Traditional folk games as a source for designing children's clothing printed fabrics

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Abstract:

The world has become an open global village without guardianship over our popular culture, which made our children easy prey for modern technology and its mental and physical risks. Technology created a distance from practicing traditional games. Despite the presence of traditional folk games from ages. Therefore, we find the importance of preserving our cultural identity and practicing traditional folk games. The research problem determines how to use traditional folk games to create printed designs for children's clothing fabrics, and aims to study aesthetic values of traditional folk games and using them in creating clothing designs to emphasize their value. The research importance is an evident in achieving new artistic visions for designing children's printing fabrics inspired by traditional folk games. The research assumes that traditional folk games and can be used for children's clothing fabrics designs. Research boundaries are divided into time limits: studying traditional folk games across their time periods and children's clothing from (6-12), objective limits: focusing on their aesthetic values to develop solutions for designing children's printed clothing with technical analysis for each design, followed by a proposed employment model, and spatial borders in Arab Republic of Egypt, The research adopts descriptive, analytical, experimental, and statistical approach through artistic and applied experiments and employing them for children's clothing fabrics. The results of the research proved that traditional folk games are rich sources of aesthetic values that can be used for children's clothing printed fabrics enriching the field of design in general and especially designing children's clothing.

Keywords:

Traditional folk games, design, children's clothing fabrics