reimagining the vernacular

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This studio is part of
Threads of Innovation (TOI)
an international academic research project in collaboration with NTNU, Norway, funded bt DIKU

Exposure to allied design disciplines and context as part of the studio pedagogy

Learning from field visits to Gujarat and Himachal Pradesh, lectures, workshops, and discussions.

Ethnography

As part of their studies, students practice ethnographic research by observing and documenting the behaviours and experiences of their peers in a specific social environment. This helps them better understand their peers' cultural norms, values, and beliefs.

Ethnography + Visual Storytelling

As part of an interactive workshop conducted by Dharun Vyas and Meghana Walimbe from Fingerprint Collective, students delved into the narrative crafts of India. The workshop covered the style, composition, methods, components, content, and narrative structure of the Kalighat and pattachitra crafts.

Ethnography + Visual Storytelling + Textile and Wood Craft Practices

As part of their learning experience, students embarked on a field visit to the culturally rich regions of Surendranagar and Dholka in Gujarat. During this visit, they could observe and learn about the intricate craft practices of Ikat, Patola, and Kharadi kaam. Through engaging in hands-on explorations with skilled artisans, the students gain a deeper appreciation of the tacit knowledge associated with these time-honoured crafts.

Ethnography + Visual Storytelling + Textile and Wood Craft Practices + Art & Crafts Narratives

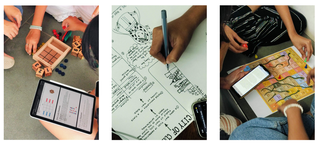
During an engaging and informative lecture by Kartik Gaggar from Rooftop and Rishav Jain from CEPT University, students were given a fascinating insight into the captivating world of narratives in crafts and craft communities. They were offered a unique opportunity to expand their knowledge and understanding of the artistic and cultural significance of different crafts and the stories and traditions behind them.

Ethnography + Visual Storytelling + Textile and Wood Craft Practices + Art & Crafts Narratives + Game Design

During interactive sessions, we had critical overviews and detailed conversations with Aman Sureka (Khol khel), Austin Davis (NID), and Amig Ghadke (Crimzon Studio) about game design. Through these discussions, we gained a better understanding of the various aspects of game design, including the theme, mechanics, incentives, strategies, design, and production.

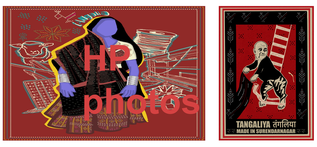
Ethnography + Visual Storytelling + Textile and Wood Craft Practices + Art & Crafts Narratives + Game Design + Craft-Design Collaboration

During the lecture at CEPT University, Mansi Shah and Jay Thakkar, along with Alexandra Raonic from NTNU, shed light on the integration of crafts and vernacular knowledge within the field of design education. The focus was on exploring various collaborative methods between craft and design, and how they can be utilized to enrich the learning experience of students.



Ethnography + Visual Storytelling + Textile and Wood Craft Practices + Art & Crafts Narratives + Game Design + Craft-Design Collaboration + Vernacular Environment

During a field visit to Naggar, Rumsu, Sharan and Chhachogi in Himachal Pradesh, students were exposed to the world of vernacular architecture, culture, craft, lifestyle and ecology. The collaboration with North Studio allowed students to participate in hands-on workshops to better understand kath-khuni and Dhajji construction practices, lipan work, stone masonry and wood carving. They were taught by Rahul Bhushan, Swara Goswami, Dwija Shah, Tirath Ram (from North Studio), who also shared various cultural narratives associated with mountains.



Ethnography + Visual Storytelling + Textile and Wood Craft Practices + Art & Crafts Narratives + Game Design + Craft-Design Collaboration + Vernacular Environment + Game Narratives

During the workshop, called "Concept Generator Machine from Sites to World" and hosted by Ishita Jain and Ankita Trivedi (LMNO), the students were able to explore different game narratives and themes related to their visit to Himachal Pradesh. The workshop included various matrix-based systems, which allowed the students to explore different structured narratives based on photo amalgamations through permutation combinations.

Ethnography + Visual Storytelling + Textile and Wood Craft Practices + Art & Crafts Narratives + Game Design + Craft-Design Collaboration + Vernacular Environment + Game Narratives + Game Design

The studio aims to create educational board games that encourage craft-design collaborations while enabling players to learn about the vernacular environment, culture, and crafts of the Kullu region of Himachal Pradesh. The game is designed for children aged 10 to 14 years old. Through play, the game teaches young children about various aspects of the region, such as crafts, craftspeople, community, vernacular architecture, lifestyle, culture, social systems, ecology, processes, and narratives. The learning process occurs within and between games and narratives, making the experience fun and educational.

Game design process

Pahadi Bazaar
market whispers, hills' wisdom: trade's untold

Karigari
crafting the beauty

Markez
the architecture of a community

Expeditions
unveil the energy zones

Riyad
build your own abode

Riwayat
weave your tradition, craft your legacy

Utaar Chadhav
a game of ups and downs

Banavat
exploration of dhajji construction through play

Khoj
seek the divine power