



ANNUAL REPORT 2020 - 2021
DESIGN INNOVATION CENTRE
Lady Irwin College, SPOKE DICDU



Coordinator: Prof. Sushma Goel

Year of Establishment of DIC, Lady Irwin College: 2019

Design Innovation Centre (DIC) has been established under National Initiative for Design Innovation (NIDI) Scheme as a flagship programme by MHRD. It is a platform for product or process innovations for students, faculty and citizens to give ideas that can be developed as products/ processes.

1.1 TRAINING & MENTORING FOR PROJECTS (INTERNATIONAL)

1.1.1 Training on Painting & Waste Reuse for International Abilympics Competition (of a PwD candidate - hearing impaired), 12th March 2020 onwards: This training initiative focused on equipping a hearing-impaired candidate for the International Abilympics Competition. Through a comprehensive program, the mentee Chetan Pashilkar received regular and specialized training in painting techniques and waste reuse strategies, empowering him to compete on an international stage while promoting sustainability.

1.2 INTERNSHIP PROJECTS

The Internship projects spanned over a period of six months, i.e., from December 2020 to July 2021, supervised by Dr. Sushma Goel, Dr. T.G. Rupa, and Dr. Surbhi Chitkara. Six interns joined the programme for six months (Anmol Yadav, Jasmine Kaur, Samridhi Gupta, Subhangani, Shweta Thakur, and Tashi Gupta). The projects undertaken by the interns during this period were:

- Individual design incubation ideas (by each intern) aiming to explore diverse areas of interest and expertise.
- Participation in the **National ToyCathon** (a toy design competition to promote Indian art and craft), focusing on innovative toy designs based on Indian ethos and culture.

- Designing an idea to empower masses to address the issue of solid waste management in all spheres of life activities and all age groups.

Some Examples of Design Projects Undertaken:



VEGA WHEEL

Grand finalist National Toy Design Competition:
ToyCathon 2020



WASTE TO WISDOM



JANTU

National Competition: ToyCathon 2020



BAAGU

1.3 COURSES EXECUTED

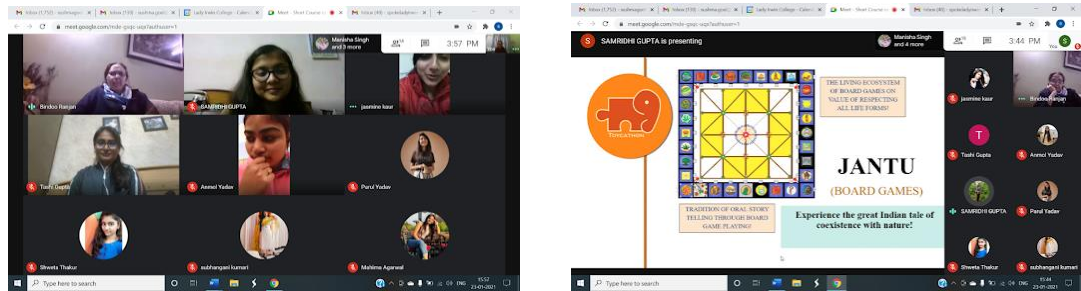
1.3.1 Design for Social Sustainability

(January 16 - February 27, 2021)

- The Course 'Design for Social Sustainability' was organized by Dr. Sushma Goel, Coordinator, DIC, LIC and conducted by the expert Dr. Bindoo Ranjan, Head of National Institute of Design (NID), Delhi.
- It was organized for all students across other cities in which masters students from Rajasthan University, Jharkhand University, World University, Lady Irwin College

Design Interns of DIC, LIC joined the course. The DIC-LIC mentors were also part of the course for its execution and interactions.

- The course aimed at designing and development of a range of products from sustainable materials and empowering the local community. Working with local craftsmen and recycled & sustainable materials have been the USP of DIC, LIC.



