, US
Matter Matters: The Transformative Power of Materiality in the 21st Century Classroom.

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12. **Tina Klemmensen**, Illustration by Tina Klemmensen, Denmark
How to design a safe space for childrens tangible telling.

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- [Tina-Klemmensen-How-to-design-a-safe-space-for-childrens-tangible-telling.pdf.....](#)
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13. **Winifred and Anne Njine**, Technical University of Kenya, Kenya
Design As A Methodology for Learning Other Subjects.

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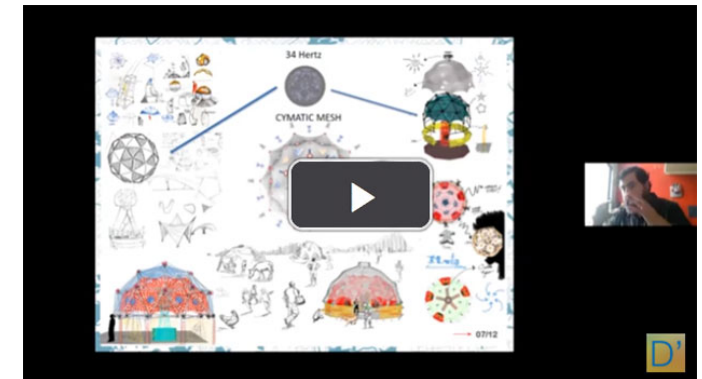
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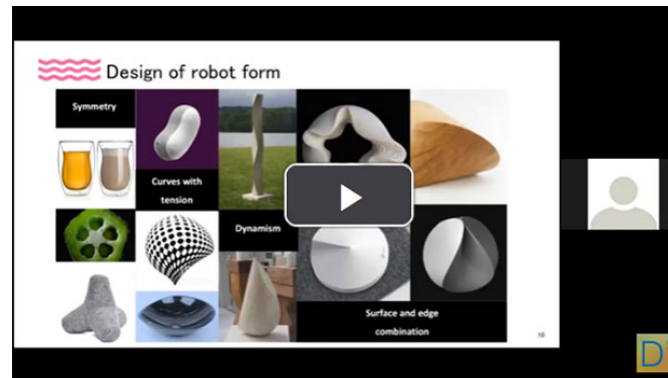
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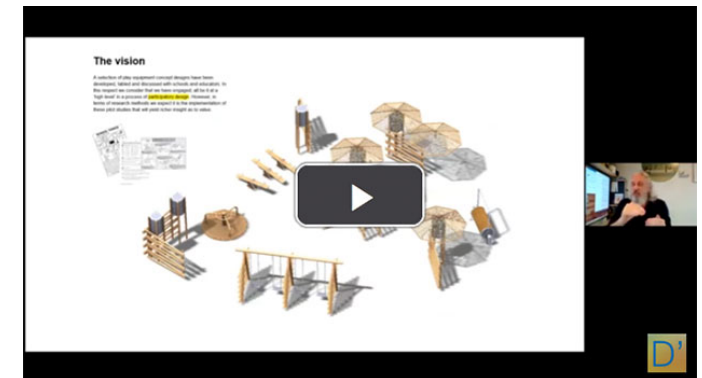
Ariya Atthawuttikul, Rajamangala University of Technology Tawan-ok (Uthenthawai Campus), Thailand, Factors of Design for Child Carriers between 6-18 months under the Ergonomics for the Elderly.



Elvert Duran Vivanco, Jose Luis emndez, Ripper. Joao, Victor Azevedo Alice and Alves Ribeiro, Pontifícia Universidade Católica do Rio de Janeiro - PUC-Rio, Brazil, Farm School Lab . Design method for sustainable space for children school learning strategies. Case of form finding in laboratory aquaponic system inspire by cymatic movement of water.



Jaime Alvarez and Eriko Hara, Takushoku University, Graduate School of Engineering, Japan, Development of a robot for emotional support of children during walking rehabilitation.



Heath Reed, Andrew Stanton, Avika Sood and Prof Michael Knowles, Sheffeld Hallam University, UK, Hydroponics Playground Garden, 'Playponics'; designing integrated sustainability and STEM education through play.

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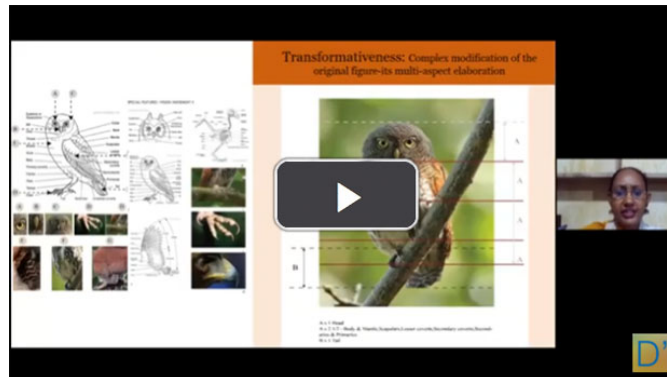
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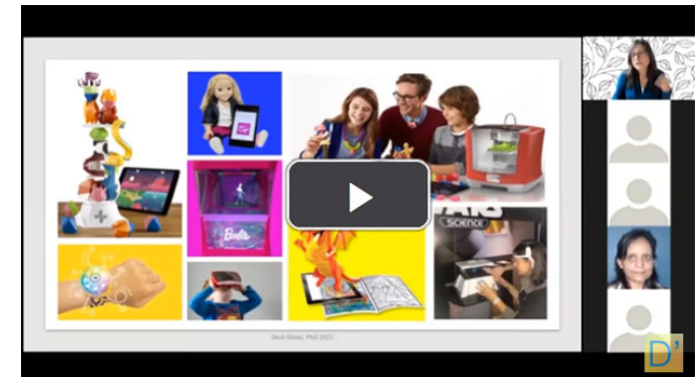
James Postell, Department of Design / School of Design, Politecnico di Milano, Italy, **Discovering Johnny Appleseed.**



Mary Jane Begin, Rhode Island School of Design, US, **Creative Play: Thinking, Imagining, Inventing.**



Semini Pabodha Samarasinghe, University of Moratuwa, Sri Lanka, **Unconventional Vs Conventional PictureBooks in Post-globalization.**



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Winifred and Anne Njine, Technical University of Kenya, Kenya, **Design As A Methodology for Learning Other Subjects.**

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1. **Aakash Johry**, Department of Industrial Design, Eindhoven University of Technology, the Netherlands and Prof. Ravi Poovaiah, IDC IIT Bombay, India

Assessing playfulness of a toy play interaction: A research with differently abled children with communication challenges.


