Challenge: Design Genderless Interactive Toys

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This design challenge is based on the position paper titled **Design Techniques to promote gender literacy in digital fabrication with primary school students.** In the paper, I present a case study with primary school students in Barcelona. The goal of the workshop was to explore design techniques for children to create a space for dialogue and reflection upon gender stereotypes. Specifically, I aimed at supporting children's awareness and development around **Gender Literacy.** To this end, I facilitated a series of activities that were used as a means to spark critical reflections among the students. Furthermore, I guided them in the design of preliminary prototypes of genderless interactive toys.

Since this design challenge takes place in an online setting and without the participation of children, some techniques that I will present are adapted to the specific context. The original procedure can be found in the position paper described above.
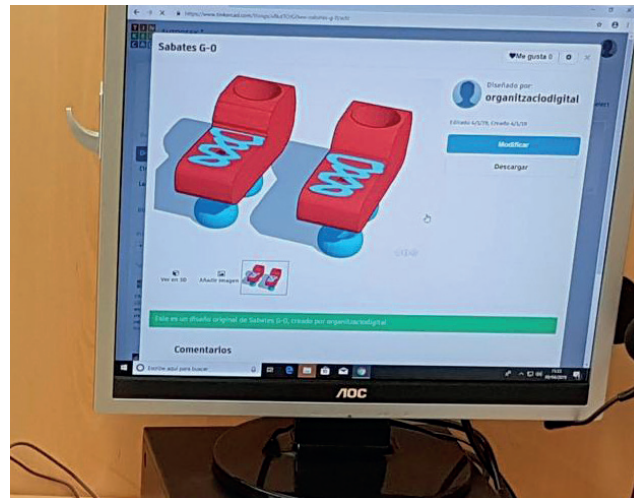

Figure: An example of children's proposal: Anti-Gravity Boots

Materials:
Paper
Pencile
Felt-pens
Modelling Clay

Pre-Preparations (optional)
Create an account for using the 3D modelling software Tinkercad (https://www.tinkercad.com)

Procedure

1. Produce a list of toys for girls and another for boys. Each participant presents their lists. We discuss then together how this classification may be based on gender stereotypes.

2. Chose one of the child-personas on the next page or create your own. Elaborate a drawing of the child with her/his favorite toy.

3. Brainstorm possible ideas for genderless toys and produce sketches of it. The final idea is then elaborated with modelling clay.

4. Present idea and argument why this interactive toy may be attractive for both genders.

Optional:

5. Design the toy with the 3D modelling software Tinkercad (https://www.tinkercad.com).

6. Export digital project and print if available at own 3D printer or in a local maker space.