Online session and presentation by participants: Course on Design for Social Sustainability



Valedictory session of the course on 'Design for Social Sustainability'

1.4 NATIONAL INNOVATION DAY 2021: CRAFT-A-TOY COMPETITION

Annual National Innovation Day on March 31st 2017 to commemorate Dr. A.P.J Abdul Kalam's birth anniversary on 15th October. The event comprised of the online competitive event. About 24 entries were obtained and were judged for excellence. Prototypes were mostly brought by participants (during the lock down on account of Covid 19) while few were received via courier as they were from NCR.

DEPARTMENT OF RESOURCE MANAGEMENT & DESIGN APPLICATION
LADY IRWIN COLLEGE, DELHI UNIVERSITY

Craft-a-toy:
*Toy'ing with innovation
Design for social sustainability*

NATIONAL INNOVATION DAY
Inviting out of the box ideas from all creative minds...

INVITING ENTRIES TILL MARCH 31, 2021

| | |
|---|--|
| WHO CAN COMPETE? Students across all Universities | TEAM SIZE? Maximum 3 students per team (Rs. 50/- registration fee per student) |
| WHEN TO APPLY? Registration: March 15-21, 2021 Submission of Design Ideas: March 22-30, 2021 Submission of Prototypes: March 31, 2021 | FOR QUERIES CONTACT: Ms. Sakshi Wadhwa – 9811818127 Dr. Vaishali Gupta - 9818414167 Dr. Surbhi Chitkara – 9899869859 |

LINK FOR REGISTRATION:
<https://docs.google.com/forms/d/17k4ZNL42iV5eOQVbOKA-drCFg-eXW8ixRiATL1hTo/edit?ts=604c8c85&gids=7628>

**Selected entries will be taken up for commercialization
Innovative Ideas will be assisted with design registration**

Coordinators: Dr. Sushma Goel (+91 9899649760) and Dr. T.G. Rupa (+91 9899006736)
Space and Product Design, Dept. of RMDA, Lady Irwin College

COMPETITION GUIDELINES

The applicants have to design toys with Focus on Indian Mythology, figures, history, culture, ethos, ethnicity, National heroes and important Events to inculcate positive behaviour and good values among children.

GENERAL INSTRUCTIONS

- Applicants can participate individually or maximum in group of three. Each applicant/team can submit only one entry per competition.
- Students currently enrolled at any National or private college/university will be eligible to apply.
- The applicants have to submit the following:
 - A. Soft copy of the Design Document in given format to be sent to sakshi.wadhwa@lic.du.ac.in and vaishali.gupta@lic.du.ac.in by **March 30, 2021**.
https://drive.google.com/file/d/1P7eHS4Vv21_bR2ts7lsm0GpTxLguFf/view.
 - B. A 1-2 minutes video showcasing the usage of the prototype to be sent to sakshi.wadhwa@lic.du.ac.in and vaishali.gupta@lic.du.ac by **March 30, 2021**
 - C. The applicant will be required to submit the prototype along with hard-copy of the design document (Bullet A) at Department of Resource Management and Design Application, Centre of Post Graduate Studies (Second Floor), Lady Irwin College, Sikandara Road, New Delhi on **March 31, 2021** before **12:00 noon**.
- The design ideas will be judged on the basis of its concept, idea, originality, creativity, innovation and overall appeal.
- Plagiarized entries will be disqualified.**
- Candidates shortlisted for their innovative design ideas will be informed via mail. They will be required to make a power point presentation of the short-listed idea.
- Names of winners will be announced on **National Innovation Day (2021)**
- All candidates will be awarded certificates of participation.
- Selected entries will be taken up for commercialization. Innovative ideas will be assisted with design registration.**

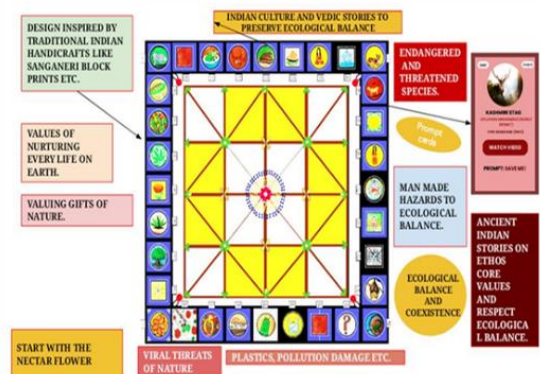
Poster of Innovation Day 2021: Inviting entries for the competition 'craft-a-toy'

