

playground

centre for transdisciplinarity,
design & innovation

Who We Are

The **playground** is a community space, and a university-wide ecosystem, designed for creative collaborative work that helps transform the teaching and learning experience at Habib. It serves as a gateway, and enhances accessibility, to making and design activities across departments and schools. Playground has characteristics of a lab and studio that fosters pedagogical innovation through interdisciplinary design based research, operating between the fields of industrial, urban, interaction, communication and systems design. We aim to understand complex systemic problems in the world by utilizing praxis as a research tool. We believe in "getting our hands dirty" using workshops, exercises, prototypes, simulations and speculations to model the kinds of phenomenon we are studying.

As a collaborative platform we aim to show the social relevance of design, where alternative strategies to improve our city and society can be exchanged using design research as a tool for innovation. We give an opportunity to individuals belonging to diverse disciplines and backgrounds to share their ideas and get feedback from stakeholders, and test out prototypes and solutions in the form of designed interventions, as well as gauge the impact of their interventions. We work on projects in cooperation with public partners such as, governments on one hand and private partners like companies on the other.

We pursue practice-based research rooted in four core design disciplines:

- 1) Urbanism/Urban Design
- 2) Communication Design;
- 2) Industrial or Product Design;
- 3) Interaction Design;
- 4) Service or Systems Design.

Similarly, we define and encourage several design approaches at the Playground, with a view to facilitate different forms of inquiry and outcomes:

- 1) Human-Centered Design;
- 2) Design Thinking
- 3) Participatory or Co-Design;
- 4) Speculative or Critical Design;
- 5) Design Futures & Forecasting;
- 6) Transition Design.

What We Offer

1. Workshops

Workshops are organized with external design practitioners both independently, through courses at Habib and through challenges brought under the BYOC program. Workshops last from a day, to a few days and over a few months, depending on their nature. We welcome workshops that offer the opportunity to examine and tackle, curated and real world challenges. Through workshops we test designs and scenarios, stimulate critical discussion and gather data for analysis.

2. Pop-Ups

PopUps are workshops for those constrained with time and commitment. They are the quickest way to immerse yourself into the playground, and explore the various design and making activities we offer. Pop-Ups are for and by everyone. Students, faculty, staff (and sometimes external practitioners) offer and take part in these quick skill and knowledge exchanges. PopUps can vary from 2 hours to a couple of days.

3. Courses

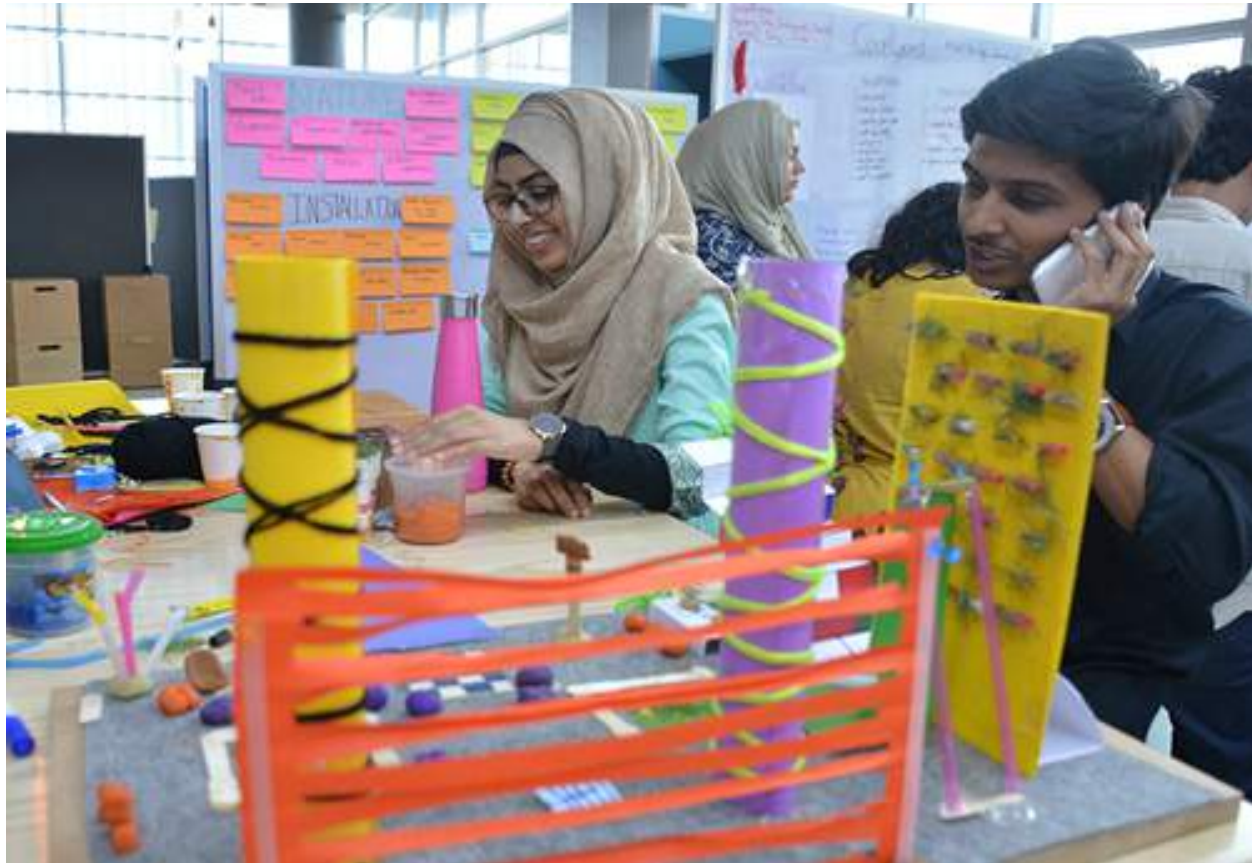
Courses offered through the Playground serve as a gateway, and enhance accessibility to making and design activities across departments and schools at Habib University. Through workshops, pop-ups and projects, students are able to learn and apply their learning, across disciplines and media – from sewing, scanning to 3D printing, photography to film, board games to phone apps, wood work to metal work, and beyond.

