## Conscious Design x Playful Learning

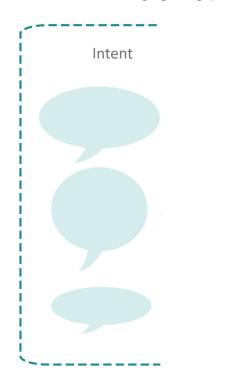
Aishwarya Narayana, Lab Lead Shashwath Ravisundar, Designer

10th Feb, 9PM CET

HU ME

### Bridge Between Human Experience and Space

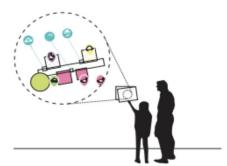
Bridging the gap between Intent, Human Experience, and Space.





# Relationship between Curiosity, Exploratory behaviour, playfulness

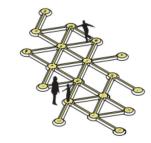




Curiosity in Children's Museums

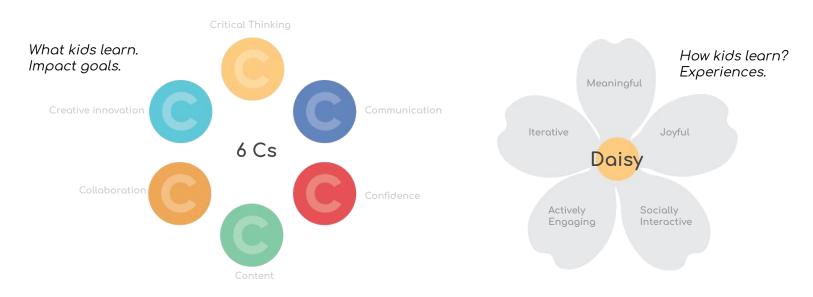


Exploration through Tectonics



Collaborative Exploration through serendipity in shared narratives.

### Translating Science





Dialogue

Serendipity

Collaboration

Playfulness





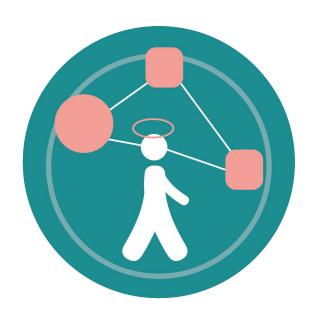




### Implementing Science

С е m S Space Experience Space Participants Public Spaces Curiosity Children **Exploratory Behavior** Transit Spaces Caregivers Streets and Dialogue Community third Spaces Serendipity

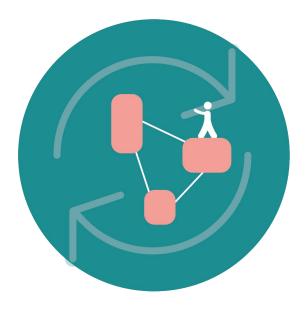
### Interpreting Replicability & Cost-effectiveness



No objects + Spatial Memory: harnessing narratives and memories as cognitive journeys to engage visuo-spatial thinking.

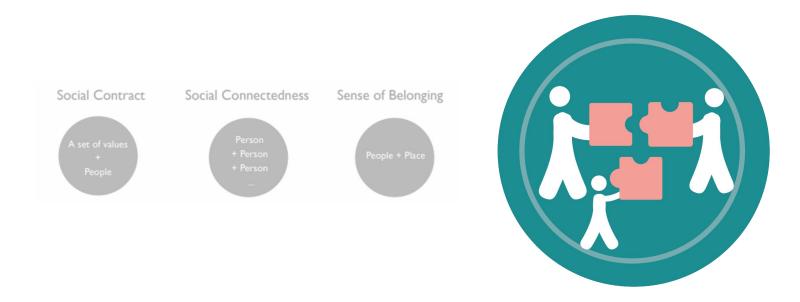


Using existing infrastructure:
everyday objects,
environments, and relationships

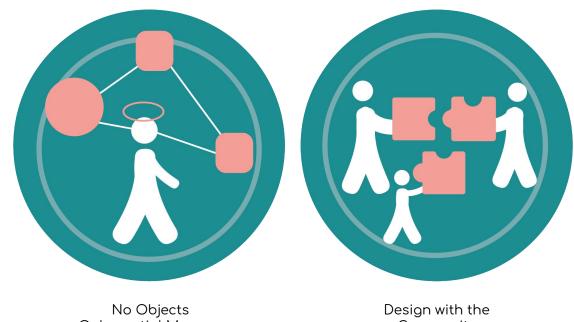


Building less and Consciously: For example, use waste materials or composites of recycled or upscaled waste.

### Designing with the Community







No Objects Only spatial Memory

Design with the Community

### Activity 1: Situated Stories



#### Age Group: 5 - 7 years

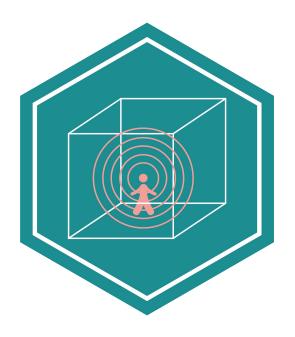
- Where did you go today? Can you name the places you passed by?
- Draw the ones you liked (or disliked/founding interesting etc.) the most?
- Can you recall the path you took today?
- Use the shapes of the 3 most encountered objects and create a new object?

