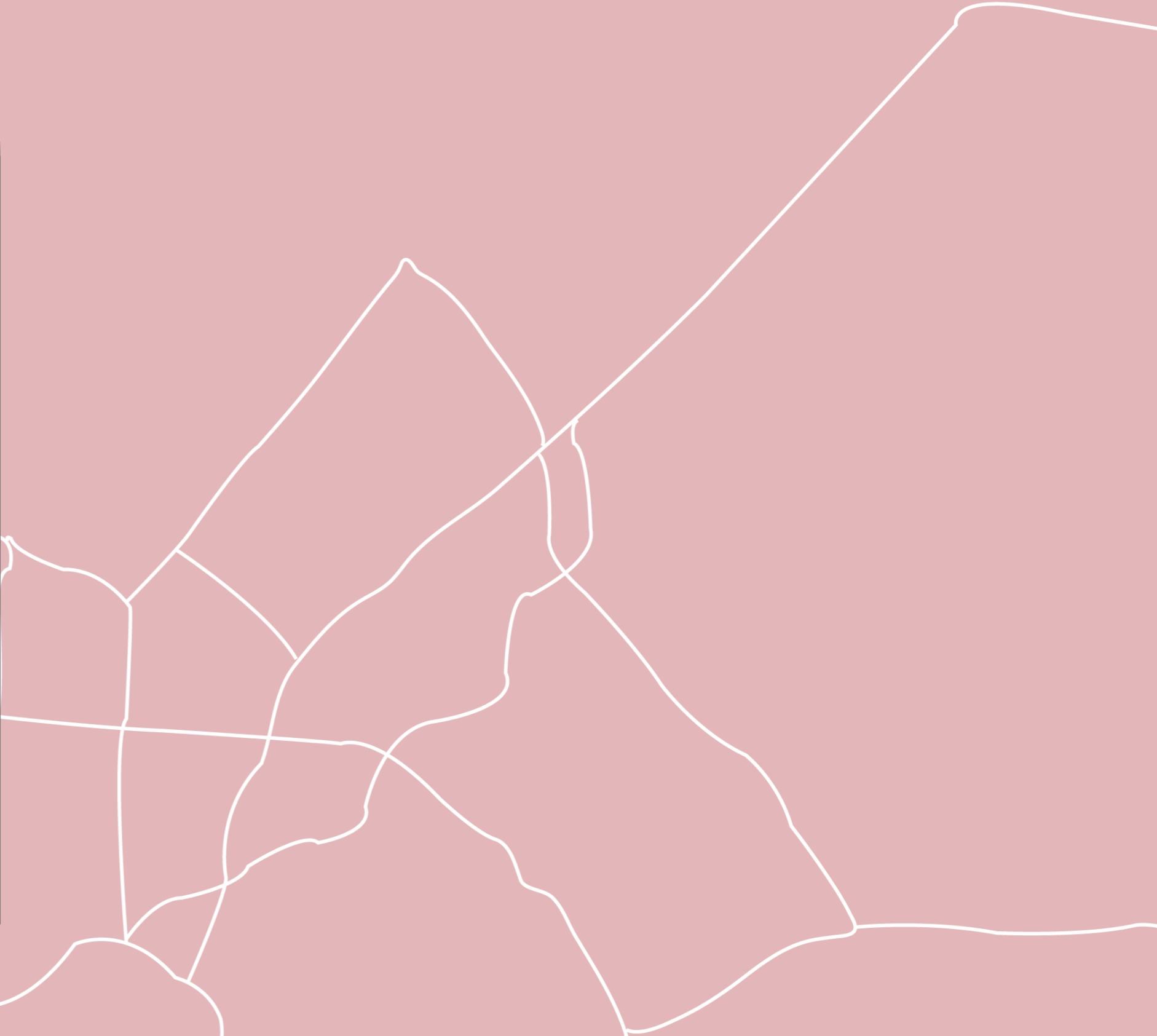
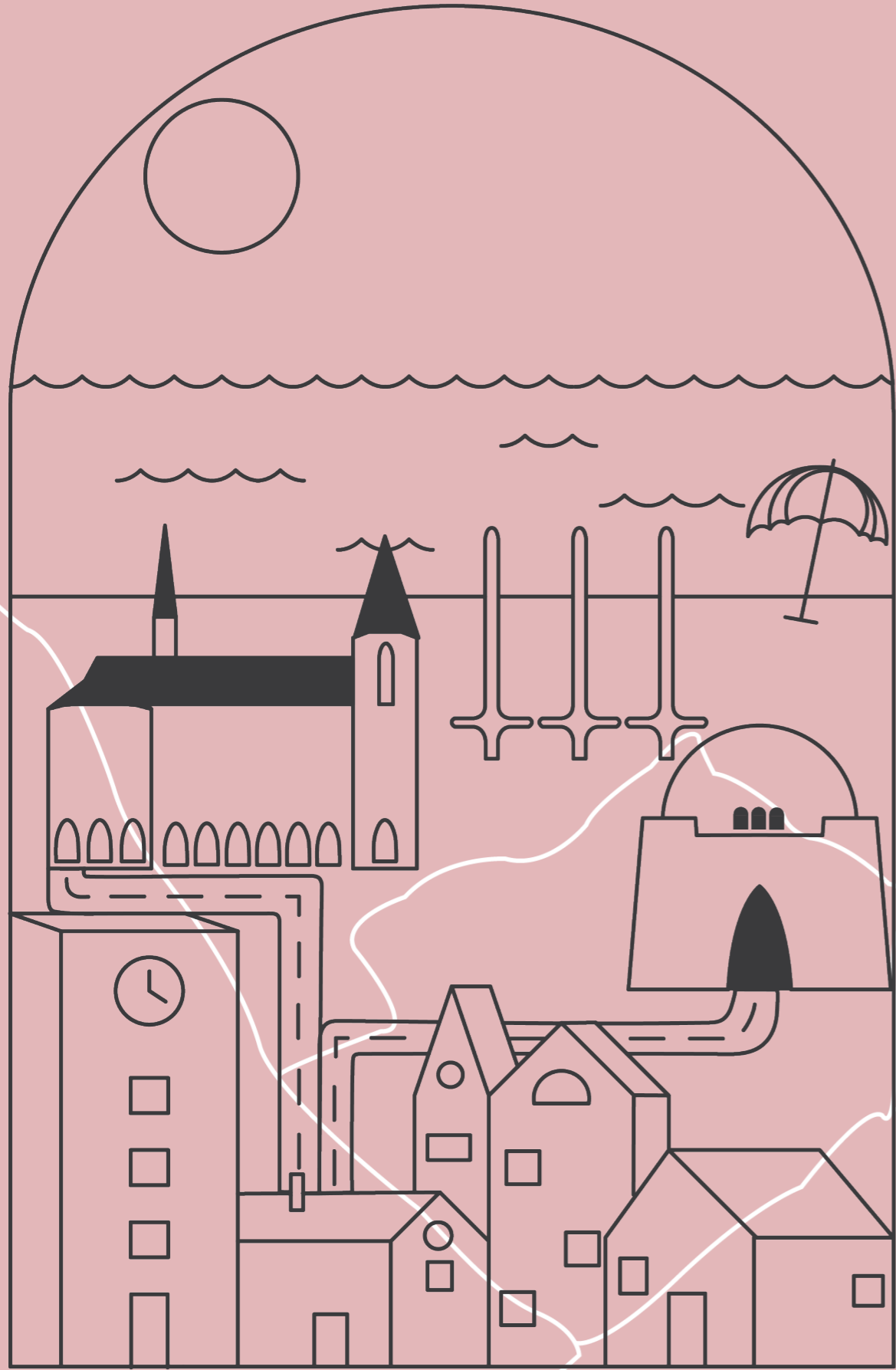




