# Designing for Children
- with focus on ‘Play + Learn’

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

## Overall Schedule:

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<td><strong>Day 1</strong></td>
<td>Educational Meet</td>
<td>International Design Conference</td>
<td>International Design Conference</td>
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<td>Design Outreach</td>
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<tr>
<td>9.00am</td>
<td>Introduction</td>
<td>9.00am Registration</td>
<td>10.00am - 10.30 am Vision Address Arvind Gupta (IDC Auditorium)</td>
<td>9.30am - 10.30 am Vision Address Noni Avital (IDC Auditorium)</td>
<td>10.30am - 1.00pm Visit to Ngo’s working with children</td>
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<tr>
<td>9.30am</td>
<td>Vision Statements 1</td>
<td>10.00am - 10.30 am Inauguration &amp; Introduction</td>
<td>9.30am - 10.30 am Vision Address Arvind Gupta (IDC Auditorium)</td>
<td>9.30am - 10.30 am Vision Address Vivek Monteiro (IDC Auditorium)</td>
<td>10.30am - 1.00pm Visit to Mumbai city</td>
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<tr>
<td>11.30am</td>
<td>Vision Statements 2</td>
<td>11.00am - 1.00pm Morning Talks (Parallel sessions)</td>
<td>11.00am - 1.00pm Morning Talks (Parallel sessions)</td>
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<td>4.30pm - 6.30 pm Kalaghoda Festival</td>
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<td>1.00pm</td>
<td>Lunch</td>
<td>1.00pm - 2.30pm Lunch &amp; networking</td>
<td>1.00pm - 2.30pm Lunch &amp; networking</td>
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<tr>
<td>3.00pm - 5.00 pm</td>
<td>Roundtable and Group Discussions</td>
<td>3.00pm - 5.00pm Afternoon Talks (Parallel sessions)</td>
<td>3.00pm - 5.00pm Afternoon Talks (Parallel sessions)</td>
<td>3.00pm - 5.00pm Poster Presentation Sessions</td>
<td>3.00pm onwards Café + Open Session</td>
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<td>5.30pm</td>
<td>Vision Address Uday Athavankar (IDC Auditorium)</td>
<td>5.30pm - 6.30 pm Keynote Address Chris Crawford (LT Auditorium)</td>
<td>5.30pm - 6.30 pm Vision Address Vivek Monteiro (IDC Auditorium)</td>
<td>5.30pm - 6.30 pm Vision Address Vivek Monteiro (IDC Auditorium)</td>
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<tr>
<td>6.30pm</td>
<td>Inauguration of Exhibition + Press Meet</td>
<td>6.30pm Tea and Snacks</td>
<td>6.30pm Tea and Snacks Allison Druin + Concluding Session 7.30pm Dinner &amp; networking</td>
<td>6.30pm onwards Café + Open Session</td>
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<td>6.30pm</td>
<td>7.30 Dance Ballet - Ek Sham Gandhi Ke Nam</td>
<td>7.30 Animation Films</td>
<td>7.30 Animation Films</td>
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Paper presentations:
List of papers being presented during the conference:

Day 2

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

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, Netherlands

Day 2

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
3\textsuperscript{rd} 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 Khunyanakri, 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

3\textsuperscript{rd} 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\textsuperscript{rd} 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

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

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

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
Pranay Gupta and Ruchika Sarda, 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 - 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 Bayyapunedi, Google India Pvt. Ltd., Hyderabad, India

Day 3 - 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 Beauregard, Intel Corporation, Oregon, USA

- **Game play and Storytelling:**
    - Anita Vachharajani, Freelance writer, and Amit Vachharajani, Film maker, Mumbai, India

Day 3 - 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
4th Feb 11.00 - 12.30 - Parallel Session 3D
Children with special needs with focus on ‘Play + Learn’: VC Classroom

Collaborative 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

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

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

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
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

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 Khetarpal, Centre for Development of Advanced Computing (C-DAC) Mohali, India,
Bibhudutta Baral, National Institute of Design (NID), Bangalore, India

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
Day 4

Poster presentations

**Special Needs and Children:**
Drishti: a classroom 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
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

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