Creativity

Visual Communication

Critical Thinking

### Activity 2: Senso-sphere



#### Age Group: 4 - 13 years

- Identify
  - 5 things you see,
  - 4 you can touch,
  - o 3 you can hear,
  - o 2 you can smell, and
  - o 1 you can taste in the space

Constraints to experiment with - Colours, shapes, cone of vision time of day.

Multisensory Engagement and Content

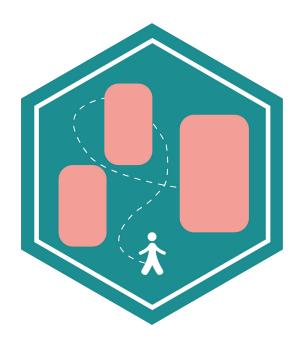
Communication

Critical Thinking





### Activity 3: Imagined Navigation



#### Age Group: 6 - 10 years

- Pick a recipe weekly for the sunday brunch, a crafts or a gardening project.
- Ask your child to list down all the items required
- Then ask them to create doodles and drawings of their strategy to pick up the items as best as they can at the local supermarket, or toy shop.
- You can ask them to also switch between solo and group scouting plans

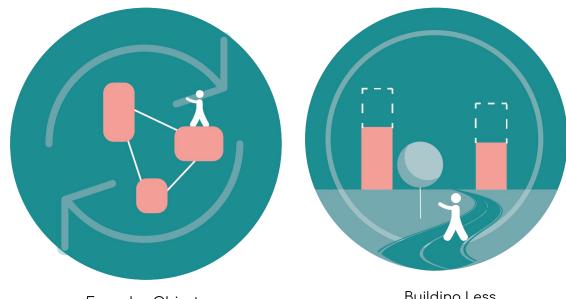
Strategy and Planning

Visuo-spatial Thinking

Collaboration and Communication

### Activity 4: Surreal Play-dates

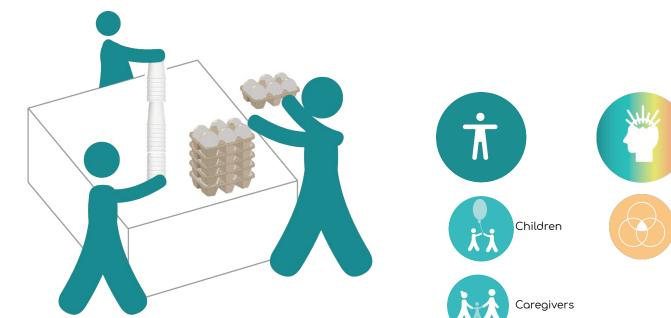




Everyday Objects Existing Spaces

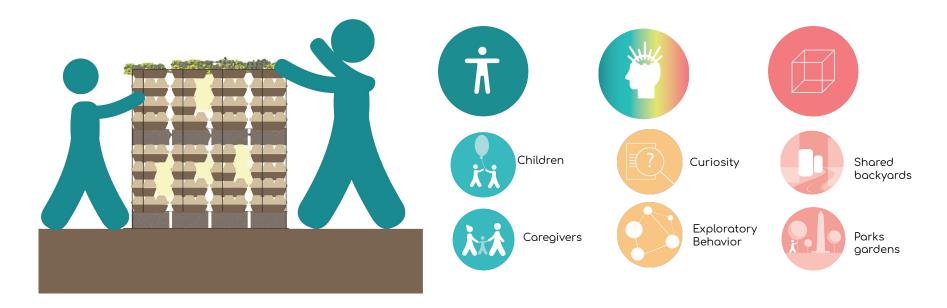
Building Less Sustainable and waste Materials

### Installation 1: Stack and Play



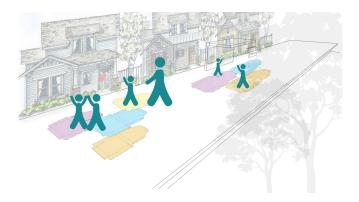


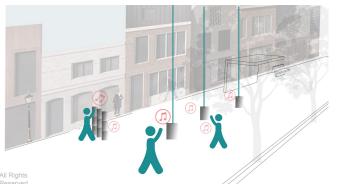
### Installation 2: Watch 'em Grow



### Installations 3 & 4: Senso-sphere

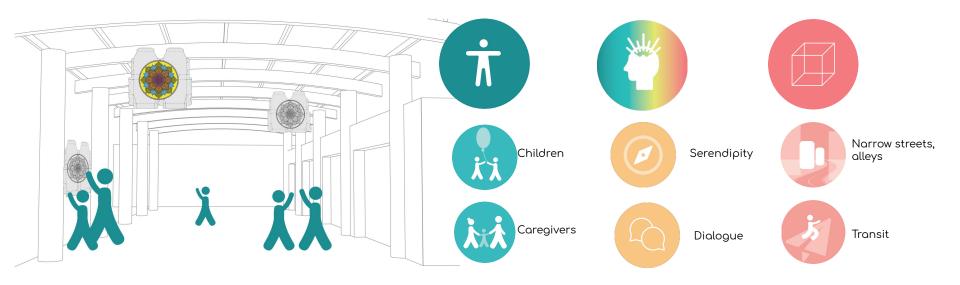
For Neighborhoods with alleys and underpasses, and narrow streets. Also making them safer for play; adding life. Especially in low-income neighborhoods where a park isn't a possibility.







### Installation 5: Art in Transit







# Thank you!

Track us down: www.hume.space Contact me: aishwarya@hume.space