

## Pro@Project

Stuti Kalra, GT Network

Toys are an intrinsic part of our childhood, providing us with joy and learning, but there are hardly any toys or puzzles designed especially for the visually impaired children. To make toys inclusive, **Riya Jain**, student of **Class XII F, AIS Gur 46**, has come up with a solution - a 3D-printed Rubik's Cube named Creare, derived from the Latin word for 'to create', which can be solved by touch rather than sight.

## Designed to perfection

Creare has specially designed textures, allowing the visually impaired to solve this six-sided puzzle using the sense of touch. These textures include shapes and letters in Braille. The 3D printing technology helps keep the cost low, making it affordable as well.

## Science at its core

Three main scientific principles were involved in this project - tactile perception, 3D designing, and spatial recognition. Tactile perception helps users differentiate the cube's sides by recognising different textures. The 3D modelling makes the designs precise, making it easier to identify patterns. The cube also helps in developing spatial reasoning, allowing users to solve the puzzle by exploring

## Joy with toy

## A Vision To Make Playtime Inclusive



Creare with shapes and letters in Braille

it with their hands. These concepts help make the project an engaging and accessible experience for visually impaired individuals.

## Undeterred by challenges

The project took two years to complete and involved various stages of designing, prototyping, and testing based on feedback. One of the biggest challenges was ensuring that the tactile features were distinct and durable enough for regular use, leading to experimenting with various textures and materials. Another challenge was ensuring that the cube moved smoothly. This was addressed by developing several prototypes and getting feedback from visually impaired users.

Pics: GT Editorial Board, AIS Noida



Riya Jain with rubik' cube Creare

## The path ahead

Riya aims to design more tactile puzzles and games for the visually impaired that include features like sound feedback and more options for customisation. Being a part of ATL community outreach programme, she plans to partner with NGOs and educational institutions to teach problem-solving and spatial reasoning, using these tactile puzzles. Ultimately, the goal is to empower visually impaired individuals by providing fun and accessible learning experiences. [GT](#)

## Awards &amp; Recognition

- Filed for copyright
- First position National Children Science Congress (District level) (2022)
- Vasudha Award for Innovation (2023)
- Project showcased to Director, CSIR at Young Scientists event Amity University Noida (2023)
- First position Vanijya Sangam Inter-School competition (2024)
- First runner up ECOM Forum (Wisdom Wands) (2024)
- Project showcased to delegates from Indonesian and Malaysian universities at AIS Noida (2024)

## Addressing UN SDGs

- **SDG 3 (Good Health and Well-Being):** Enhances cognitive health through inclusive design
- **SDG 4 (Quality Education):** Provides equal learning opportunities.
- **SDG 9 (Industry, Innovation, and Infrastructure):** Uses innovative technologies like 3D printing
- **SDG 10 (Reduced Inequalities):** Creates accessible tools for marginalised groups

## Train your brain

## How To Win Over Tricky Mind Games

Shachi Agrawal

AIS Gurugram 43, X

Your brain races through 500–800 words every minute, always imagining, overthinking, planning, stressing. It's your personal powerhouse - an incredible tool that's either building your success or silently sabotaging it. The secret? Learning to control it. "Think before you think"

might sound strange, but it's one of the smartest things you can do.

Students who study to understand consistently outperform those who just cram for marks. Why? Because when the brain sees real meaning, it locks that knowledge in. On the flip side, chasing grades - or shortcuts like cheating - teaches the brain to store information on the surface, making it easier to forget.



Stage fright is another mind game. Negative self-talk like "What if I mess up?" triggers brain freeze, blanking your thoughts when you need them most. Flip that script to "I'm ready, I've got this," and your brain follows with calm, clarity, and confidence.

Top athletes know this too. They don't just train their bodies; they train their minds. Visualising a win lights up the same brain

pathways as actually competing, strengthening reaction time, precision, and belief. Focus on fear, and your performance stumbles. Focus on success, and your brain fires at its best. Bottom line? Your brain believes what you tell it. Feed it strength, belief, and focus - and it will carry you toward your biggest goals. Master your mindset, and everything else simply falls into place. [GT](#)

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