



ANNUAL REPORT 2021 - 2022
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 (NATIONAL & INTERNATIONAL)

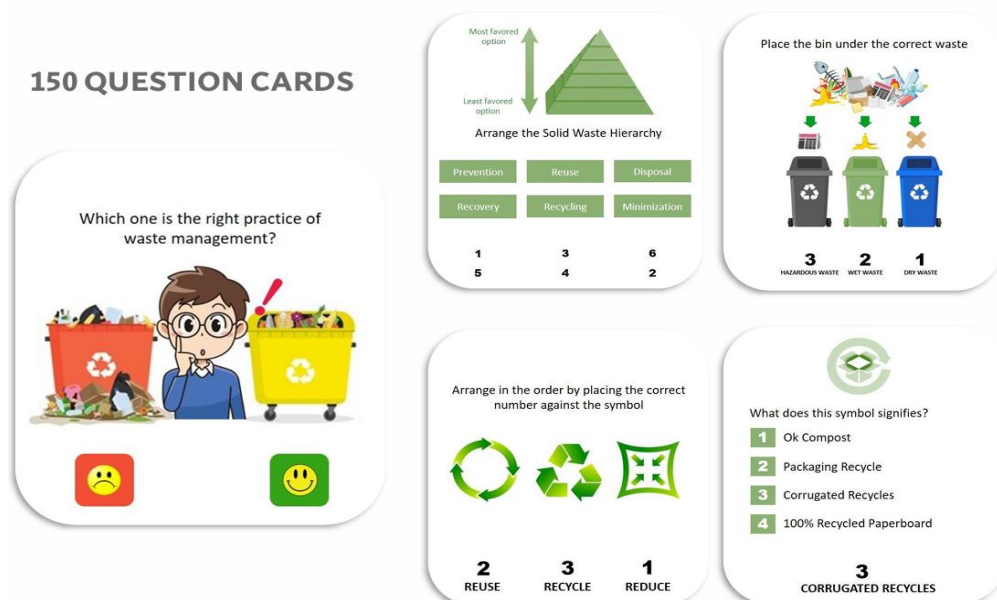
1.1.1 Training on Painting & Waste Reuse for International Abilympics Competition at Metz, France 2023 (of a PwD student - hearing impaired), (continuing from March 2020 to March 2023): This training initiative focused on equipping a hearing-impaired candidate for the International Abilympics Competition in France. Through a comprehensive program spanning from 16 March 2020 to March 2023, the mentee received specialized training in painting techniques and waste reuse strategies, empowering them to compete on an international stage while promoting sustainability.

1.1.2 Mentored master's students in designing sustainable lifestyle products from waste materials (September 2021 to March 2022): Over the course of six months, from September 2021 to March 2022, master's students received mentorship in designing sustainable lifestyle products from waste materials. This initiative aimed to instill principles of sustainability and innovation among students, encouraging them to rethink traditional approaches to product design and consumption.

