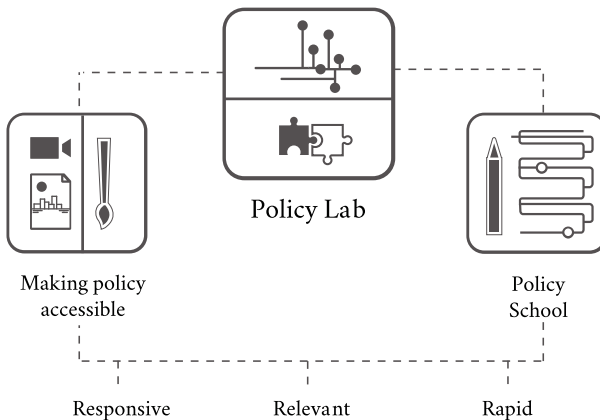


FIELDS of VIEW

OUR GOAL

Can policymaking be made more relevant to the lives of people affected by it? Can policymaking be more responsive to the constantly changing social-economic-environmental context? Can we reduce the time taken for a policy to go from the drawing board to implementation? The answer to all these questions is yes, provided we have the right set of tools. Our goal thus at Fields of View is to undertake research at the intersection of technology, social sciences, and art to design these tools for policymakers and people. We are a not-for-profit group based in Bangalore.



HOW DO WE GO ABOUT IT?

Our work involves three inter-related threads in order to make better policy:

Policy Lab

In the Policy Lab, we undertake research at the intersection of technology, social sciences, and arts. We work in the areas of urban poverty, energy, disaster management, transportation, and water. Our research involves creating and designing new methods and tools in the areas of simulations and games.

School of Policy

Training programmes and workshops for government agencies and civil society organisations across South Asia on these new tools and methods.

Making policy accessible

Artifacts, which include graphic novels, games, and videos to make policy more accessible and actionable.

FIELDS OF VIEW OFFERINGS FOR INDUSTRIES



Immersive engagements for organisational transformation

WASTE MANAGEMENT FOR CORPORATE EMPLOYEES

What are different kinds of waste? How are they disposed? What are the implications of not recycling a plastic bottle? A game-based workshop for employees to become more conscious of the waste we generate, and understand and act on their role as environmentally conscious citizens.



TOOLS USED

Rubbish!

MODES OF ENGAGEMENT

Half-day workshop

DURATION

4 hours

BEYOND DESIGN THINKING - A WORKSHOP ON FUTURING AND SYSTEMS APPROACH

How can creativity and holistic approach to problems aid in your work? 'Design thinking', popularized by IDEO brings the principles of design to different contexts, but designing is a field that is far and wide and 'design thinking' is but a drop in that ocean. We bring that vast expertise to you in our workshop. Drawing from an interdisciplinary understanding of design, which brings together insights from cognitive science, linguistics, ethnographic studies of work, and engineering design for employees to bring in understanding of designing to their work.

TOOLS USED

FoV workshop

MODES OF ENGAGEMENT

Half-day workshop

DURATION

4 hours

USING DESIGN FOR COLLABORATIVE WORK

Working together in teams has posed a challenge, especially when plans have to be made in a collaborative manner. We bring our expertise in understanding multi-stakeholder contexts in a workshop that helps create plans in a collaborative manner.



TOOLS USED

FoV workshop

MODES OF ENGAGEMENT

Half-day workshop

DURATION

4 hours

WORKSHOP ON DIVERSITY AND INCLUSION

How can organisations engender a deeper understanding of diversity? We bring a workshop that uses our research-based games to foster understanding of issues related to diversity in an engaging and thoughtful manner. Games provide a safe space for people to engage with thorny issues and we leverage the power of games to promote a thoughtful understanding of diversity and inclusion.

TOOLS USED

City Game, Made to Order and Kattu Kathe

MODES OF ENGAGEMENT

One-day workshop

DURATION

6 hours