# playground

CENTER FOR TRANSDISCIPLINARITY, DESIGN AND INNOVATION

2018-2021



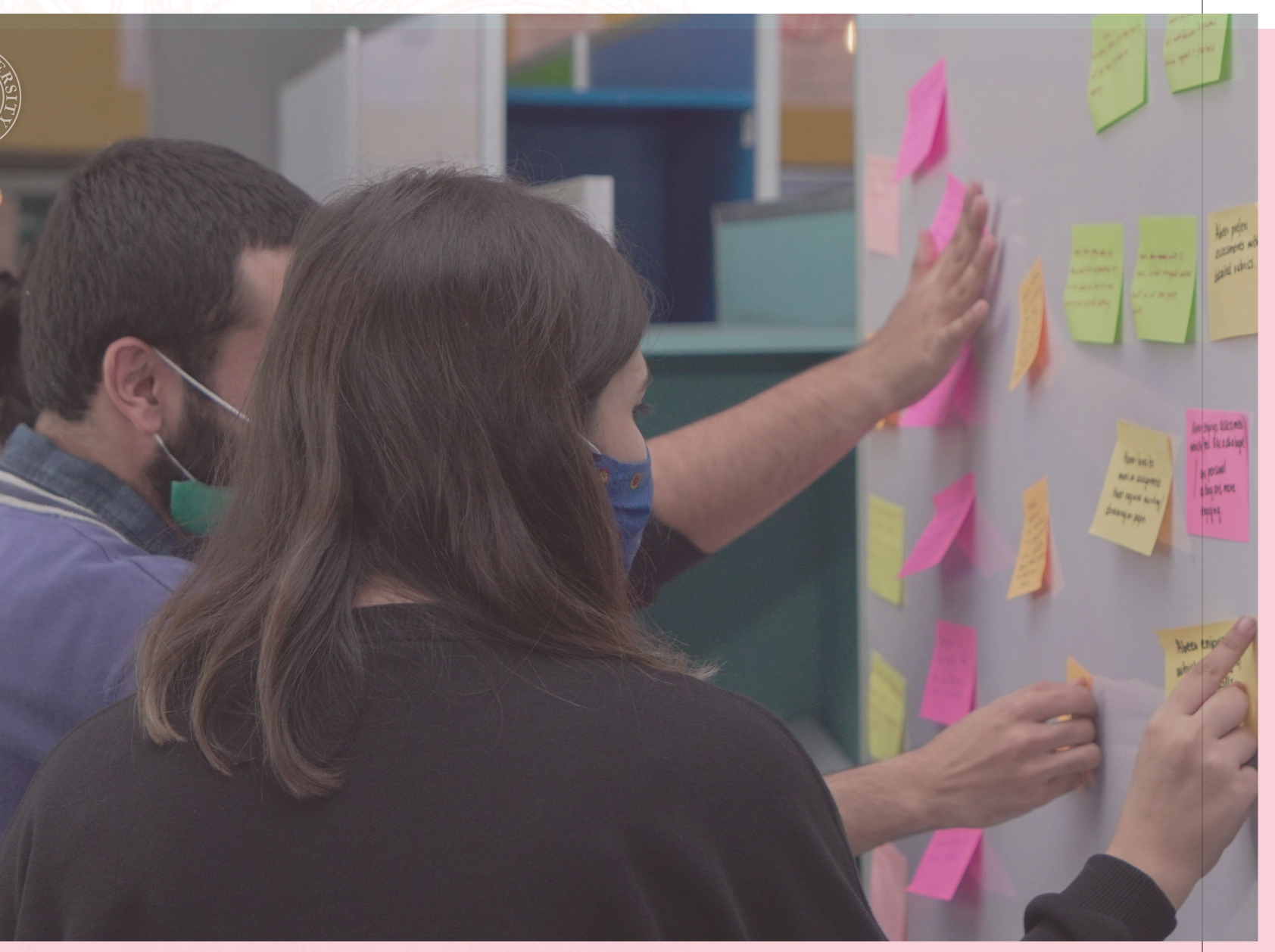




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# who we are

The playground is the home of design-led research and innovation at Habib University. We aim to reshape intellectual experiences, create learning communities and develop contextualized problem-solving opportunities for students, faculty and community members.

The playground is an ecosystem designed as a collaborative and transdisciplinary space at the heart of which is the commitment to being playful. We engage with people across all disciplines to experiment, get our hands dirty, create new rules for engagement, embrace failure and continuously re-imagine the way we teach and learn.

Since the inception of the playground in August 2017, we have been using human and planet-centered design as the fundamental approach to rethink and reframe complex problems in order to solve them.



# our values

## **Human-centered & planet-centered**

We think of everything through the lens of the people involved while critically focusing on the impact on natural systems.

## **Powered by collaboration**

We believe that we achieve so much more when we work collaboratively and that collective intelligence drives the most creative solutions. Collaboration is at the core of everything we do.

## **Valuing diverse perspectives**

We believe in empathizing with people and embracing different perspectives and disciplinary backgrounds. All viewpoints are welcome at the playground.

## **Learning by doing**

We believe in the power of experimentation and making things tangible. We have a bias towards action and work on solving real-world problems.

## **Constantly iterating**

We believe in regular reflection and adaptation to make our work better. We see failure as a great learning opportunity to push ourselves forward.