1.2 INTERNSHIP PROJECTS (continuing from December 2020 to July 2021)

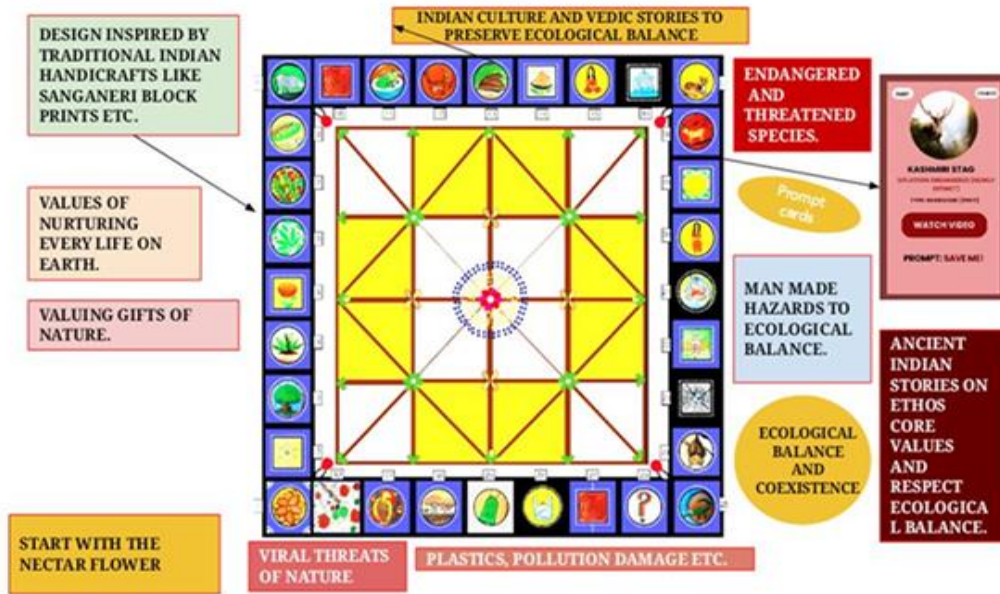
The Internship projects supervised by Dr. Sushma Goel, Dr. T.G. Rupa, and Dr. Surbhi Chitkara. During the six-months internship program, our interns (Anmol Yadav, Jasmine Kaur, Samridhi Gupta, Subhangani, Shweta Thakur, and Tashi Gupta) demonstrated remarkable creativity and innovation through a variety of impactful projects. 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 of the Design Projects are:**



WASTE TO WISDOM: Self-correcting time-based game which enhance the learning sequence of solid waste management practices. It has 150 flash cards and MCQs. This game has the potential of becoming a powerful educational tool in schools.

Copyright granted



JANTU: It is a concept based digital multipurpose Ecological Board Game designed for 5-11 years of age group which 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.

National Competition: ToyCathon 2020

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GAME CONCEPT 1

Completing the whole method !
 The VEDIC sutra 'By the Deficiency' relates our natural ability to see how much something differs from wholeness.
 7 close to 10
 8 close to 10
 9 close to 10 and so on