4. BYOC

Bring Your Own Challenge (BYOC) is our program for industry and community partners to benefit from Habib's intellectual and material resources. We help frame problems into a Design Thinking challenge, and set up a multi-disciplinary team of faculty and students to crack it. Our students benefit from real world exposure and industry partners benefit from our cutting-edge Design Thinking approach.

5. Events/Lectures

Events/Lectures by local and international design practitioners, performers and thinkers are regularly hosted through and at the Playground. We invite speakers to share their work, design perspectives and engagements with students at Habib and with the community at large.



Areas Of Focus

Through the playground we intend to conduct Interdisciplinary research through Human Centered Design and Design Thinking Methodology to define, frame and address complex problems through creative and innovative solutions. Working in partnership with both academic and non-academic institutions, experts and industry partners. For the coming years our focus is on the following areas :

1. Health

We will Identify challenges and opportunities in healthcare innovation. What is health by design? By provoking discussion and creating meaningful debate around health services in the public sector of Pakistan, we aim to come up with innovative solutions using design skills and a systemic approach.

2. Culture & Heritage

We aim to open up the questions around what we mean by 'heritage' and how it is understood, to provide intellectual and practical templates for alternative ways of thinking about it. Through various workshops with artisans, craftsmen and heritage consultants, we will highlight the advantages and problems of particular approaches towards heritage and culture conservation and preservation.

3. Education

The education system in Pakistan needs to design educational policies and implementation strategies which ensure quality education for all. The Playground will focus on addressing key challenges and desired outcomes for government schools by working with experts from the public and private education sector .

4. Governance

How can technologies be used by citizens to have a say in how they are governed? What role can designers play to support such conversations? Design-led innovation in the public sector can transform the perception and meaning of public service. Most forward-thinking governments are now starting to regularly engage and empower citizens to play an important role, not just in the design but also in the delivery of public services. The playground aims to provide a platform to empower citizens through the exchange of

ideas and strategies that can be explored, tested and developed between the government and civil society.

5. Water

The water crisis in Karachi is part of a broader trend of water insecurity affecting Pakistan. Scarce water resources persistently fail to meet the massive demand from a burgeoning population. The playground aims to tackle this wicked problem through research, field work and collaboration with experts, industry and the government.

6. Mobility

We want investigate and question the existing infrastructure for modes of travel in Pakistan, such as pavements, roads, bicycle lanes, which either do not exist or have been encroached. Lack of public transport has resulted in Increased private transport on urban roads is causing severe congestion in Pakistan. We will break down, unpack and tackle the problems related to mobility, to reframe the problem and imagine possible effective solutions.

7. Food Security

60 percent of the population is still facing food insecurity in Pakistan. Recurrent natural disasters including drought, earthquakes and floods along with economic instability increase food insecurity. Playground will be focusing on the agricultural factors that are significantly affecting the food production by investigating and proposing pathways to achieve food and nutritional security for a growing population.

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FOR A COHERENT DOCUMENTARY CINEMA

MASTERCLASS 90 MINUTES

What is a coherent way to make documentary film? What are the common mistakes that students often make when they start? How can the value for the viewer be maximized? And who determines what stories are worth being told? Are we exploring our own lives or are we exploring the lives of others?

This workshop departs from the fact that the way through the world from behind the camera, and the way being told to the audience, is the same. This is the way being told to the audience, is the same. This is the way being told to the audience, is the same. This is the way being told to the audience, is the same.