*Design Thinking Workshop for prospective students of Habib University*





# our team

Our core team consists of multidisciplinary designers from the fields of Urban, Communication, Product, Interaction, Service and Systems Design.



**Anzar Khaliq**  
Director

Anzar Khaliq is the founding Director of Playground, the Center for Transdisciplinarity, Design & Innovation at Habib University and the Associate Dean of Teaching Learning and Research. He loves using design research methodologies in tandem with his scientific expertise to explore and solve various complex problems.



**Hira Zuberi**  
Associate Director

Hira Zuberi is an Architect and multidisciplinary designer, exploring intersections of strategy, speculation and urbanism through her design practice. Hira holds a Masters in Advanced Architecture from Institute for Advanced Architecture of Catalonia (IAAC) and post graduate in Speculative Urbanism from Strelka Institute for Media, Architecture and Design.

**Sehel Khandwala**  
Design Associate

Sehel Khandwala is a Design Researcher and Service Designer who is passionate about using design for social change. She has worked across the public sector in the UK, with government bodies and in healthcare, to re-design public services that better meet the needs of communities. Sehel has a degree in Geography from University College London, and has completed a post-graduate fellowship in Social Innovation.



**Faiza Khan**  
Catalyst

Faiza Khan is a transdisciplinary designer interested in civic stewardship and studying the social impact of design. She has an undergraduate degree in Communication and Design with a focus on Social Development and Policy. Her expertise lies in design research and design management.







# our researchers

The playground recruits and trains students from all disciplines (Social Development & Policy, Communication & Design, Electrical Engineering and Computer Science) at Habib University in design research, tools and methodologies. This enables multidisciplinary teams to work on research projects that apply human and planet-centered design methodologies to contextually and socially relevant problems, mostly in collaboration with industry partners.











# our space

The playground space has been designed through a collaborative and iterative process itself. In 2017 a number of classes, workshops, and activities were hosted that helped us understand the essential elements required to create an ecosystem that facilitates faculty and student learning and experimentation.

The space currently offers four dedicated zones, three of which are for hosting workshops, pop-ups, classes and studio sessions with flexible seating and working options that are entirely modular and moveable by design. The fourth zone is the Social Zone, which includes a lounge and a making area that provides quick access to soft prototyping tools.

There are a huge variety of tools that facilitate ideation and prototyping activities, enabling people to carry out sketching, modelling, cutting, and joining. We also have sewing machines, hammers, a plotter and a 3D printer. A major goal of the playground is to remove barriers between various design and making facilities on campus. As such, the playground, through its soft prototyping facilities, works as the gateway to all design and making facilities on campus.





# what we do

The work that we do at the playground falls under four key categories and takes the form of courses, research projects, workshops, industry trainings, student pop-ups, events and dialogues, and faculty training.

## 1. Pedagogical innovation

Creating better learning experiences through student-centered pedagogies

## 2. Capacity building

Teaching and imparting design knowledge and skills

## 3. Design research

Real-world projects and interventions for complex problems with relevant stakeholders

## 4. Space and resources

Providing a collaborative space for learning and making





**FROM THE ELITE**

1) YOUR CARD

2) DESCRIPTION

TRANSFORM

CLONING

PRO-THEFTIC

RATIONALITY

Students prototyping in the course *Speculative and Critical Design*



# courses

Courses offered through the playground serve as a gateway for transdisciplinary learning and allow students to develop a designers mindset by uncovering complex problems and prototyping a variety of solutions, with real-world relevance. These courses are designed to reimagine teaching and learning and ultimately enhance accessibility to making and design activities across the various departments and schools at Habib University.



## DESIGN THINKING & RESEARCH

Design Research	CND   2018
Research Through Making: Research in Design	PLAY   2018
Transdesign Practicum	CND   2018-21
Design Research	CND   2018-21
Introduction to Service Design	CND/PLAY   2019-21
Research In Design	CND   2021
Design Your Habib Experience	PLAY   2021

## SYSTEMS, SPATIAL & URBAN DESIGN

Uncovering Designed Ecologies: Thinking in Systems	PLAY   2018
Housing in Karachi	SDP   2018
Cartography: History & Practice of Mapmaking	PLAY   2018-21
Parks and Recreation	CND   2019
Food Security, Urban Farming & Appropriate Technology	BIO   2019
Community Driven Development & Policy Change	SDP   2019
Urban Planning: Past, Present & Future	SDP   2019-20

## DESIGN FUTURES

Speculative & Critical Design	PLAY   2019
Artifacts from The Future	PLAY   2022

## ENGINEERING & DESIGN

Introduction to Game Development	CS/PLAY   2018 -2019
Engineering Innovation & Design	EE   2018-21

## COMMUNICATION DESIGN

Introduction to Illustration	CND   2018-19
Illustration as Narration	CND   2018-20
Illustration - Visualising the Everyday City	CND   2018-20
Introduction to Photography	CND   2018-20
Playwriting	CND   2019
Foundations of Screenwriting	CND   2020
Conceptual Drawing	CND   2020

## SUSTAINABLE DESIGN

Food Security	CND   2018
Introduction to Sustainability	CND   2018
Sustainable Urban Mobility	SDP   2019
Design Thinking For Sustainability	SCI   2020
Designing Sustainable Artefacts	CND/PLAY   2021