The Ten Point Circle

1+9
 2+8
 3+7
 4+6
 5+5

→ 10

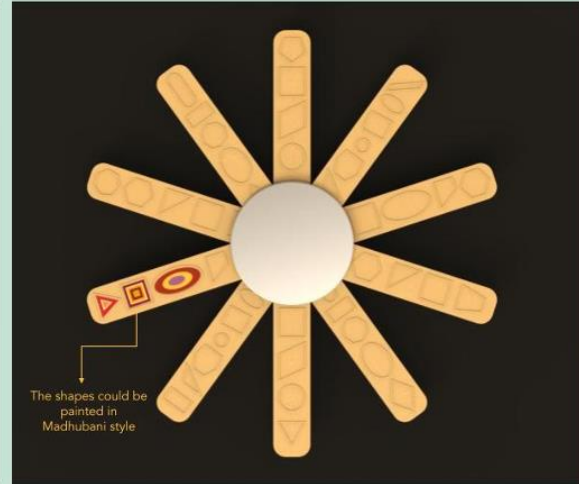
96+4=100

VEGA WHEEL: Game concept 1- The Ten Point Circle

GAME CONCEPT 2- TACTILE/SKETCHING



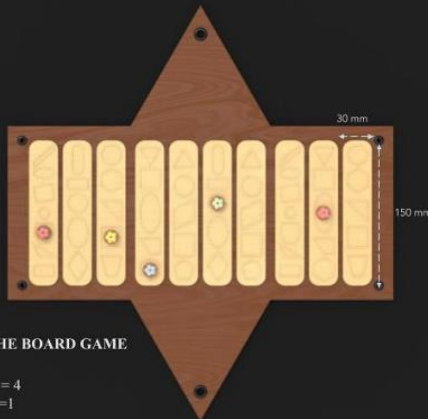
FRONT SIDE- VEDIC WHEEL WITH STOPWATCH



BACK SIDE- EMBOSSED GEOMETRIC SHAPES

VEGA WHEEL: Game concept 2-Tactile/ Sketching

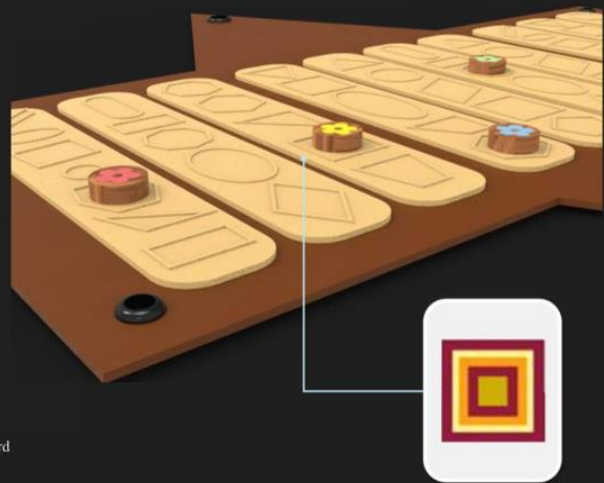
SOME CREATIVES- GAME CONCEPT 3



HOW TO PLAY THE BOARD GAME

Maximum players = 4
Minimum players =1

1. 52 shape cards will be equally distributed.
2. Turn wise, the player has to place his colored token on the board shape resembling in the card which he picks up.
3. Game will be played in different levels of timing- 1 minute, 40 secs, 30 secs and 20 secs.
4. The player whose tokens are more in number on the board/who will be able to recognise shapes more will win.



VEGA WHEEL: Game concept 3

SOME CREATIVES- GAME CONCEPT 4- CARD GAME



Flute is the divine instrument of Lord Krishna. Whenever Lord Krishna plays flute, everyone gets mesmerized and starts dancing on the tunes of flute. Even the fishes in the water are filled with joy.

How to Play ?

1. 52 cards will be printed with basic figures as shown in the example.
2. The child can make his/her own story and narrate it.
3. The child can use 2-52 cards for making a story depending upon his/her imagination.

VEGA WHEEL: Game concept 4- Card Game

VEGA WHEEL: Reflect Indian Culture and Mythology, aids in easy Vedic math learning. This toy also has three more games which will make the child to become more logical and organized.

Grand finalist National Toy Design Competition: ToyCathon 2020

Copyright granted

1.3 EVENTS

1.3.1 INTERIORSCAPING: Series of Workshops

To commemorate World Environment Day, the Design Innovation Center in collaboration with Department of Resource Management and Design Application (RMDA) at Lady Irwin College, under the aegis of IQAC, organized an 8-day National Workshop on '**Interiorscaping**' on 5 June to 12 June, 2021. The workshop featured sessions on themes like miniature gardens, plantscaping, and indoor plant maintenance. Open to all age groups, the event attracted '448 participants' from across India, including school students, senior citizens, and professionals such as academicians, homemakers, architects, and entrepreneurs. The workshop schedule, resource person details, and organizing team information were shared via a poster on social media, which included a registration link for convenience.

LADY IRWIN COLLEGE
DEPT. OF RESOURCE MANAGEMENT & DESIGN APPLICATION
UNDER THE AEGIS OF IQAC

TO COMMEMORATE WORLD ENVIRONMENT DAY
8 DAYS ONLINE WORKSHOP ON
INTERIORSCAPING

5 June - 12 June 2021
PLATFORM: GOOGLE MEET

CLICK TO REGISTER : [HTTPS://DOCS.GOOGLE.COM/FORMS/D/E1FAIPQ1SCCL9COY46W7B8E0TKD0QBNTYJR9FLOG7BLRMDCLF96NQA/VIEWFORM](https://docs.google.com/forms/d/E1FAIPQ1SCCL9COY46W7B8E0TKD0QBNTYJR9FLOG7BLRMDCLF96NQA/VIEWFORM)

