The common thread

Design Dialogue

Design is pervasive, but design thinking is needed to transform education and its relevance to life

How: Pedagogy of Design

- Exploratory, hands on, problem –solving, experiential (real life)
- studio based
- Non Hierarchical (creative), multiple perspectives, interdisciplinary
- Make it all pervasive
- Form and function , Aesthetics
- What :Problems in society: Inclusive –and transformational (ethical):Public good.): Rights policies,

By Implication

- Contextualisation : example slum design , heritage, craft clusters,
- Also stimulates good research and uses research (good ethics and better cognition)
- Look inside- engage with discovering the Indianculture identity: Empowering impact.
- Synergy with global developments in design

- Complexities and Tensions: politics of design
- Steps ahead to address these issues to re think design education
 - Formation of sectoral groups who can meet periodically (virtually or physically) to draft an action plan for all sector. Need two people to drive each sector
 - Creating content -- 100 online courses!; exploit / leverage NKN

- Management strategies and dynamics (what we can do together)
- Movement Bonding through Networks, community of design people, internet
- Design manifesto
- Collaborative Activities : creative groups

- Case studies (both for design education and policy design): Jal Mahal?
- Projects and documentation: multilayered knowledge (Culture, science, technology, history, people, language)
 constructed creatively with an e-pedia architecture and yielding useful interventions: eg craft cluster, Varanasi, Ajanta.
- Shared workshops/seminars –plural perspectives
- D school –set up/re-energise D schools
- Design diffusion in main stream curriculum/pedagogy
- Social marketing
- Design Assessment
- Quality standards.(integrity)