## ART, CRAFT & DESIGN

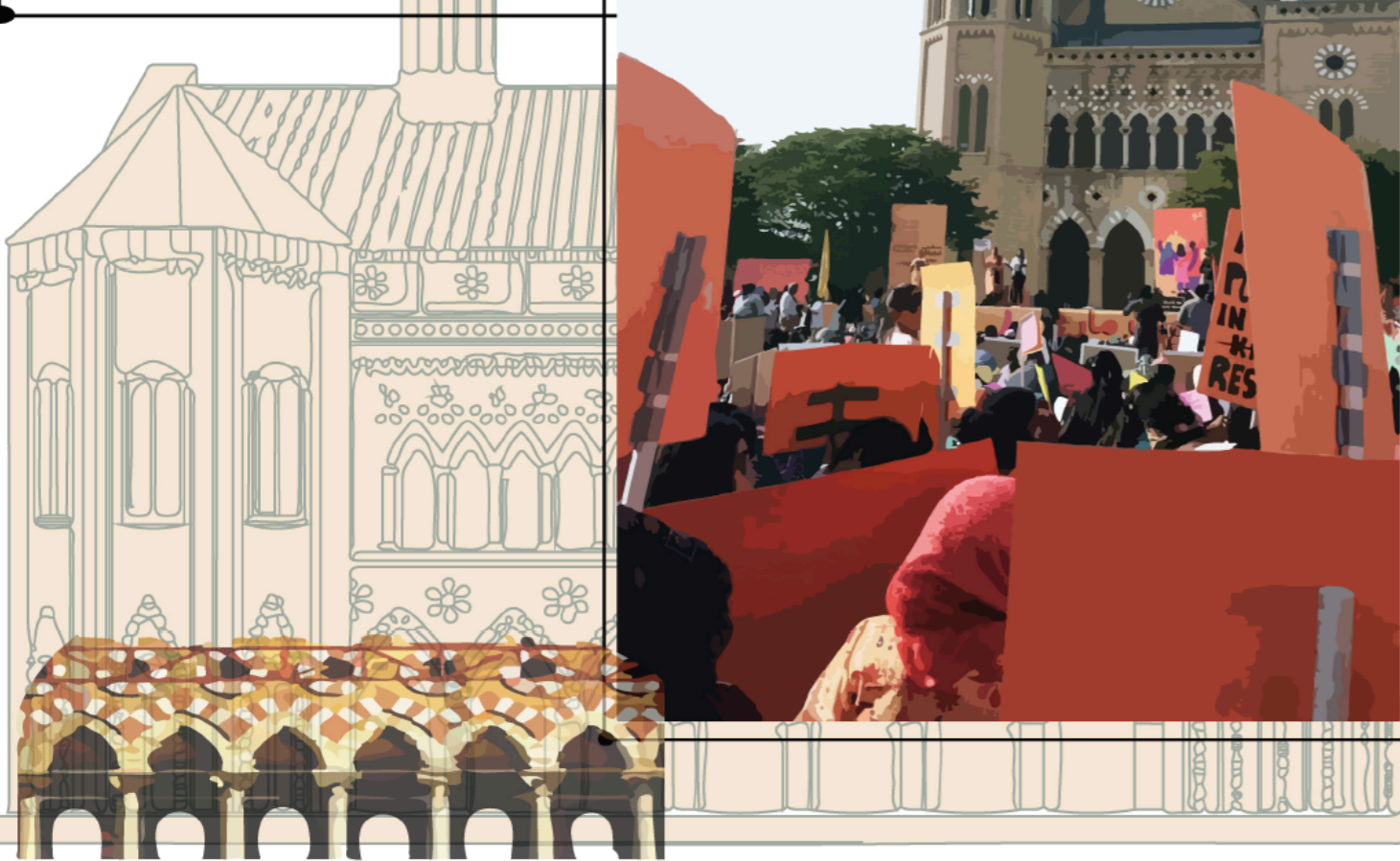
The Artist's Book: Creative Approaches to Image & Text	CND   2019-21
The Artist's Book: Conceived and Constructed	CND   2020-21
The Artist's Book: In Generative Spirit	CND   2020-21





*'Our Footsteps', details the recreational experiences of two women from Karachi in the form of writings, conversational exchanges and photo-documentation. This is a student project designed as part of their course Transdesign Practicum.*

*Student Team: Marium Asif and Manahil Siddiqi*



We should come here and have a breakfast picnic.. maybe buy books

Do you think all these men are here because it's a Sunday?

We can try coming on a weekday? Maybe Shabbir can go get books for us on a Sunday.



Safety : 2  
 Affordability : 5  
 Mobility : 4  
 POW: 0

# frere hall

Frere Hall, where every March women take over, does not look like that all year round. We're book worms, and we're broke so we're naturally attracted to the weekly occurrence at Frere. On Sundays, Frere Hall is home to a wonderful book bazaar, selling all kinds of books at throwaway prices. It's the ideal spot for a Sunday picnic, but as we discovered, only if you're a man.

Even in the early hours of the morning, Frere Hall is full of men. Some are taking photos, some are loitering but all of them pause to stare at us - it's extremely noticeable. Scanning the whole place, we found maybe two couples and once again, at the risk of being invasive, stayed closer to them.

Frere Hall is the perfect public spot. It costs nothing, has plenty of sitting space, plenty of shade but it seems like mostly men have the luxury of enjoying even these simple pleasures.



*“Buzzaar” is an all accessible interactive social networking and user led platform which publishes crowd-sourced reviews about bazaars. It is a succinct guide solely for women to enhance their experience in local bazaars. This is a student project designed as part of their course Transdesign Practicum.*

*Student Team: Hasan Ul Haq, Osama Fawad and Zainab Rizvi*





# workshops

We host workshops that cross-pollinate design with other disciplines and thematic areas. We facilitate critical discussions on new perspectives and provide opportunities for students, faculty and community members to explore real-world challenges.

## DESIGN THINKING & METHODOLOGIES

Rethinking Assessments I & II	2021
User Research 101	2021
Intro to Design Thinking and Doing	2021
Design for Policy	2021
Design for Circular Economy	2021
Intro to HCD	2021
Introduction to Design Thinking & Doing	2020
New Design : Card Sorting	2018
Design Your Habib Experience	2018
Research Through making : Practice Based Research	2018
Design Thinking	2018
Wannabe Entrepreneurship	2018
EE Capstone	2018
Framing EE Capstone	2018
SSE Thesis	2018

## SERVICE, UX & UI DESIGN

Service, UX & UI Design	2020
Service Design - Session I, II, III	2019
New Design : Service Design	2018
New Design : UX Design	2018

## URBAN DESIGN & SYSTEMS THINKING

Urbanization & Colour	2020
Urban Design Dialogue	2020
Streets as Public Spaces	2020
Anthropocene Public Spaces	2020
Mapping the City	2019
Space, Place & The City	2019
Designing for Transitions & Systems Thinking	2018
Uncovering Designed Ecologies: Thinking in Systems	2018
Sustainable Urban Mobility	2018





## TRANSDISCIPLINARY

Orientalism & the Techniques of Discourse Analysis	2018
Recentring Las Bela	2018
Elevate Circle	2018
Google Study Jam	2018
Design Beyond Disciplines & Products	2018
Impriving Education Landscape in Low Income Settings	2018
Sacred Geometry	2018
Speculative Play	2018
Digital Security Beyond The Digital	2018

Skill-based workshops focus on teaching specific tools, softwares and methods that can complement their theoretical knowledge of human-centered design. These workshops provide students with a toolkit of hard skills that they can apply to their own design challenges, projects and industry work.