Ms. Rachna Tiwary
Convener-All India Kitchen Garden Association
Member, Appellate Authority, DDA
Advance training in Ikebana

Ms. Rachna Jain
Founder Secretary,
Indraprastha Horticulture Society
President, Bonsai Club

Mr. Gaurav Bhatnagar
Co-founder and Director
Green Prescription

Dr. R.A. Kaushik
Prof. Horticulture
MPUAT, Udalpur

PATRON:
Dr. Anupa Siddhu
Director, Lady Irwin College

CONVENORS:
Dr. Sushma Goel
Head, RMDA Dept. & Coordinator, IQAC

Dr. Mayanka Gupta
Assistant Professor, RMDA Dept.

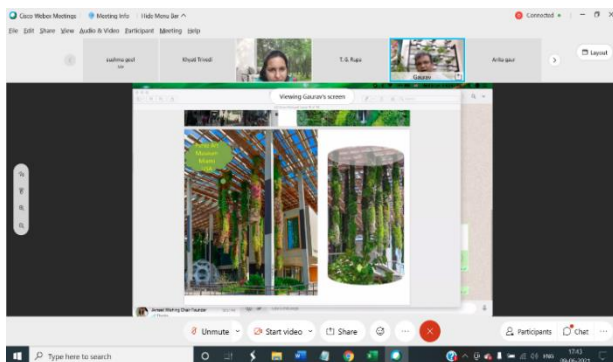
ORGANISING TEAM: Dr. T.G. Rupa | Ar. Anju Kakkar | Dr. Vaishali Gupta | Ms. Sakshi Wadhwa
Assistant Professors, RMDA Department

**INTERIORSCAPING
WORKSHOP SCHEDULE**

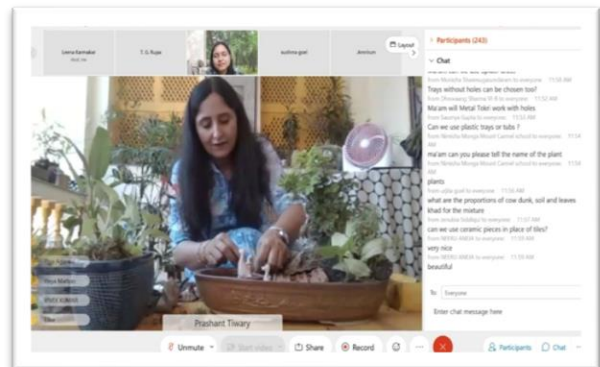
DATE & DAY	SESSION TITLE	TIME	RESOURCE PERSON
5 JUNE 2021, SATURDAY	Miniature Gardens	11 a.m. - 12:30 p.m.	Ms. Rachna Tiwary
6 JUNE 2021, SUNDAY	Assignment	11 a.m. - 12 noon	
7 JUNE 2021, MONDAY	Indoor Plantscaping	5 p.m. - 6:30 p.m.	Mr. Gaurav Bhatnagar
8 JUNE 2021, TUESDAY	Bio-Enzymes	5 p.m. - 6:30 p.m.	Ms. Rachna Tiwary
9 JUNE 2021, WEDNESDAY	Green Walls	5 p.m. - 6:30 p.m.	Mr. Gaurav Bhatnagar
10 JUNE 2021, THURDAY	Selection and maintenance of indoor plants	5 p.m. - 6:30 p.m.	Ms. Rachna Jain
11 JUNE 2021, FRIDAY	Theme Based Tray Gardens	5 p.m. - 6:30 p.m.	Ms. Rachna Jain
12 JUNE 2021, SATURDAY	Rooftop Gardens	11 a.m. - 12:30 p.m.	Dr. R. A. Kaushik

For more details contact-
Dr. Mayanka Gupta, email- mayanka.gupta@lic.du.ac.in, phone- 91-9899966407