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- [Aakash-Johry-Assessing-playfulness.pdf.....](#)
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2. **Abhay Verma**, Central Institute of Technology, Kokrajhar, India

Exploring the semantic way of teaching English language to the children of Indian vernacular medium schools.

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3. **Aditi Deshpande**, Symbiosis Institute of Design, India

Design for Difference: Cognitive Enhancement Toys for Children with Developmental delays.

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4. **Aditi Parikh**, World University of Design, Sonapat, India

Teaching visual language of design and implementing it to teach other subjects in primary school.

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5. **Ahmad Muzaffar Kemsan, Ifrah Shahdad, Amardeep Singh Tulla and Anzer Ahmed Posh**, Islamic University of Science and Technology, India
Development of an Assistive Haptic Device for Refinement of Motor Skills in Children.

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6. **Dr. Ajanta Sen**, Director, Solar Project, Mumbai, India and **Prof. Ravi Poovaiah**, IDC School of Design IIT Bombay
Design of an Icon-driven Augmentative and Assisted Communication System for Children experiencing Difficulty with Speech and Language.



7. **Amit Deshmukh and Dr. Nachiket Thakur**, MIT Institute of design, MIT ADT University, India
Board games and education Transitions & Transformations.

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8. **Anand Palsodkar**, Elephant Design Pvt Ltd, India
Plezmo : Education platform for children to "Learn through play.

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9. **Anisha Malhotra Dalvi, Adithi Muralidhar and Sugra Chunawala**, Homi Bhabha Centre for Science Education, India
Design of symbolic science characters: a visual design exercise with children.

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10. *Anusha Ramanathan and Louisa Rosenheck*, CEIAR, TISS, India
The CLix Open Story Tool: A World of Interaction.

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11. *Apoorva Jain*, Ambedkar University, Delhi, India.
Designing an experiential multi-perspective lens to storytelling.

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12. *Avik Roy and Bhagyashri Sharma*, KIIT SCHOOL OF ARCHITECTURE & PLANNING, India.
DESIGNING FOR CHILDREN THROUGH PLAY & LEARN _Adapting to a Digital Future.

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13. *Binal Kamdar and Aastha Patel*, TeachSTEAM, India.
Investigating Six Bricks as an effective and affordable design for early skill development of communication through play.

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14. *Ekta S and Dr. Koumudi Patil*, CPDM, IISc, Bangalore, India.
Design considerations for designing of Spatial- Number Sense manipulatives.

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15. **Gaurav Vaidya**, Department of Design, Indian Institute of Technology, Guwahati, India.
Human Centred Design Approach in Development of Educational Toy: A case study of Alphabets Learning.

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16. **Jinan K B**, Existential knowledge foundation, India.
Not play; but playfulness- Not ready made toys; but making of toys Exploring how children create knowledge by decoding various experiences and what can design education learn from it.

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17. **Kali Rawat**, PEARL ACADEMY, MUMBAI, India.
Pink or Blue: The Gender Profiling of Toys and Consequent Social and Cultural Connotations.

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18. **Leena Jain**, Design Innovation and Craft Resource Center (DICRC), CEPT University, India.
Culturally inclined games: A way to trigger quest for understanding ethnic identities.

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19. **MC Kumari and B. Gurumoorthy**, Indian Institute of Science, Bangalore, India.
Open design for enabling better access to STEM education for children.

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20. *Muralidhar Krishna Reddy and Ritu Sonalika*, CMR University, India.

TAKTILE- Reggio inspired range of 'Learning-Play' products.

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Designing a pathway to holistic learning.

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22. *Nutan Bharati and Dr. Gomathi Jatin Shah*, TISS, India.

Playing Together a Learning Experience : ELeCT Curriculum & Human Factors in Design.

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23. *Prachi Mittal and Vishnu Kant*, Indian Institute of Art & Design (IIAD), New Delhi, India.

DESIGNED TO PROPEL - Using Visual Design Principles to Promote Meaningful Learning in Constructivist Classrooms in K-5 Schools.

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24. *Pragati Saraf and Dr. Keyur Sorathia*, Embedded interaction lab, IIT Guwahati, India

Engaging Educational Interactions for Primary School Students.

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25. *Dr. Prajakta Parvatikar*, Rachana Sansad College of Applied Art and Craft, India.
Children Storybooks Weaving Contemporary Stories with Indian Traditional Art forms.

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Conceptual models for better teaching and learning experience: An account of designing effective conceptual models for education kits of NCERT.

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Museum of Solutions.

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Communing with Nature : Integrating Biophilic Design in Interior Environments of Play Schools.

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Learning environments: Absorption or mere adsorption.

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30. **Dr. Sampurna Guha**, Asst. Prof, AIRS, Amity University, Noida, India.

Toys as child centric multisensory play way tools for learning: Case studies focusing on usage of Channapatna toys and Montessori didactic materials.



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31. **Satish Awate**, Centre for Environment Education, India



Bio-cultural Diversity and Sustainability Learning Curriculum for Maharashtra.

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Designing play-based learning material under constraints.



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A Qualitative Study to Create An Assisting Aid for Parents and Children with Special Learning Needs.

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Next Education India Pvt Limited, India

Using Programmable Toys to Develop Computational Thinking in Young Learners.

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35. **Sree Mahit Munakala, Chetan Manda and Sharmistha Banerjee**, Indian Institute of Technology Guwahati, India
Tackling Anger in Children with Hearing Impairment.

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36. **Srishti Mehrotra**, National Institute of Design, India
Designing a learning-integrated, play-inspired assessment framework for children aged 11-15.

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37. **Sudebi Thakurata**, Srishti Institute of Art, Design & Technology and Depicentre Consulting and **Probal Banerjee**, Depicentre Consulting, India
The interplay of Design and Play as a way of learning - a pedagogical inquiry.

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Inclusive playgrounds for primary school children.

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Toys & tales: experiencing design process.

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Preserving the tradition and culture of North East India through digital and interactive game based learning for children.

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A Journey Into Classroom Experience of Budding Designers in Creative Product Designing for Kids.

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Integrating an Element of Play in Healthcare Environment for Children.

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Exploring Play and Learn Methodology and its effectiveness among Middle School Students in India.

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Aspect of SUBTLENESS in the learning environment.

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45. *Vasudha Sarin*, National Institute of Design , Gandhinagar, India
Tip Toe - A Multisensory Play Experience for Visually Impaired Children.