## SKILL BASED

Adobe Illustrator - Sprint I & II	2021
Adobe XD - Sprint I & II	2021
UX & UI Studio using Figma	2021
3D Modeling using Creo	2021
Introduction to Digital Design - Illustrator	2020
Drawing, Name, Place, Animal, Thing	2018
Aurat March Poster Design Workshop	2018
New Design : Rapid Digital Prototyping	2018
Documentary Cinema	2018
Material Drawing : Exploration and Connectivity	2018
Documentary Film making	2018
Drawing with Charcoal	2018





Filmmaking Workshop being conducted by Manuel F Contreras.





# faculty training X CPE



The playground and Center for Pedagogical Excellence (CPE) at Habib University collectively work towards creating an environment that is best suited for the faculty to learn, grow and excel in pedagogy. This allows the faculty to constantly improve on their teaching practices and bring innovation into their realm of teaching. Some of such collaborations have allowed the faculty to engage with the changing methods of education, design multidisciplinary courses from a student-centered lens, and indulge in discourse with the broader community on the evolving education space in Pakistan.

## PEDAGOGY, TRANSDISCIPLINARITY & STUDENT-CENTERED DESIGN

Curriculum Design & Design Thinking	PLAY   2018
Design Your Workplace Challenges	PLAY   2018
Design Your Industry Challenges	PLAY   2018
Designing student centered learning experiences	PLAY   2018
Designing Transparent Curriculum & Assessment Tools (2)	CPE   2019
Faculty colloquium	CPE   2019
Introduction to Design Thinking	PLAY / CPE   2019
How Might We?	PLAY / CPE   2019
Springing into Online Pedagogy	CPE   2020
Norm Creation	CPE   2020
Collaborative Learning	PLAY / CPE   2021
Cross Disciplinary course design workshop	PLAY   2021
Designing For Student Success	PLAY / CPE   2021
Design Student Centered Learning Experience	PLAY / CPE   2021

## TRANSITION TO ONLINE PEDAGOGY - SKILL-BASED

Canvas Fundamentals	CPE   2020
Exploring engagement Tools with Zoom	CPE   2020
Exploring Breakout Rooms with Zoom	CPE   2020
Managing video content with Panopto	CPE   2020
Training for Adjuncts	CPE   2020





# student pop-ups



The playground provides students a platform for leadership and peer-learning, by inviting them to carry out pop-ups. These are the quickest ways for students to conduct workshops for their peers, offering to teach any design-related skill they have mastered, start a thematic discussion or collectively work on a challenge. These quick knowledge and skill exchanges drive forward collaborative learning.

## SKILL BASED POP-UPS

Sacred Geometry	2019
Adobe Premerie Pro	2019
Introduction to Illustrator	2018
The Art of Effective Presentations	2018

## DESIGN THINKING POP-UPS

Tezhib Design Thinking - IDRAC	2019
Design for Sustainable Development	2019
Introduction to Design Thinking	2019
Practice-Based Design	2019
Design Thinking - I & II: The Immersive City	2019
Design Thinking with External Students	2019
Cultural Mapping	2019
TCF - BIP - Session I & II	2019







Handwritten notes on a yellow sticky note at the top left.

Handwritten notes on a pink sticky note in the upper left quadrant.

Handwritten notes on a yellow sticky note in the upper middle section.

Handwritten notes on a yellow sticky note in the upper right quadrant.

Handwritten notes on a pink sticky note in the top right corner.

Handwritten notes on a yellow sticky note at the top right edge.

Large handwritten notes on a pink sticky note on the right side.

Handwritten notes on a pink sticky note in the middle left area.

Handwritten notes on a yellow sticky note in the middle section.

Handwritten notes on a yellow sticky note in the middle left area.

Handwritten notes on a yellow sticky note in the middle right area.

Handwritten notes on a green sticky note in the middle right area.

Handwritten notes on a green sticky note in the middle right area.

Handwritten notes on a yellow sticky note in the lower middle section.

Handwritten notes on a green sticky note in the lower middle section.

Handwritten notes on a yellow sticky note in the lower middle section.

Handwritten notes on a pink sticky note in the lower middle section.

Large handwritten notes on a green sticky note on the right side.

Handwritten notes on a yellow sticky note at the bottom left.

Handwritten notes on a yellow sticky note at the bottom middle.

Handwritten notes on a pink sticky note at the bottom right.



# research projects

Students work on projects to research and reframe contextual wicked problems, and then ideate and test creative solutions or interventions that can have real-world impact. Every research project is a collaboration with academic or industry partners, and involves key stakeholders throughout the process. A playground team member leads the project, guiding a multidisciplinary team of student researchers with appropriate design direction and managing partner needs.

## WOMEN IN STEM | WICSE

2021

Mapping the gender gap and understanding what factors encourage and discourage women in STEM.

## HER CITY HER STORIES | FRIEDRICH NAUMANN FOUNDATION

2019-21

Documenting the everyday mobility and use of urban space by women of Karachi.

## EMPATHY MAPPING | KARACHI ELECTRIC

2019-20

Investigating the reason behind a low electricity billing recovery rate in Mujahid Colony, Karachi.

## MAPPING FESTIVITY | ARCHITECTUM

2019

Exploring the urban transformation undergone by wedding halls in the past decade along with viewing the supply chain of various wedding industries.

*This work was exhibited at the La Biennale di Venezia - 17th International Architecture Exhibition.*





## Public Spaces Design

escalators	disability inclusive design, eg ramps	Inclusive dhabbas for all genders
safe sheltered walking paths	More Streetlights	safe waiting bus stops
Smoking freely in public and neighborhoods just like boys	Parking for the handicapped	Inclusive public restrooms at bus stops