Poster of Interiorscaping: Series of Workshops



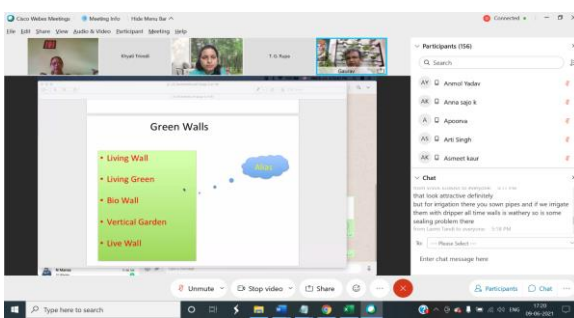
Session on 'Indoor Plantscaping' by Mr. Gaurav Bhatnagar



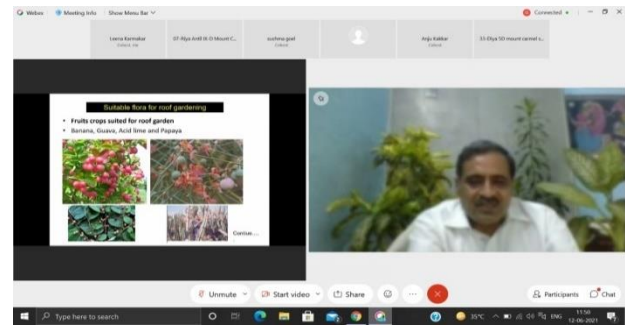
Live demonstration of Tray Garden by the Resource Person, Ms. Rachna Tiwari



Tray Garden demonstrated by the Resource Person, Ms. Rachna Tiwari



Session on 'Selection and Maintenance of Indoor Plants' by Ms. Rachna Jain



Session on 'Rooftop Gardening' by Dr. R.A. Kaushik

1.3.2 INNOVATION WEEK 2022: Workshops on Design and Innovation

The National Innovation Week 2022, comprising eight sessions scheduled from February 16 to 22, 2022 featured distinguished speakers in the field of design and innovation.

- Notable speakers included Ms. Manisha Singh, Principal Designer at Wowfactor.in; Ms. Manjari Sharma, accomplished designer; Mr. Balvir Singh, Director of Murti Arts Academy; Mr. C.S. Sussanth, Principal Designer at NID Bangalore; Ms. Vertika Divedi, Founder of Wade Aisa; Mr. Amit Jain, Co-founder of Mitti ke Rang; Dr. Madhumita Puri, Founder of Avacayam & Trash to Cash; and Mr. Vivek Singh from Sagacious IP.

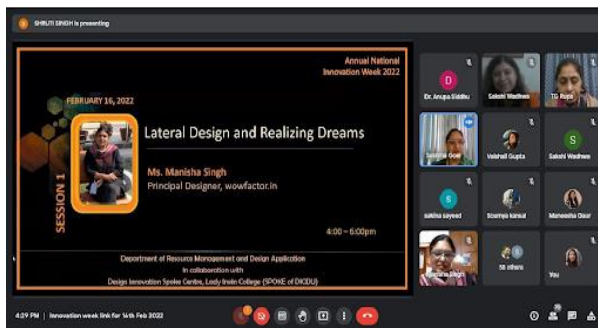
- The sessions covered diverse topics such as *Lateral Design & Realizing Dreams*, *Creative Metamorphosis*, *Mural Arts*, *Innovations for Bamboo Sector in India*, *Design to Innovation: A Journey*, *Creativity vs Innovation*, and *Startup & IPR*.