31st August Friday
3pm - 4:30pm

Manuel F Contreras
is a Chilean documentary filmmaker, producer, and director. He has worked on several documentaries, including 'The Last Days of the Titanic' and 'The Last Days of the Titanic'.



Registration Link: <https://goo.gl/5wv9v1>

DOCUMENTARY FILMMAKING

DIRECTING AND SHOOTING INTERVIEWS

Working effectively with interviewees and all other staff by the time they have to make their stories come to life is a challenge. If you have a strong idea for a documentary, you need to be ready to take on the interview process.

Registration fee: **1000 PKR**

NOVEMBER 17 AND 18
10AM - 5PM

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Registration Link: <https://goo.gl/5wv9v1>

Designing for Transitions and Systems Thinking

A human and technical design for transitions and systems thinking is needed to understand and design for complex future states. Most of us live in the world of the present, but we need to think about the future. This workshop will explore the concept of Design Thinking as a way to think about the future. It will explore the concept of Design Thinking as a way to think about the future. It will explore the concept of Design Thinking as a way to think about the future.

Monday, 8th Jan '18
5:30 - 8:00 PM

Ahmed Ansari

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Registration Link: <https://goo.gl/5wv9v1>

thesis support,

through design thinking.

Addressing a complex challenge for your thesis / capstone / final year project? Want to brainstorm ideas and test methods? Need multi-disciplinary expertise?

playground invites you to twice weekly sessions where you bring your thesis-related challenges that require creativity and/or collaboration. You will be introduced to design thinking and human-centred design methods to employ in your projects.

This activity is open to all graduating seniors, and requires no registration. Walk-ins welcome.

Every Tuesday & Thursday, starting Oct 17
Noon - 2 pm
Zone 2; the playground

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pop-ups.

Student Edition.

Do you have a skill you want to share with others? Are you passionate about teaching your peers?

playground invites all students to **popups: Student Edition**, a platform for students to teach each other skills in making, tinkering, expression and design, across disciplines. From origami to wood work, illustration to UX design, 3D animation to performance, web design to cartography, **all skills are welcome.**

Propose your popups at bit.ly/2gJQobV. We will help you design your activity, and conduct it through the playground.

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SPECULATIVE PLAY

IMAGINING ALTERNATIVE WATER FUTURES FOR KARACHI

About the Workshop: Karachi is the most densely populated city in the world, with nearly 20 million residents regularly facing water shortages. The resilience of the current water system hinges on the need for the state, new awareness and collectively other new perspectives. Speculative & Critical Design (SCD) is a research-based design practice that uses speculative design to explore future scenarios. In this workshop we will cover core concepts and knowledge of SCD and its application in water future design scenarios. Through a series of exercises, a shared and participatory exercise that will be held over in emerging water crisis. Through an exchange of ideas, insights and creative thoughts, we will build a model of the existing scenario. In the process, we will explore alternative future thinking and collectively explore, understand and describe water futures, along with new products, systems and services.

About the Instructor: Hira Zubair is an architect and designer, interested in social and creative urban thinking through a multidisciplinary approach. She is an alumna of Institute for Advanced Studies, University of Cambridge (MPhil) and holds a Master's degree in Architecture (M.Arch) from the University of Architecture, Lahore.

29th September
2:00pm - 5:00pm
Playground

Registration Link: <https://goo.gl/5wv9v1>

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mapathon

and halwa puri.

playground invites you to a weekend mapping workshop where you learn field mapping in the studio on Saturday, and map the Gari Khata neighbourhood with community volunteers on Sunday. Your energy is replenished with a halwa puri breakfast with members of the Gari Khata Welfare Committee. The activity builds on the work done by students of **CAD 271 Cartography** from Spring 2017.

This activity is open to all years and all majors. No prior experience in cartography is required.

Saturday Oct 14
10am - Noon
playground

Sunday, Oct 15
8 am - Noon
Gari Khata

Register at bit.ly/2jAoKSI; 15 seats only.

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OPEN HOUSE

FALL 2017

Around 145 projects
5 programs. 18 classes. 7 venues
You're invited.

Thursday, December 21
12.30pm - 4pm

The Playground. Amphitheater. Circuits Lab. Power Lab. Networking & Linux Lab. Film Studio. CPE Classroom.

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from physical to digital

with Autodesk Maya.

playground invites you to learn how to create digital manifestations of physical objects. Conducted by Associate Prof. Muzem Khan, this workshop introduces you to human perception in the context of entertainment, synthetic environment, and media, and its implications in animation and filmmaking.

This activity is open to all years and all majors. Participants are expected to have a laptop, with Autodesk Maya (available for free download) installed.

Thursday, Oct 19
5 - 7 pm
Zone 1; playground

Register at bit.ly/2yclo1t; 24 seats only.

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