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Aakash Johry, Department of Industrial Design, Eindhoven University of Technology, the Netherlands and **Prof. Ravi Poovaiah**, IDC IIT Bombay, India, **Assessing playfulness of a toy play interaction: A research with differently abled children with communication challenges.**



Abhay Verma, Central Institute of Technology, Kokrajhar, India, **Exploring the semantic way of teaching English language to the children of Indian vernacular medium schools.**



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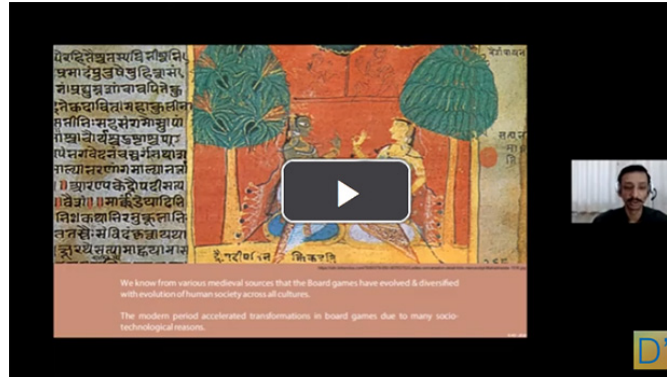
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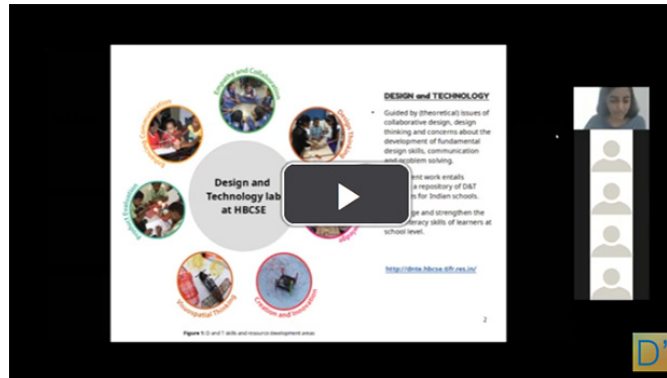
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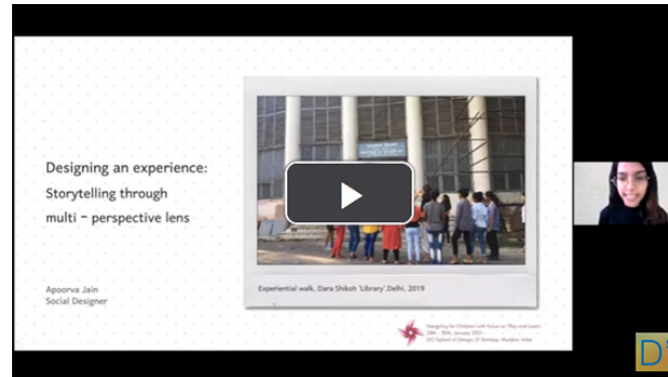
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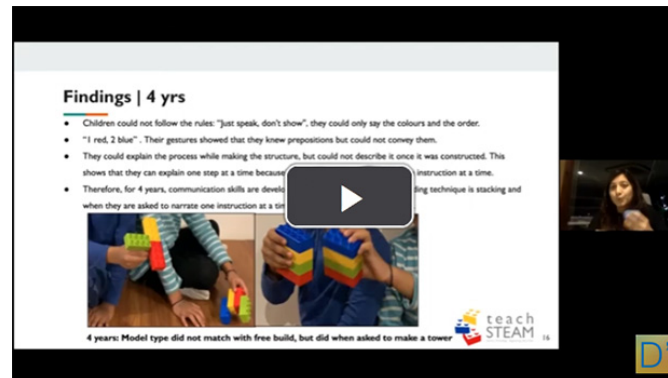
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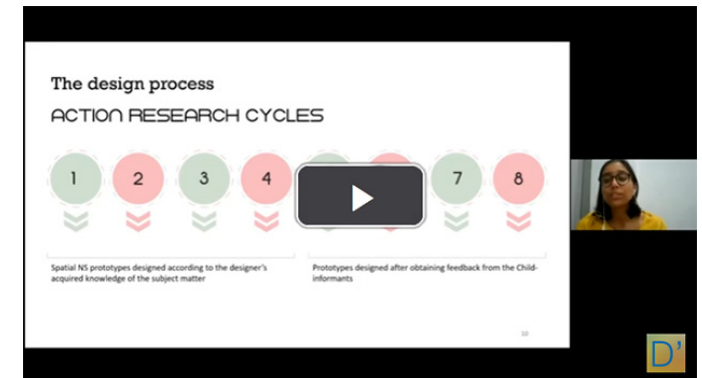
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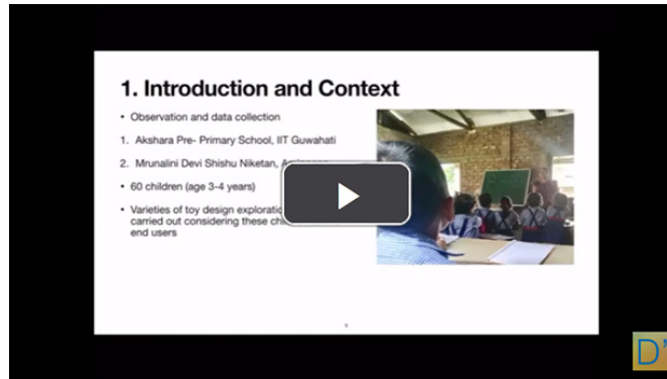
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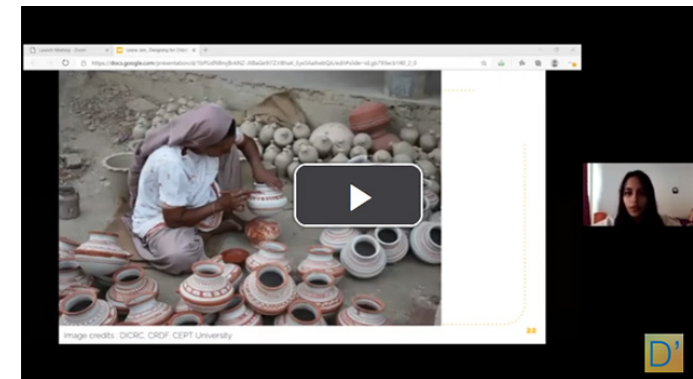
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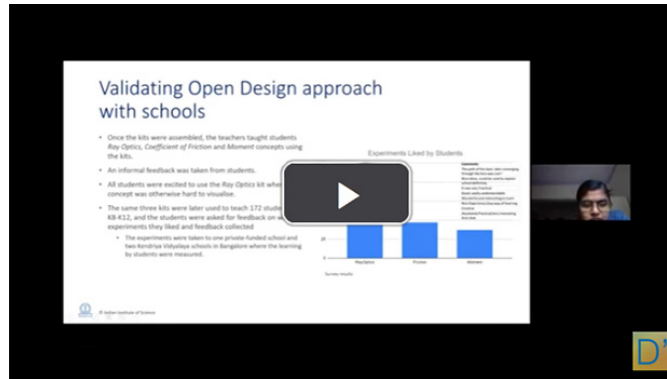