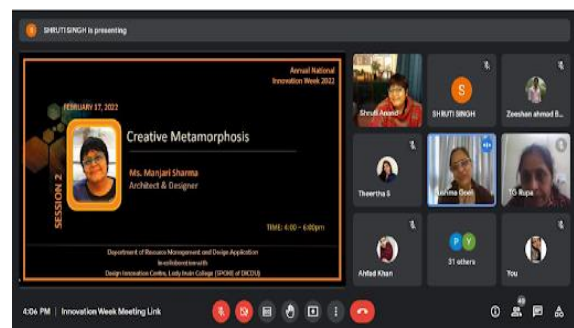
Inauguration of National Innovation Week 2022



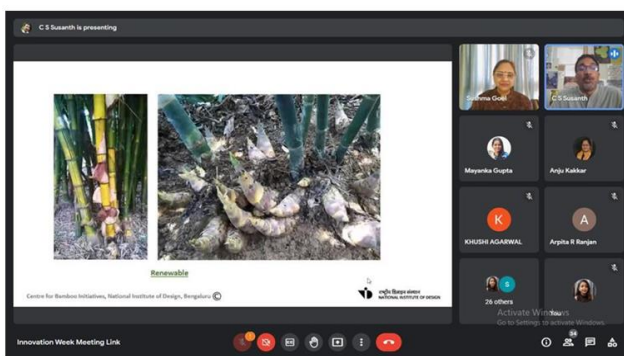
Participants engaged in Innovation Week 2022



Session on 'Lateral Design and Realizing Dreams'



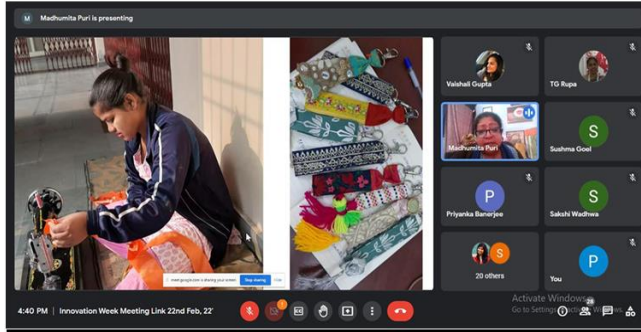
Introduction of Speaker of 'Creative Metamorphosis Session' by HOD



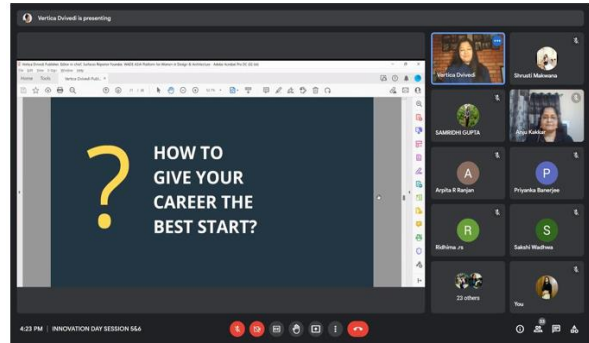
Introduction to Bamboo and its types grown in different regions: Session on 'Innovations in Bamboo Sector in India'



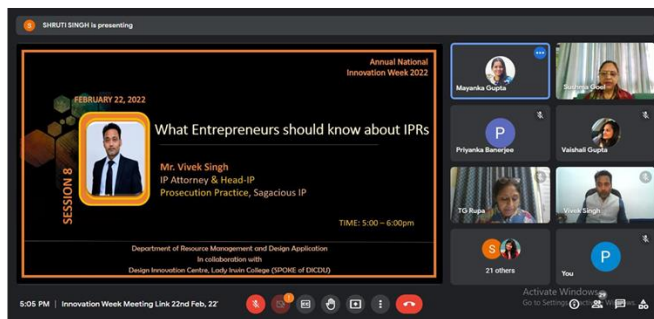
Resource Person for session 'Design to Innovation: A journey': Mr. Amit Jain, Founder of Mitti ke Rang



Session on Creativity v/s Innovation by Ms. Madhumita Puri



Ms. Vertica Divedi, Resource Person, giving insights on how to give your career the best start: Session on 'Design to Innovation: A journey'



