

FACULTY PROFILE



Name: Prayas Abhinav

Highest Education Qualification: Post Graduate Diploma in Experimental Media Arts (2009)

Institute name: Srishti School of Art, Design and Technology (Bangalore)

Teaching Subjects: Design Theory, Design Process, History of Design, User Centred Design, Design Critique, Game Design

Research areas of interest: Game Design, User Centred Design

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Publications (best 5):

2019	A short essay commissioned by <i>For the Time Being</i> project at the Royal College of Art (Curating Programme) curated by Rachel Chiodo, Sitara Chowfla, Hang Li, Esther Moerdler and Caroline Rosello and Carlos Pinto.
2018	<i>The Public Loom</i> an essay commissioned by The Serendipity Arts Trust (India) in relation to the <i>People's Music: A Reconstruction</i> exhibition curated by Sumangala Damodaran (with research assistance by Priyamvada Gaur).
	<i>(to be published / manuscript published) play_book: rendering art in a configurable environment</i> , a book written on the game projects of Thukral & Tagra (Gurgaon, India)
2017	Essay contribution to the publication (as a part of Surfatial) <i>Artists Re:thinking the Blockchain</i> , edited Furtherfield and Torquetorque (UK) and published by Liverpool University Press.
2016	Commissioned and developed an essay for The Centre for Internet and Society (CIS), titled "101 Ways of Starting an ISP: No. 53 - Conversation, Content and Weird Fiction" as a part of Surfatial (India).