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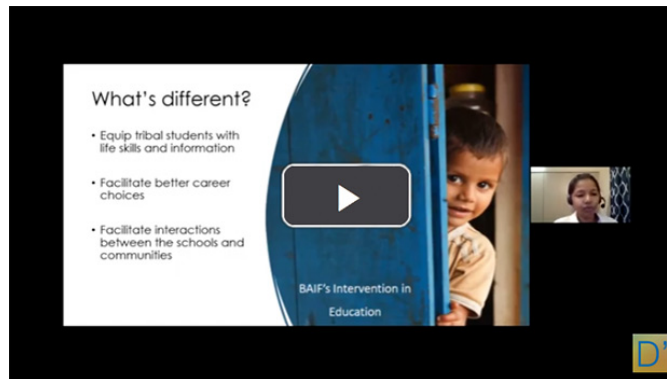
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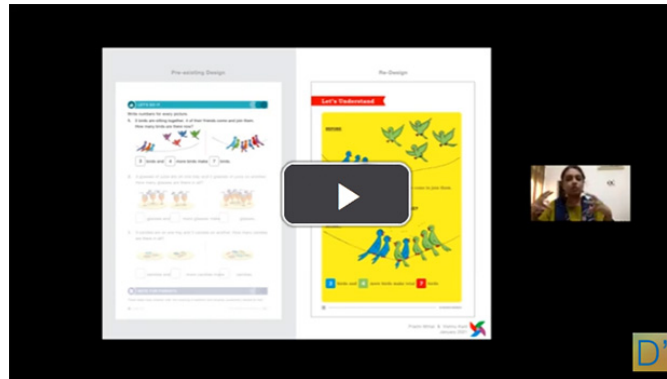
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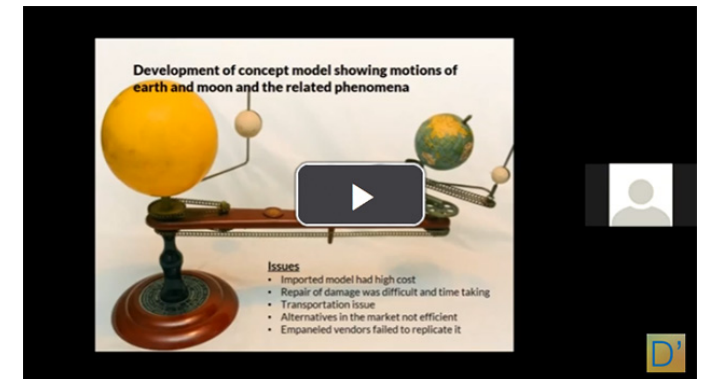
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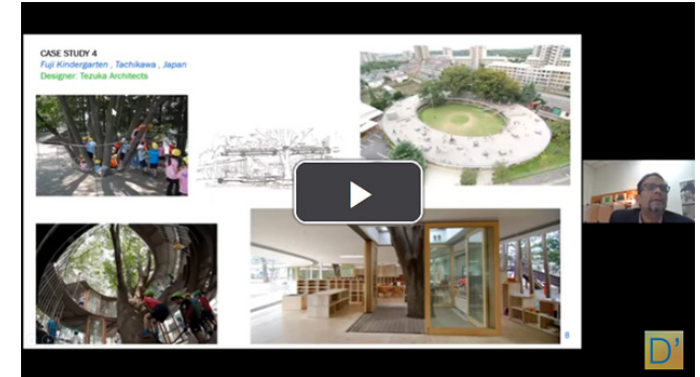
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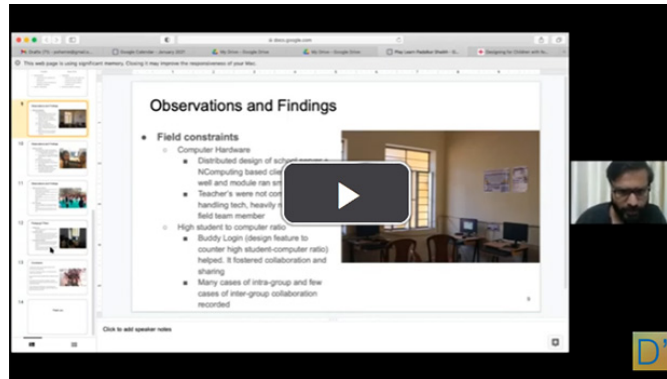
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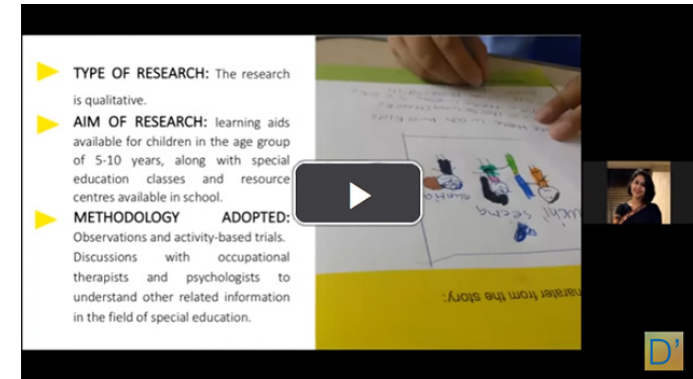
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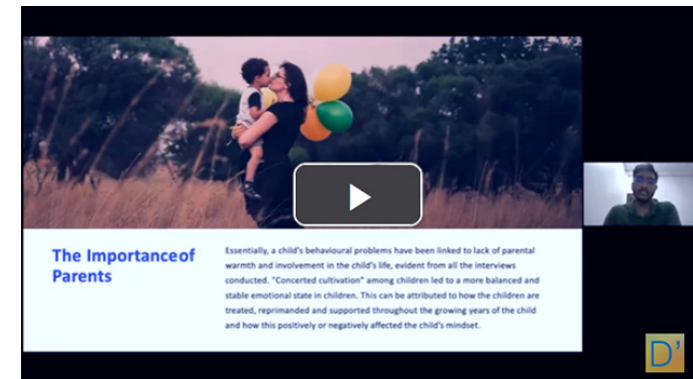
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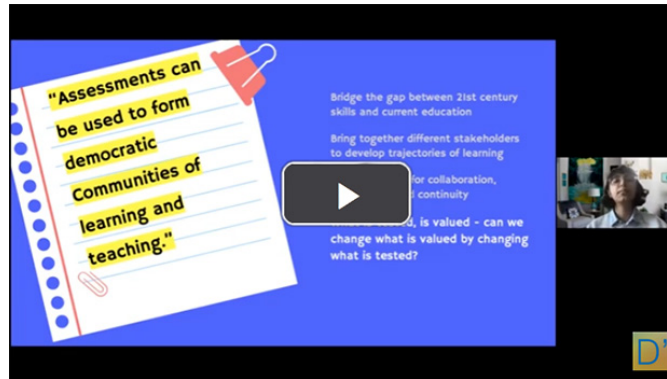
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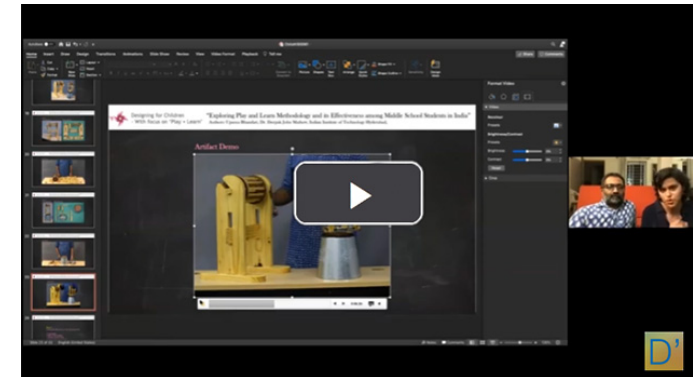
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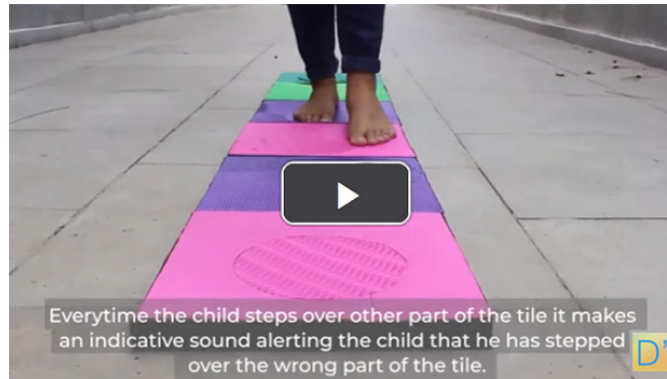
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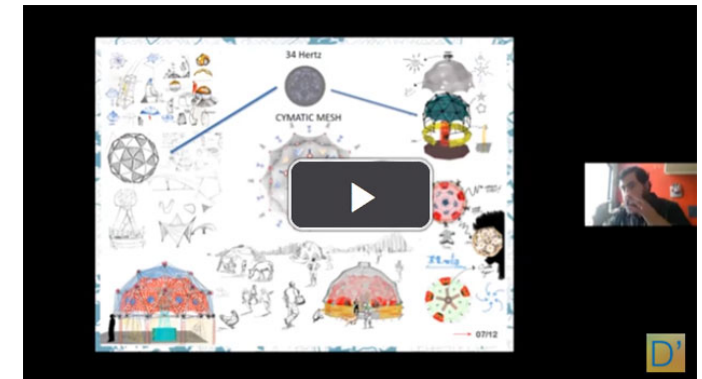
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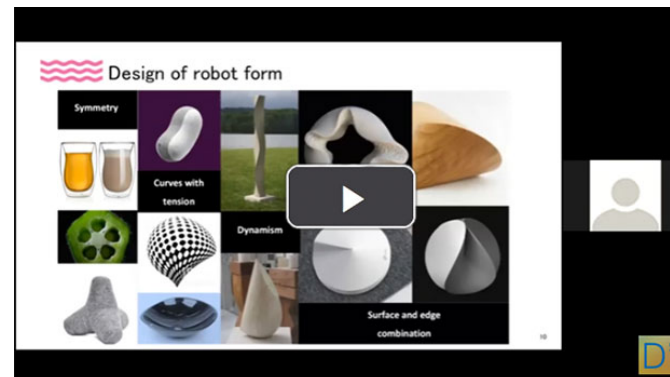
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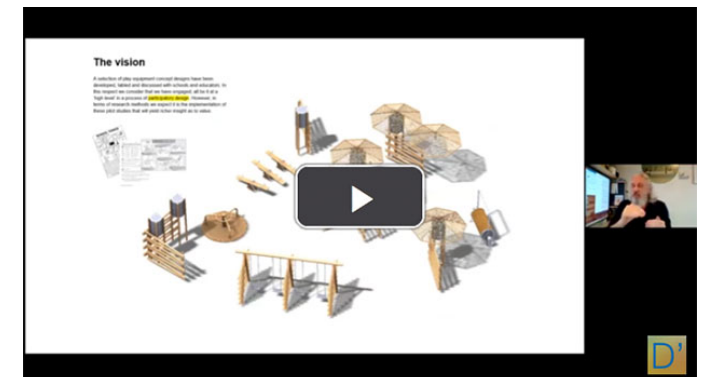
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Farm School Lab Design Method for sustainable space



