



**My short bio:**

Cigdem Kaya is a designer, artist and poet from Istanbul, Turkey. She received MFA in New Genres from the San Francisco Art Institute. She has a PhD in design and she is currently an associate professor at Istanbul Technical University (ITU). She has been vice director of Center for Research of Science and Society at ITU. She is a senior researcher at trans.making under Marie Curie RISE Action funded by the EU since 2016. I am currently interesting in the question of doing other things in other ways, mostly following eco-feminist ethics.

**My ArtSeed Statement:**

Art Seed means inventing ways of working together. It is founded on the ethics of love.

**Images of my artwork, that I would like to present:**

Graffiti by Cigdem Kaya, 2008

Graffiti on the border between Slovenia and Italy, 2008, Organised by KUD Limb from Nova Gorica, Archipelag-Archipelago Festival, Nova Gorica and Gorizia. More info about this festival is at [https://www.culture.si/en/Depot:Archipelag-Archipelago\\_Festival,\\_Nova\\_Gorica\\_and\\_Gorizia](https://www.culture.si/en/Depot:Archipelag-Archipelago_Festival,_Nova_Gorica_and_Gorizia)



A related lesson plan using the template prompts above (materials needed, vocabulary words, names and/or links to similar artists' approach, tips on how you made the piece, what activity is involved).

**Lesson#:** Title: Game Design      Date: 23 July      Time of day:      Artists: Cigdem Kaya

**Materials/Prep:** Participants can think of the games they like. These can include ball games, video games and games they invented like imaginary treasure hunting. Dear participants, please make a list of games you like. It does not matter how many games you write down. Try to compile a variety of game formats such as not all video games but one video game, one ball game, one outdoors game. You can also ask your friends and family the games they like and put them in your list.

**Introduction/Goals:** The goals of this presentation is to think of new games children can invent that connects people

**Activity:** A conversation about participants' favorite games, make drawings to design a character for a new game

**Vocabulary:** Game, Play, Character Design

**Closing:** A character and its environment

**Successes:** A conversation about games, design of a character and its environment

**Challenges:** My example is a bit depressing. It is a game I used to play when I got stuck in meetings in professional life. I am not sure if this would upset children. It is an adults problem.

**CA State Standard(s):** <https://www.cde.ca.gov/be/st/ss/vapacontentstds.asp> Relevant Artist(s) and

*This exercise responds to all levels of Anchor Standards 1 and 2 in MediaArts Category.*

*The most important ones that we address in this exercise are below:*

- *Strategically utilize generative methods to formulate multiple ideas, and refine artistic goals to increase originality in media arts creation processes.*
- *Envision original ideas and innovations for media artworks using personal experiences and the work of others.*
- *With guidance, relate media artworks and everyday life.*

### **Distinguished People:**

Hayao Miyazaki- characters to look into Totoro, Princess Mononoke

Takashi Tezuka- character Super Mario

René Goscinny; Albert Uderzo- character Asterix and Obelisk

**Video Link:** <https://youtu.be/RqR5OKMTF40>