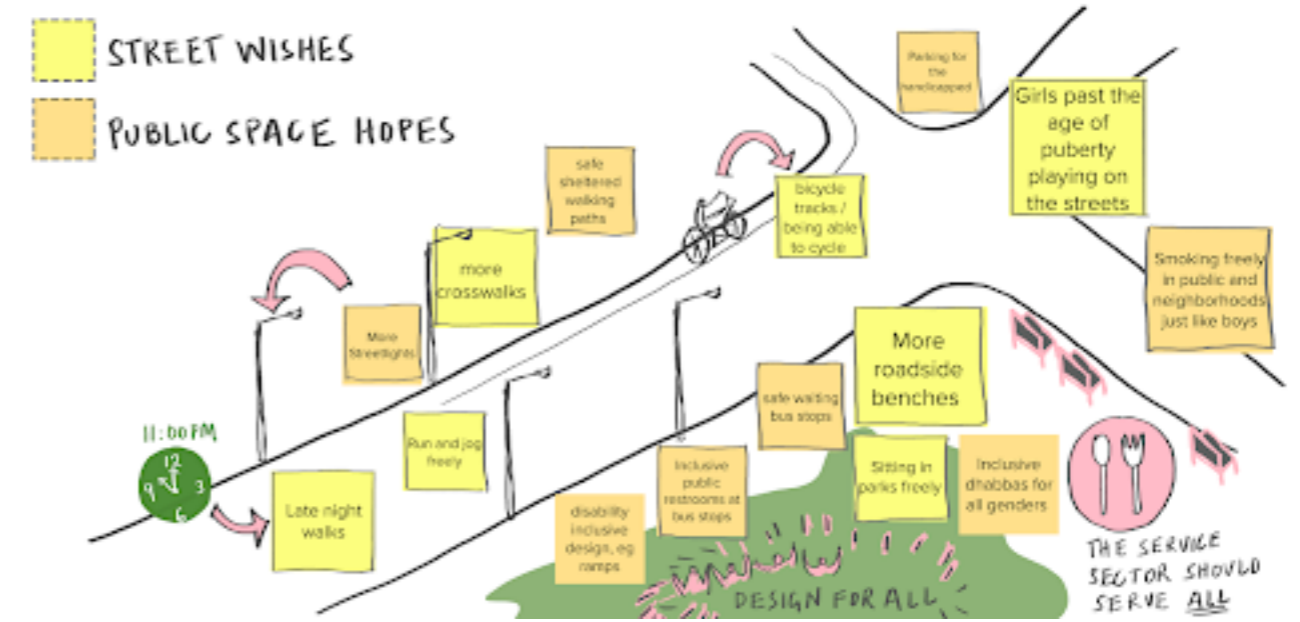
## Gender Equality

Curfew for men for some hours of the day so women can enjoy outside freely	Normalizing women traveling anywhere at anytime with or without companion
Go out with friends at night on a scooty while playing loud bollywood songs	Able to go to the dahi wala and bring household grocery for mom
Women in leadership positions	Being able to wear whatever we wish to without being harrassed
More women vendors on the street	No gender norms

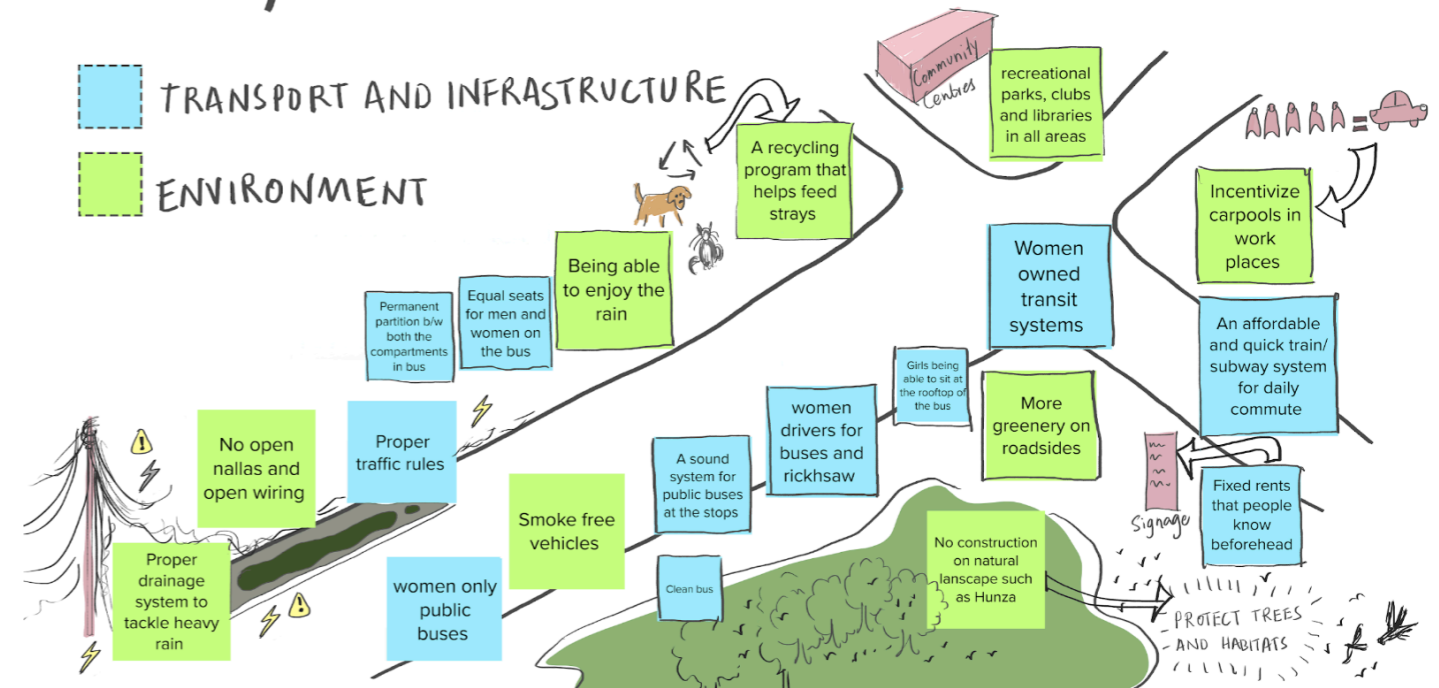
## Transport Infrastructure

Equal seats for men and women on the bus	Permanent partition b/w both the compartments in bus
Clean bus	Fixed rents that people know beforehand
Girls being able to sit at the rooftop of the bus	women drivers for buses and rickshaw
A sound system for public buses at the stops	An affordable and quick train/subway system for daily commute
Women owned transit systems	Better transport infrastructure to deal with rain
women only public buses	Proper traffic rules