Development of a robot for emotional support of children



Hydroponics Playground Garden, 'Playponics'

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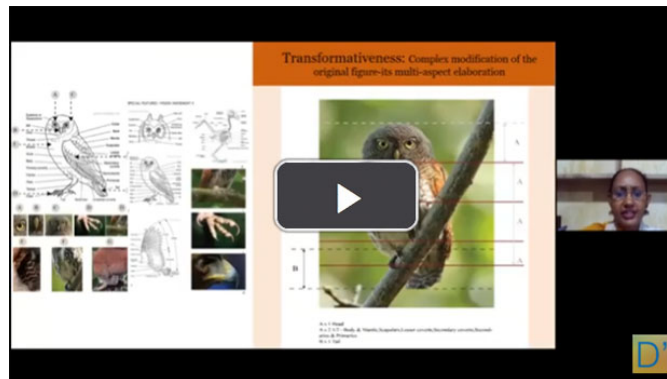
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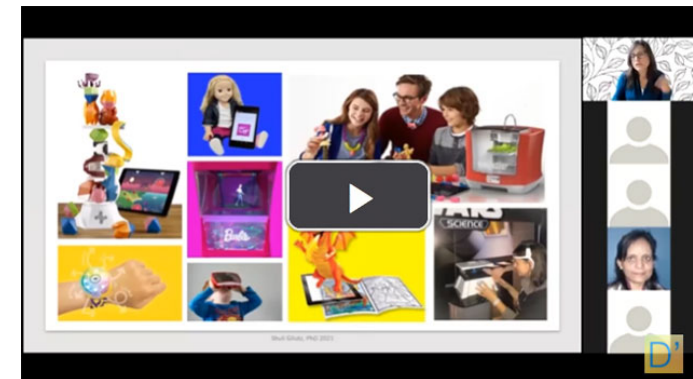
Discovering Johnny Appleseed



