

Strike it Right.

Understanding our environment
through carrom.

by,
Farhan, Punit, Vaishnavi and Varsha



Hopscotch



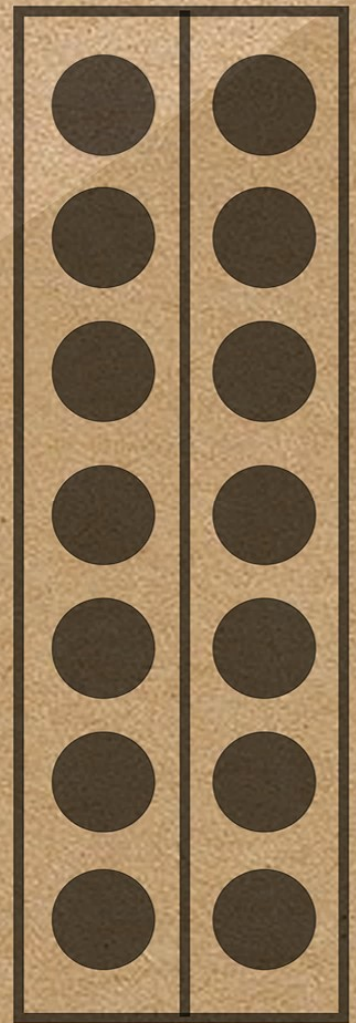
Carrom



Snake and ladder



Gilli danda



Pallankuzhi

Collection of the most frequently and commonly played games from our childhood. The nature of games have changed over the years, and so has its effect and reach. The unimaginable frontiers that games can open minds to, is something that needs to be tapped into to help solve issues of the world.

14/02/2022
MONDAY

Are you game to take a playful look at TRASH?!

Journey

Carrom?



Vaishnavi



Punit



Varsha



farhaan

15/02/2022
TUESDAY

The first pit stop was to observe things around us as human beings. To analyse if they have served their purpose in life, or are they serving someone else's purpose. Whether their life can be stretched with adequate care and use.



Our mind and eyes wide open to capture the creativity in and around the birth place of "Jugaad", Indian households.



Mixed emotions like a roller coaster passed us, observing and analysing the unused objects and materials around us.



Waste is not waste unless we waste it?!

The Roller coaster of words and emotions.



Does it have a recall value?

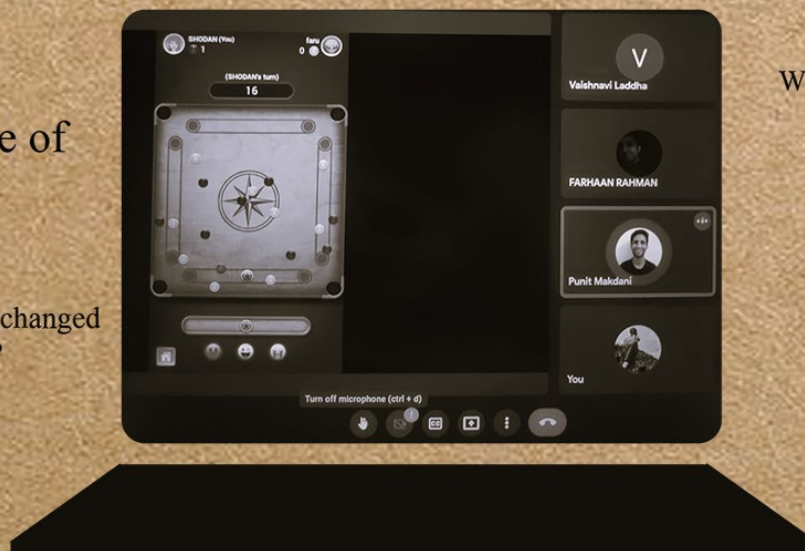
How to balance failure and winning?

What is the essence of carrom?

Is Queen the face of carrom?

Can the dynamics be changed for better experience?

Innovation?



What is the USP of this game?



CARROM

as a

TEACHER

of TRASH!

22/02/2022
TUESDAY



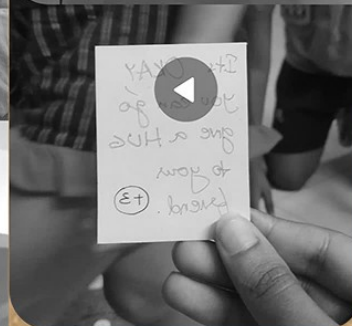
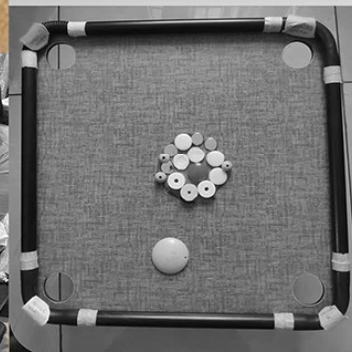
**People of
Strike it
right**



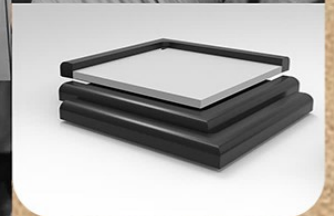
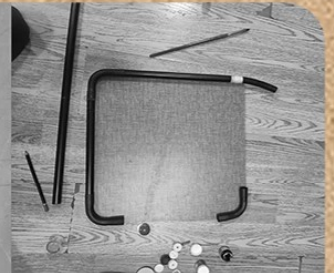
Emotions



19/02/2022
SATURDAY



**Making of
strike it
right**



Strike the trash coins into its right bin. A re-designed version of carrom meant to educate children and elders on identification of different kinds of waste and knowing how to segregate it.

**SOCIAL
IMPACT
THROUGH
GAMES.**