Session on IPR by Mr. Vivek Singh



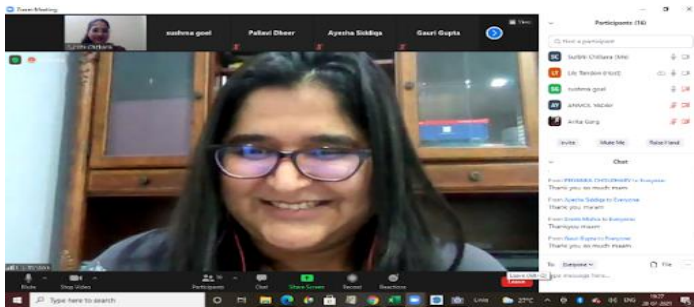
Ar. Anju Kakkar giving a vote of thanks.

1.4 COURSE

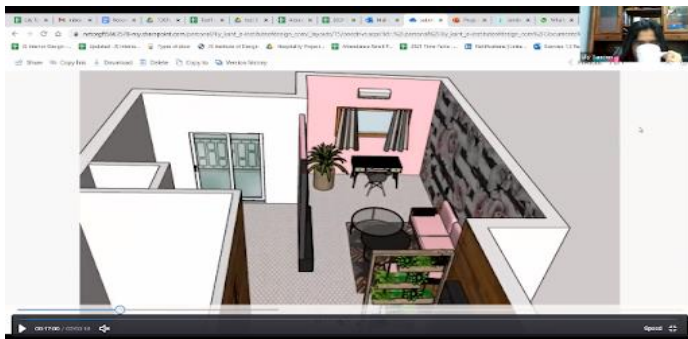
1.4.1 Google SketchUp Short Course

(July 28 - August 20, 2021)

- Short term course 'Google SketchUp' (design software) was organized by Dr. Sushma Goel, Coordinator, DIC, Lady Irwin College and conducted by Ms. Lily Tandon, Architect, Interior Designer & Senior Lecturer, JS Institute of Design, New Delhi.
- It was organized for the B.Sc. (Hons & Pass) and M.Sc. (previous & final year) students of Department of Resource Management and Design Application along with the interns of DIC, LIC. Faculty members also attended the sessions. The course aimed at learning 3D modeling software, used for drawing applications like architectural, interior design and many other products. Google Sketchup software is used to create fine detailing of interior elements like furniture, doors etc.



Resource Person for Google Sketch Up: Ms. Lily Tandon



Google Sketch up assignment by students

DESIGN INNOVATION CENTER
Spoke of DICDU, University of Delhi
Under Nidi Scheme of MHRD
Lady Irwin College, University of Delhi

Google SketchUp is a modern-day tool that makes sketching easier for you! SketchUp is a 3D modelling software used for drawing applications like architectural, interior design and many other products. You can also use this software to create fine detailing of interior elements like furniture, doors and windows. The interface is remarkably simple and can be used to add textures and material palettes for creating realistic finishes.

Workshop on
Google SketchUp

Starting
28th July, 2021
(Wednesdays & Fridays)
Timings : 5-7 pm
Duration : 4 weeks

Platform:
GOOGLE MEET

Resource Person:
Ms. Lily Tandon
Architect, Interior Designer
Senior Lecturer & Course co-ordinator
JS Institute of Design, New Delhi

Registration Link:
https://docs.google.com/forms/d/1vynbPFSjstUdBe_TshFvXaZM6Y91c16hrYcB0HDtl/edit
Last Day to register: 25th July 2021

Coordinator: Dr. Sushma Goel	Co-Coordinator: Dr. Surbhi Chitkara
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Organizing Team:
Dr. T.G.Rupa | Ar. Anju Kakkar | Dr. Mayanka Gupta
Dr. Vaishali Gupta | Ms. Sakshi Wadhwa

For more details contact: Dr. Surbhi Chitkara
email: surbhi.chitkara@lic.du.ac.in, Phone: 9899869859

Brochure of Google Sketch-up Course

1.5 PROJECTS MENTORED UNDER DIC

Design Development (& Prototyping)

- **PERIOD PADHAI - Information about Mensuration**

- It is a unique and engaging educational game designed to empower girls with essential knowledge about menstrual health and hygiene. Through this game, girls learn about menstrual health through a fun game. They count to 30, and the girl who reaches 31 is named "Period." She shares a word related to menstrual health, like water or pad. This activity fosters understanding and support among girls, empowering them with essential knowledge and confidence for healthy menstruation.