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Design As A Methodology for Learning Other Subjects



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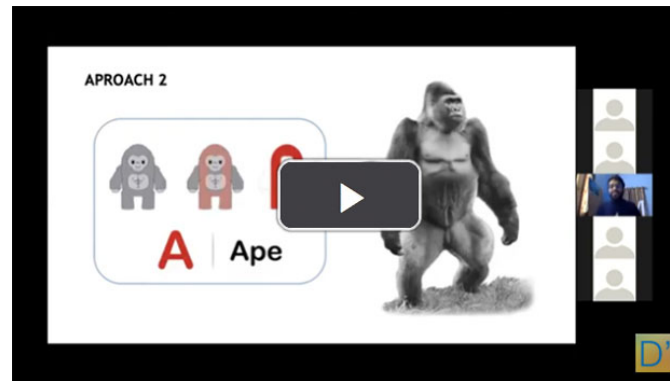
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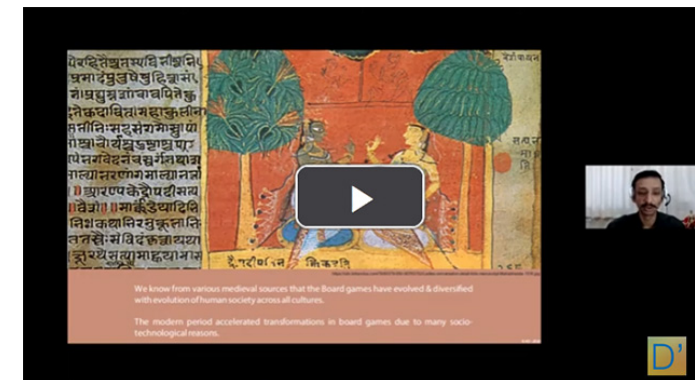
Exploring semantic way of teaching English alphabet



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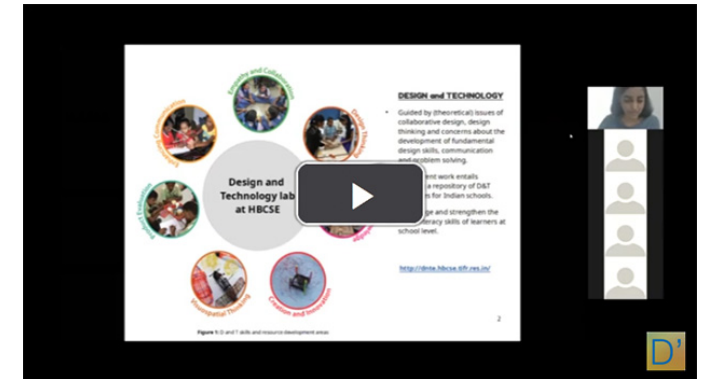
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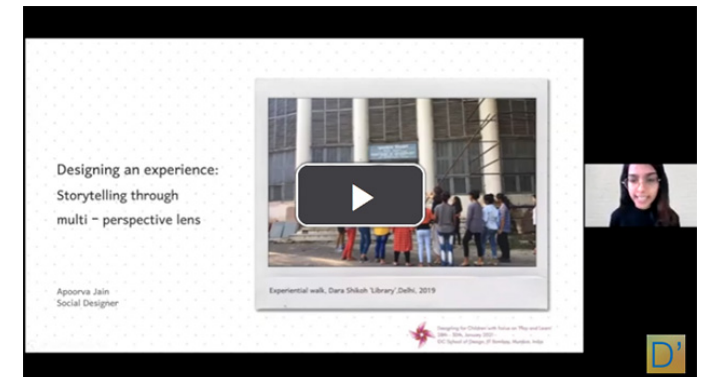
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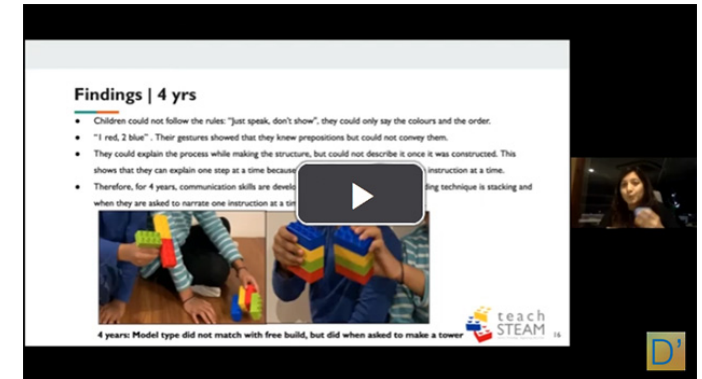
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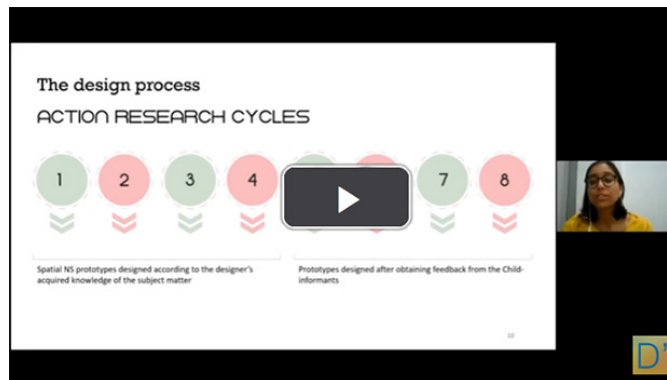
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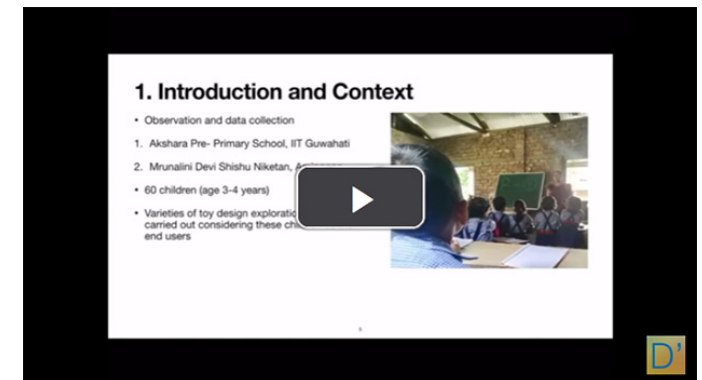
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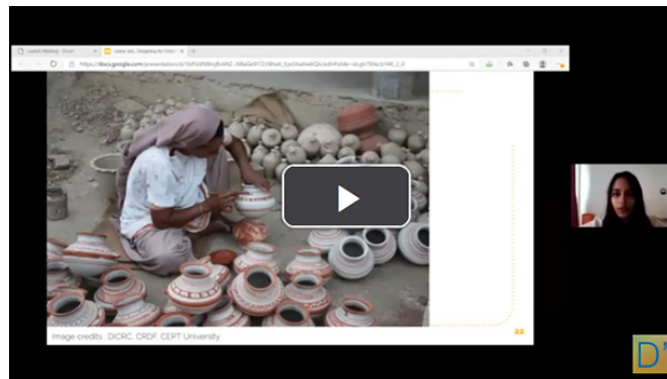
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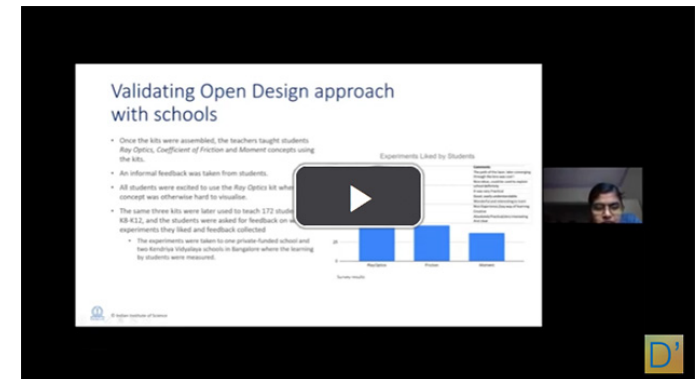
Not play; but playfulness



