IDEM204

Child and Play Perspectives

Q1 **B**

How do children (0-12 years old) perceive the world? How do they make sense of it through their play? How can designers cater for these play needs? These questions are at the core of the course on Child and Play Perspectives.

In a group, you will set up, execute and analyse two generative sessions with English-speaking children visiting our faculty. You will derive themes for play from these sessions. You will study core theory and practices of children's play and perform a series of play exercises yourself. And you will use all the insights you gain to ideate on 'playthings' (toys in the broadest sense of meaning). Through this course, you will gain understanding and competence in designing responsible play products for and with children. This is a playful course. You are invited to play along!

PASS/FAIL assessment of an individual reflection document and group designs.

Mathieu Gielen

"Students discover how creating play in itself can be very playful and joyful"