

Innovation and Creativity thinking

Session 1: Context setting (1.5 hrs) - Organised by Richard from WP - 10am - 11:30am

Description: This session is to understand what is innovation and creativity within the context of a Fablab and how it relates to the action of generating ideas as well as solution to complex problems within a hardware constrained environment.

Outcome: Understanding the role of the Fablab as a catalyst for Innovation and Creative thinking

Session 2: Innovation Exercises 1 (1.5 hrs) - Organised by Baishnabi - 11:30am - 1pm

Description: This session explores the concept of Design Thinking and allows the participants to understand the meaning of design beyond simple definitions and allowing the factor of empathy and function to combine in a seamless manner

Outcome: Understanding the role of Design Thinking in creating the mindset for Innovation and Creative Thinking

Lunch Break: 1pm - 2pm

Session 3: Innovation Exercises 2 (1.5 hrs) - Organised by Baishnabi - 2pm - 3:30pm

Description: This session is about exercising the innate creative muscles of the mind to understand your own personal Innovation Quotient and study methods to improve it over a longer term of both kinesthetic and mental gymnastics designed to improve the mind and make it more neuroplastic.

Outcome: Understanding the role and method of innovation in everyday life and out of the Fablab

Session 4: Innovation/Creativity from First Principles (1.5 hrs)

Description: This session will explore how to innovate from first principles, the process behind innovation and creativity, and will explore ways of enhancing this process within the context of Fablabs and Innovation Spaces along with some real life case studies.

Organised by Sumedh from Artilab Foundation 3:30pm - 5pm

Outcome: To understand the principles used by startups and innovators in solving real world problems through innovation and creative thinking

Facilitator Details

Richard Gomes:



Description: Richard is a Biotechnologist turned Maker and Fablab Instructor with Workbench Projects with an interest in helping other Makers fulfill their hardware dreams as easily and seamlessly as possible. He always tries to bridge the gap between real world problems and the principles of Biomimicry to understand how Nature solves such problems to draw unique inspiration from the natural world to solve real world problems.

Baishnabi Monger:



Description: Baishnabi is an entrepreneur turned Human centered design graduate from Srishti Institute of Art, Design and technology. Her design and problem-solving approaches come from a rich background of Journalism, and academic training in Psychology, Sociology and Economics. She draws from these experiences and understands the implications of technology on us through systemic, inclusive and ethical lenses. Her journey and association with the Fab Lab and Workbench project started two years ago and has been active in using the space and resources for her varied experiments. She has designed responsible projects like converting

cigarette butts into paper and a working prototype of wearable technologies for her master's thesis.

Sumedh Ranade:



Description: Sumedh Ranade completed his undergraduate study from IIT Bombay, majoring in mechanical engineering and minoring in the social sciences. He then went on to do his postgraduate study in philosophy at the University of Edinburgh. He has largely worked in the areas of operating model / process design, program design, and project management, in the financial services and social development space, and is currently responsible for program design and execution at the ARTILAB Foundation.