Pink or Blue: The Gender Profiling of Toys



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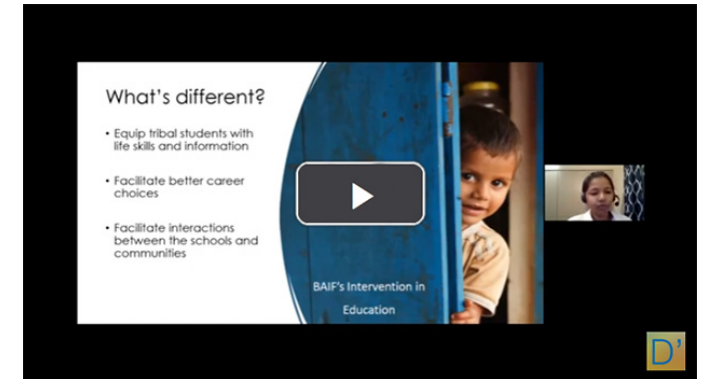
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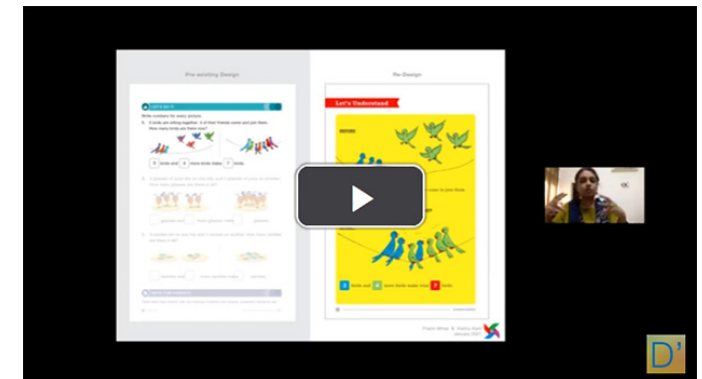
TTAKTILE - Reggio inspired range of 'Learning-Play' products



Designing pathway for holistic learning Lessons



Playing Together a Learning Experience



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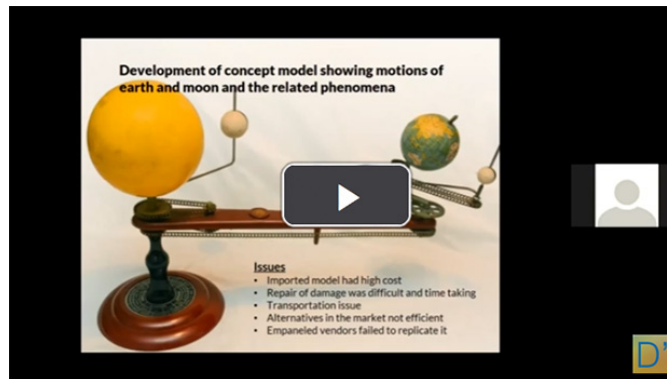
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Engaging Educational Interactions for Primary School Students



Children Storybook - Weaving Contemporary Stories with Traditional Artforms



Conceptual models for better teaching and learning experience



The Museum of Solutions

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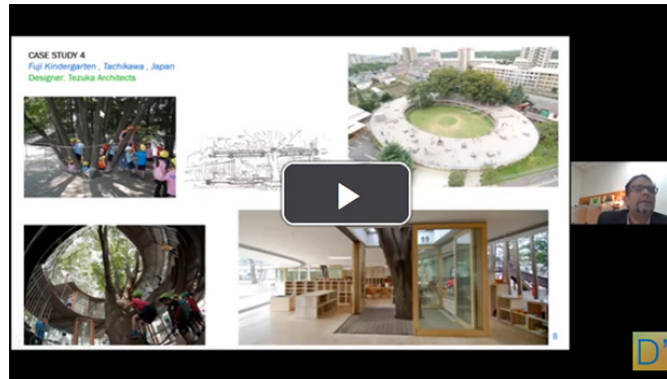
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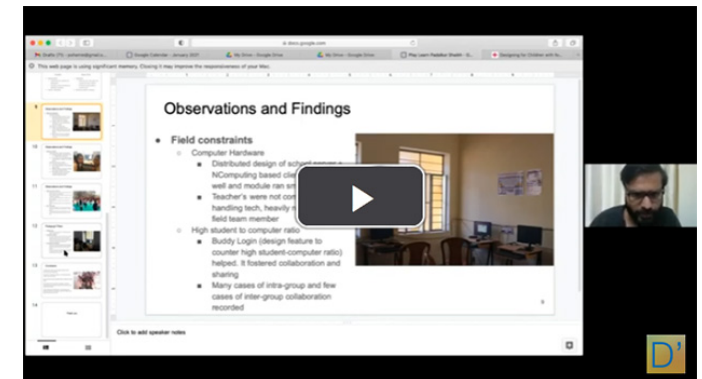
Communing with Nature



