



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 Arvind Gupta + (IDC Auditorium) 11.00am - 1.00pm Morning Talks (Parallel sessions)	9.30am - 10.30 am Vision Address Noni Avital + 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 Uday Athavankar (IDC Auditorium)	5.30pm - 6.30 pm Keynote Address Chris Crawford (LT Auditorium)	5.30pm - 6.30 pm Vision Address Vivek Monteiro (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 Allison Druin + 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

3rd 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

3rd 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

3rd 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

3rd 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

3rd 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

3rd 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

4th 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

4th 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

4th 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 Bayyapuned, Google India Pvt. Ltd., Hyderabad, India



Day 3

Media

4th 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

4th 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

4th 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

4th 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

5th 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

5th 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

5th 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

5th 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

5th 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'

IDC, IIT Bombay
Powai, Mumbai
400076
India

Phone:

091-22-25767820

email:

contact@designingforchildren.net