## HerCity Her Future - SPECULATING KARACHI 2.050



## HerCity Her Future - SPECULATING KARACHI 2.050



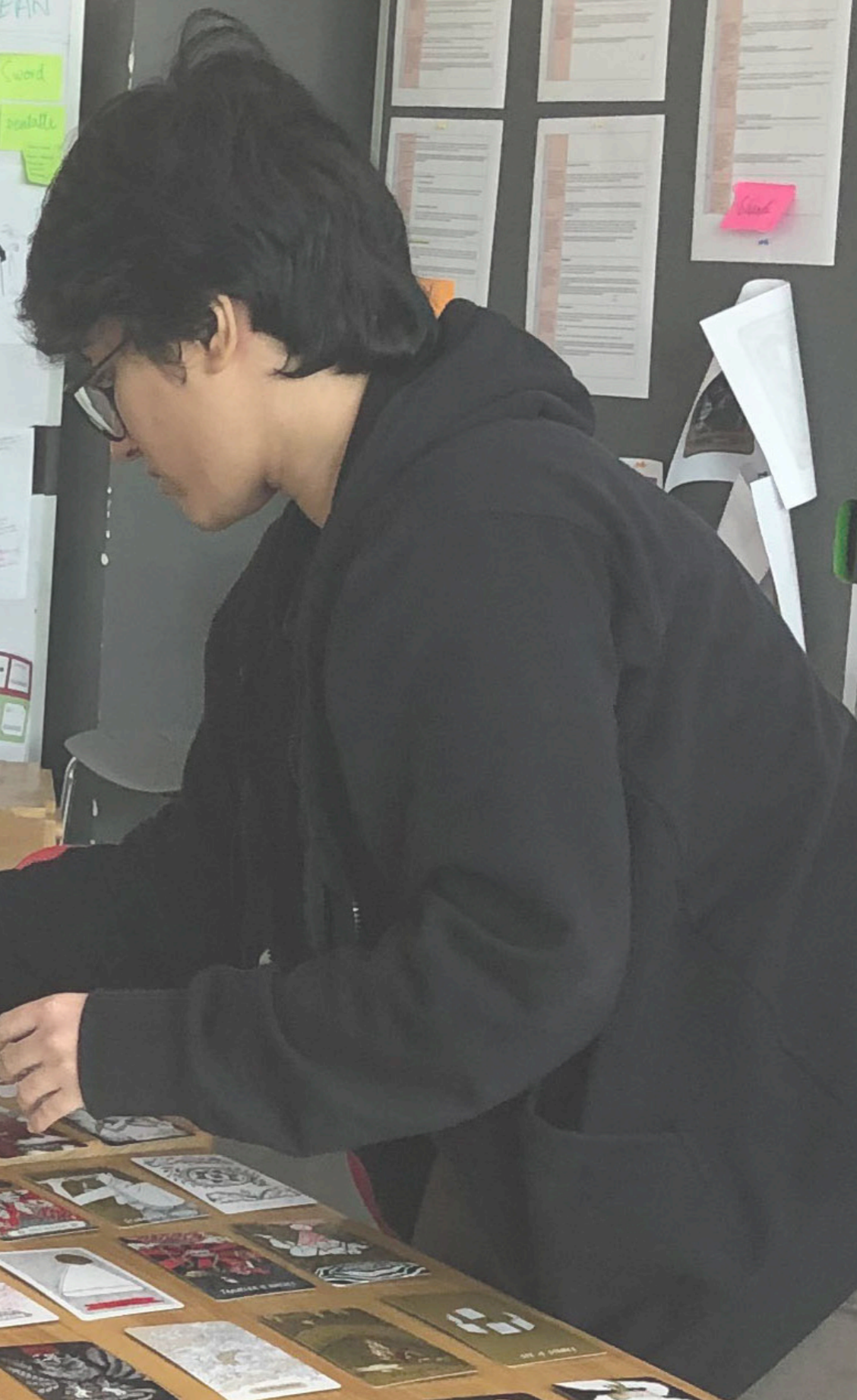
Her City Her Stories: Synthesising and analysing the research collected fthrough a process of affinity mapping

Her City Her Future: Speculative exercise to re-imagine what the future of mobility could look like for women in Karachi



☆ Sasu Fizza  
 ☆ Sasur  
 ☆ Religious leader  
 ☆ arranged/love Fizza marriage  
 ☆ Chhoragari gori barat Anita  
 ☆ Food  
 ☆ Elders of the house / ghanche bany  
 ☆ Money Nakbae gold/women  
 ☆ Selaami, Moun Likhai  
 ☆ Luleadi Zoya  
 ☆ bat pakki, mithai, lulu  
 ☆ Expense Anita  
 ☆ Shadi Hall  
 ☆ Kundli / bhkhara lulu  
 ☆ Rasm lulu  
 ☆ mitha lulu /  
 ☆ MARRIAGE CERTIFICATE (balance  $\pm$ )  
 ☆ Shaadi

MAJORITY  
 LAY OUT  
 EUROPEAN  
 TRADITIONAL CARDS  
 MEDIUM OF THING - NIKHAI  
 Colours  
 Event  
 Arranged marriage  
 Rithay lulu



THE THINKER GAME  
 THE WILD UNKNOWN  
**TAROT**

Testing custom design tarot cards for the research project Mapping Festivities (showcased at the Venice Biennale)



# industry clinic



## BYOC - bring your own challenge

BYOC is our program for industry and community partners to benefit from Habib University's intellectual and material resources. The playground helps frame problems they bring into a Design Thinking challenge, and provides a platform for a multidisciplinary team of faculty and students to crack it.

### CULTURAL MAPPING | KNIP

2019

Identifying cultural trails to document and preserve the rich heritage of Old Town, Saddar, resulting in producing three trails: Aroma, Sacred and Literary.

### PRODUCT DEVELOPMENT | ORAATI

2019

Negating the negative associations of women who wear burqas as invisible, weak and dependent through generating creative ideas for Oraati's abaya line.

### PLATFORM DESIGN JOURNEY MAPPING | BYKEA

2018

Ideating new avenues for growth, and prototyping and testing new app features for the challenges faced by ride-sharing service, Bykea.

### EDUCATIONAL EXPERIENCE DESIGN | WORLD BANK & SINDH EDUCATION FOUNDATION (SEF)

2018

Helping World Bank and SEF reform education in 4,500 schools across the province. The clinic generated ideas for an identity, implementation and communication strategy that responds to their stakeholder needs.

### TRAINING CURRICULUM DESIGN | HOUSE OF HABIB (HOH)

2018

Designing a training curriculum, through a series of workshops with the first Management Trainee batch of HOH, to recreate the program experience from the user lens.

## trainings

The playground trains industry partners in human-centered design and works with them on solving complex organizational challenges, in the form of an executive learning and capacity building program. The training is contextually designed for each industry partner, and engages Habib University faculty and external consultants for a wider range of expertise and feedback.

### HUMAN-CENTERED DESIGN CERTIFICATION

Karachi Electric: Introduction to Human-Centered Design

2021

Design Thinking Workshop with NDC-Tech

2020









# events and dialogues



We invite speakers to share their work, design perspectives and engagements with both our students, and our community at large. Talks can take place in the form of independent lectures, group panels, or in combination with workshops.