Toys as child centric multisensory play way tools for learning



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Designing play - based learning material under constraints

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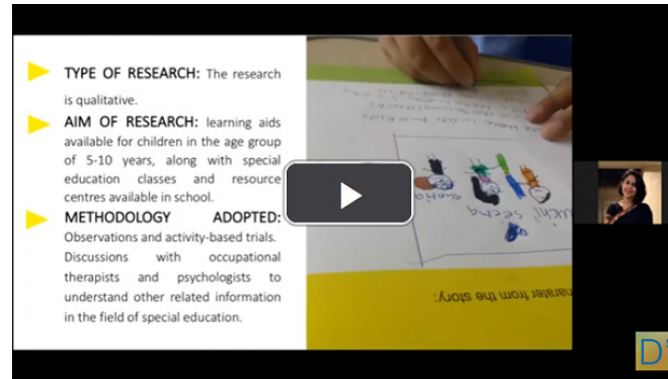
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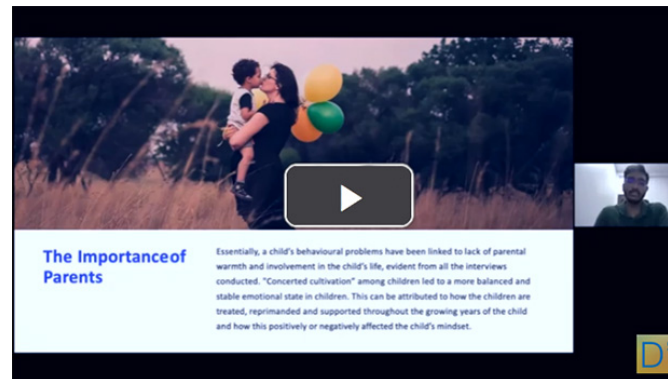
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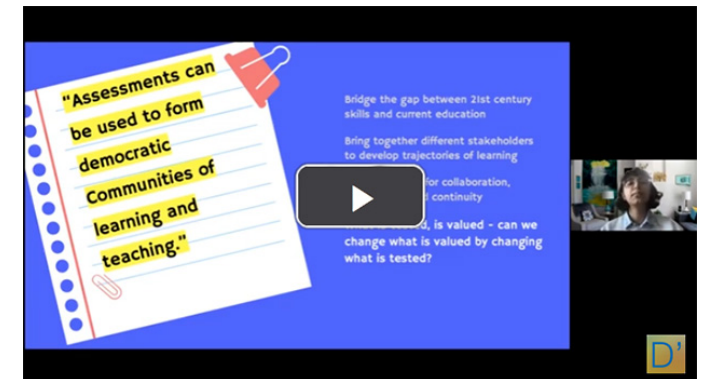
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The interplay of Design and Play as a way of learning



Inclusive playgrounds for primary school children



Toys and tales: experiencing design process



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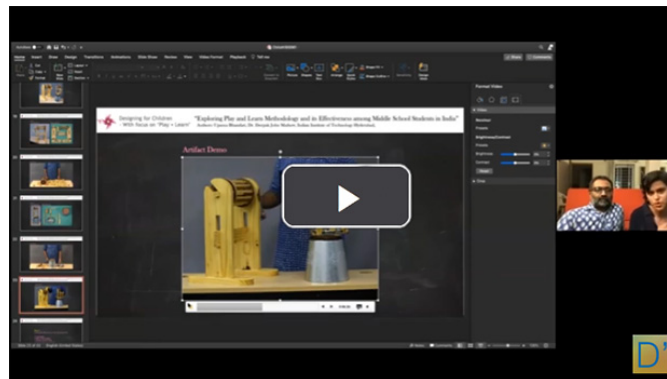
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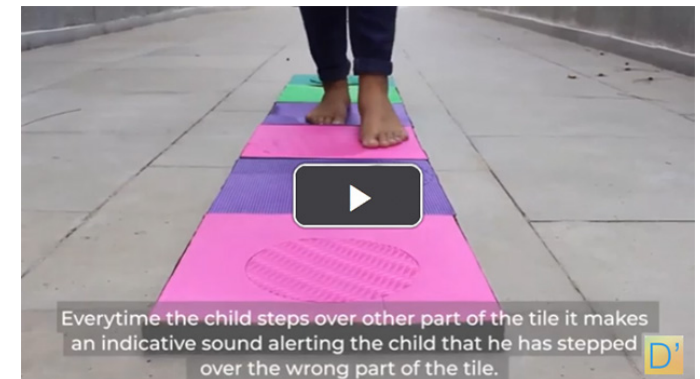
A Journey Into Classroom Experience of Budding Designers



Integrating Element of Play in Healthcare Environment



Exploring Play and Learn Methodology and its effectiveness



Tip Toe - A Multisensory Play Experience for Visually Impaired

Design Resource

Designing for Children Papers 2021

'Play and Learn'

by

Designing for Children

IDC, IIT Bombay

References

For more Details Please click on this Link:

- <https://dsource.in/events/designingforchildren/>
- https://www.youtube.com/watch?v=ibYAYK-guzw&list=PL4OmuVnCLm4gej-Nxy3RDEr6Fvj6Pdsi_
- <https://www.youtube.com/c/dsourceindia>

Source:

<https://dsource.in/resource/designing-children-papers-2021/references>

1. Introduction
2. International Speakers
3. National Speakers
4. Video
5. References
6. Contact Details

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Contact Details

The international conference 'Designing for Children 2021' Mumbai, India was being hosted online by the IDC School of Design (IDC), Indian Institute of Technology Bombay (IIT Bombay).

You can get in touch with us at [designingforchildren\[at\]gmail.com](mailto:designingforchildren[at]gmail.com)

For more details please click on the following link:

<https://dsource.in/events/designingforchildren/>

You can write to the following address regarding suggestions and clarifications:

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