

## TC842 Project I Rationale

### Vishal Iyer

*“Action in the imaginative sphere, in an imaginary situation, the creation of voluntary intentions, and the formation of real-life plans and volitional motives- all appear in play and make it the highest level of preschool development. The child moves forward essentially through play activity...Play [can] be considered a leading activity that determines the child’s development.” Lev Vygotsky, Mind in society (pg. 102-103)*

I have been fascinated with the concept of play in children, especially for educational purposes. I’m making a toy that aids Narrative storytelling in girls aged 5-7 for my thesis. Vygotsky has been my primary inspiration and theories of Montessori (active learning) and Piaget (constructivism) have supplemented my understanding of this field.

I initially thought of making a Flash animation that would express play visually for this project. It stuck me that I had collected some literature about play and the role it plays in a child’s growth. I then decided to combine the two and create a Flash movie that would actually have content from peer-reviewed journals. It would be a peer-reviewed journal about play, in the form of a Flash movie. Conveniently, the topic is appropriate for such an expression. I find such art explorations personally gratifying because it gives me an opportunity to express myself in a familiar medium.

While trying to decide the elements to include in it, my thought first went to Frank Lloyd Wright’s Clerestory Windows from Avery Coonley Playhouse (<http://tinyurl.com/cdvyd>) - an exhibit I loved during my visit to The Museum of Modern Art in NY. I decided to base my background on this stained glass exhibit, only replacing the colors with bright florescent ones. I also included triangles, which according to an architect friend of mine is uncharacteristic of Wright.

The other major element (apart from the text from journals) I’ve used is bouncing balls. I think it represents play in a fairly obvious way, without being too clichéd. It is also a distracting element if one looks at the movie as a peer-reviewed journal. It is intended to be exactly that. Critics of play might be happy with this one.

The final bit was to create the background elements and each of the balls in different layers. Although the movie is 2-D, it gives a 3-D feel. If you carefully observe the image, you will realize that the interactions that happen are not actually possible unless the balls move in the third dimension (that is not shown in this 2-D movie).

Lastly, I had to decide on some music for the movie. Since I can’t play more than one chord, I decided to pull one off the Internet. I found a piece I liked at Freeplaymusic (<http://tinyurl.com/859lr>). It is a Bossa Nova track with a feel good/ fun tempo and fits like a glove into the movie.