1.5 PROJECTS MENTORED UNDER DIC

Design Development (& Prototyping)

● JANTU:

It is a set of digital application (mobile apps) based board games with constant changing systems. It is based on problem statement of environment and valuing every life around us. It focuses on Indian culture and tradition through participatory learning and playing. It is sustainable approach to Indian based product upliftment and community and capacity building. It is a digital product with physical applications and value. The product has been recognized by MHRD as a ToyCathon challenge.



Concept based digital multipurpose Ecological Board Game designed for 5-11 years of age group

- **VEGA WHEEL:**

It is based on Indian Culture and Mythology. This game helps in learning Vedic math in easy and fun way. This toy also has three more games which will make the child to become more logical and organised. The aesthetics of game is inspired from traditional Madhubani paintings which are very attractive and could also serve as a pedagogical tool for the child to form a story with his/her own imagination. The cards also have Madhubani painted mythological figures (Lord Krishna) apart from basic drawings like tree and animals around which a story could be created and narrated.



It promotes faster calculations. Based on Indian Culture and Mythology, this toy aids in learning Vedic math in easy and fun way.

- **BAAGU:**

The toy caters to meet the need in Anganwadi settings through incorporation of building components as learning aids (BaLa) such as walls of a room, this toy design has multiple features and toys which are missing link in child's emotional development in contemporary India. The basic trust values can easily be incorporated through activities like role play, story narration from ancient Indian scripts which promotes positive emotional values. Other educational activities like color systems, shapes and sizes etc. relevant to the age group are also included.



Caters to meet the need in Anganwadi centers. Based on BaLa.

- **BAMPULLING - PUCK IN THE RING**

- BAMPULLING is a mind refreshing game made out of bamboo which could also be used as a physical stretching band. Players race each other to clear the pucks from their side of the board by catapulting them through a small hole leading to the other side (the “gate”). Any pucks that arrive on your side must be sent back before you win. Exercise has been linked with both better physical and mental health, including improved cardiovascular health and reduced depression. In childhood, exercise is associated with better school performance, while it promotes better cognition and job performance in young adults.



Hand-crafted stress busting game made from Bamboo.

- **FLORERO:**



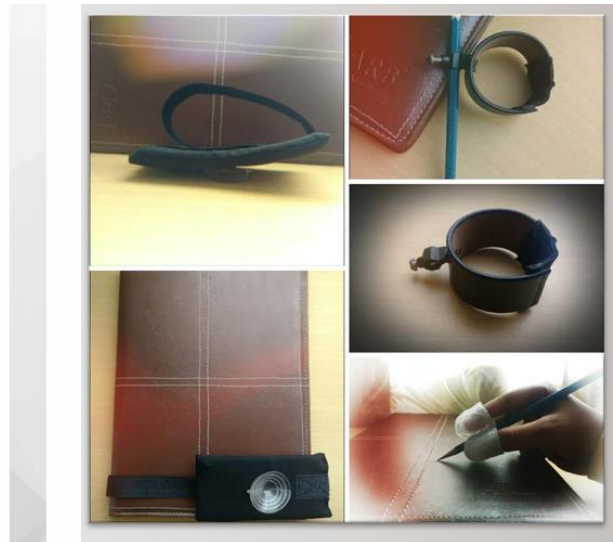
Floor level Flower Vase made composite material (Cardboard and 2mm plywood)

- **HAND PACER:**



For the people suffering from PARKINSON'S

Also for young learners who are learning to write



The tool is relevant for people with Parkinson's disease. It helps to stabilize the hand for various operations performed by hand.

- **LUNCH KA BUNCH:**



It is a reusable lunch Kit with space for cutlery and water. It is made from Jute and foldable steel / silicon air tight containers.