## DIALOGUES

Mobility Design Dialogue - Presentation	2021
Design Dialogue: What is Design?	2020
Evolving Design Education in Pakistan	2020
Applying for Jobs & Internships in Pakistan	2020
Mobility Design Dialogue I & II	2020
Evolution of Tharparkar	2019
Designing Your Life - Building Your Way Forward	2018
Decolonizing Design in the age of Artificial Intelligence	2018
The Rasa of Identity - Machinic Assemblages, Affect & Intersectionality	2018
Sex sells but should it	2018
De-Constructing an Edifice of Urban Inequity & Fragmentation	2018
Designing your life : building your way forward	2018

## EVENTS

Invent for the Planet	2020
Screening of Shehr-e-Tabassum	2020
Virtual Screening of Swipe	2020
Invent for the Planet	2019
The Open House	2018
Transvestigations	2018
Design Education in Pakistan	2018
Maker Festival	2018

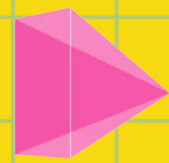




D



S



G

Virtual  
design  
dialogue

N

*What is design?*

by the playground, Habib University

15/08  
Saturday

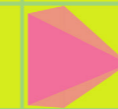
Dialogue  
6:00 pm - 7:00 pm

Rakhshaan Qazi  
Connie Wang  
Asad Kamran

D



S



G

design  
research

N

at the playground, Habib University

*methods of  
design research*

04/03  
Thursday

Workshop:  
02:30 pm - 03:30 pm

Trainer:  
Manahil Huda



# collaborators

The playground is powered by collaboration. Throughout our work we collaborate with other academics, design experts, social impact initiatives, industry partners and foundations to build a wider community.

## ACADEMIC INSTITUTIONS

Stanford d. school  
Indus Valley School of Art & Architecture, Karachi  
Texas A&M  
The Hive at Claremont  
Habib University WiCSE

## DESIGN PLATFORMS

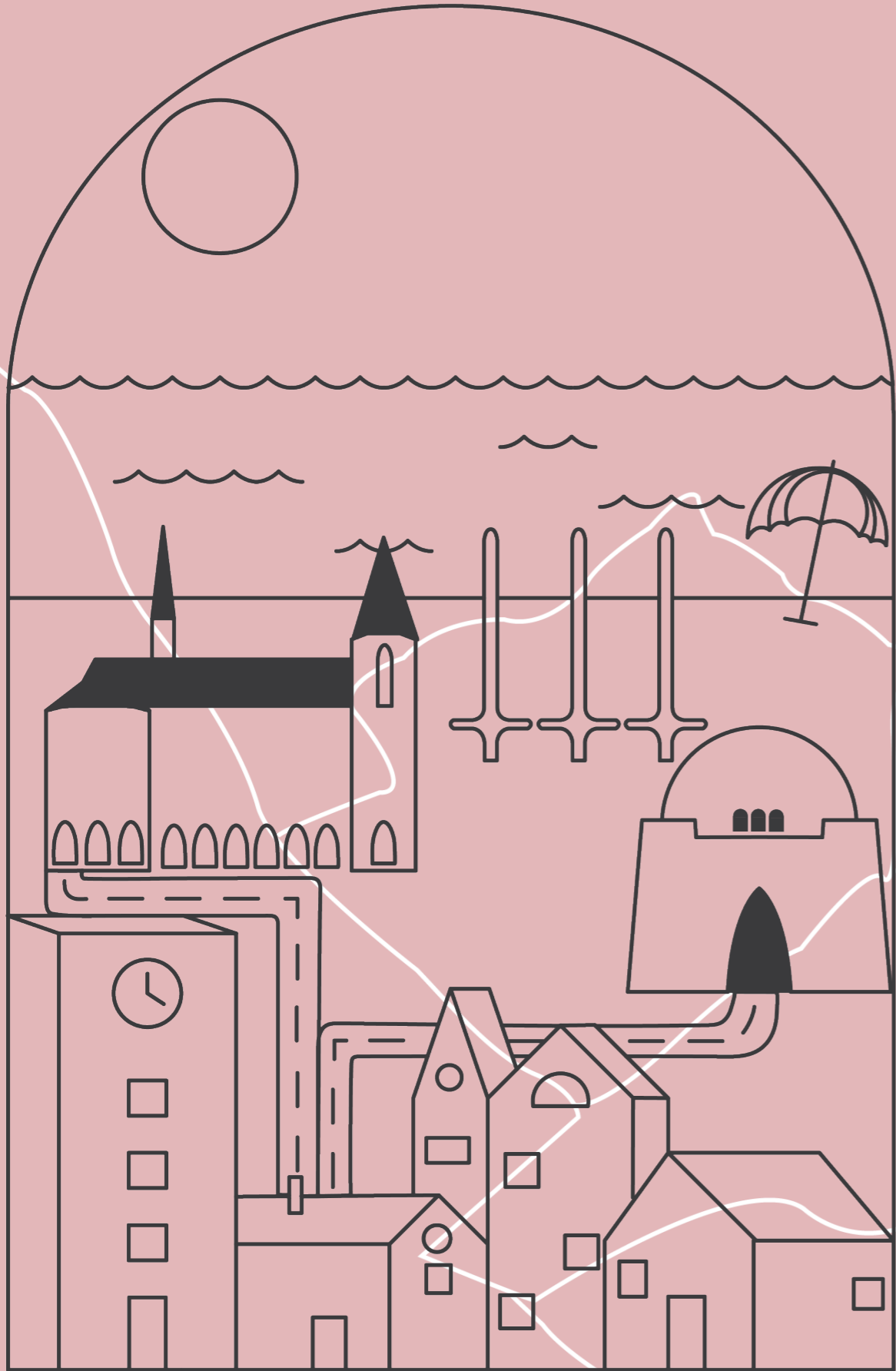
Urbz, Mumbai  
The Futures Initiative, San Fransisco  
Puffball Studio, Lahore  
Architectum, Dubai  
Designist, Karachi  
Little Studio, Islamabad

## NGOS & IGOS

Shehri-CBE, Karachi  
Friedrich Naumann Foundation, Islamabad  
Borderless, New York  
Raana Liaqat CC, Karachi  
Karachi Neighbourhood Improvement Project  
World Bank

## CORPORATES

NDC-Tech  
Karachi Electric



**JOURNAL DESIGN TEAM**

Marium Asif  
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Faiza Khan  
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Hira Zuberi

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