- **BAJA BOX - PHAD STYLE PAINTING**

- The game has 12 pieces of game Baja all musical instruments made on squares available in the game called as a game piece. The 12 musical instruments pieces are made in pairs, there are 6 musical instruments made identically on two cards making the total number 12 for game pieces. The game also has a brochure manual which is available digitally in the form of a QR code at the bottom of the game box. The game has a unique design

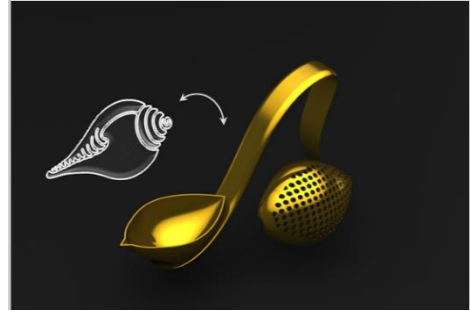


It is based on Phad style painting visuals

feature where children can learn to make these game pieces on their own with waste materials like cardboard and paper at home. The instruction manual is available printed on box or online media and social media brochure instructions are also available. The game box offers multiple activities which children can indulge in with the help of their parents, and other families.

- **SHELLING - Redefining the Craft**

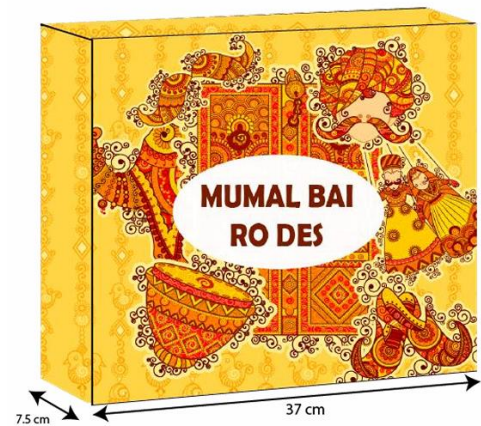
- Brass-metal industry is an important craft from the social and economic point of view. In case of marriage, birth and other religious purposes this plays an important role and the most important part in this study is to know how this traditional industry has survived in the present market environment. Using “Thali” with Diya is difficult to hold as ergonomically, it develops pain in the wrist due to restricted posture. Also, in the thali, Diya tends to roll which may cause accidents.



Ergonomically designed Diya made from Brass
Copyright Granted

- **MUMAL BAI RO DES - USING PUPPETS FOR INFOTAINMENT**

- It is a unique gift set featuring Kathputali culture and delicious, nutritious candies. Each box represents a state, with traditional Kathputalis wearing native attire. Recipients will learn about Kathputli-making, enjoy playing with puppet pencils, and listen to traditional songs. Plus, they'll receive healthy candies like imli and dry amla candy, along with a guddi/doll made from traditional cloth and wood attached to a pencil. It offers a delightful and educational experience.



Based on traditional art and craft of Rajasthan - Kathputli. Communicates many social messages via QR code on the game.

- **AKAAR - INSPIRATIONAL TANGRAM**

- This game enhances logical and sequential thinking.
- Improves the story building ability.
- Appreciate the regional art form: Warli Art.



Concept of the game is based on Tangram. Improves logical and sequential thinking, and develops story building ability.

- **WASTE TO WISDOM**

- It is a self-correcting time-based game which means it will have the answer which will be hidden while you answer.
- This game has the potential of becoming a powerful educational tool in schools.



*It is about learning sequence of various solid waste management practices.
Design Registration Granted*