Rakesh Patibanda, PhD Candidate

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Employment History

2017 – 2020   🔖 **Senior User Experience Researcher**, RMIT University.
Key Achievements
• Spearheaded the analysis of student experience data, employing codesign research methodologies, which led to the development of digital products, resulting in a 15% surge in engagement.
• Honoured with the Education Leadership Award for exemplary collaboration, research, and innovative strategies.

2014 – 2015   🔖 **User Experience Design Consultant**, 7 Cups.
Key Achievements
• Partnered with product developers and users to conduct audits, uncover pain points and refine user journey maps by applying gamification techniques.
• Leveraged the "Research through Design" approach, utilising rapid prototyping to craft engagement and retention loops. These loops resulted in a 50% boost in user engagement and the acquisition of an additional 10k average users post-implementation.

2011 – 2015   🔖 **Lead User Experience Designer/Researcher**, Golive Games.
Key Achievements
• Crafted data-driven game journeys using platforms like Google Analytics and Game Sparks, interpreting user behaviour to refine the iterative design process.
• Collaborated with the external marketing team while managing/mentoring a team of 10, consisting of developers, artists and internal/external stakeholders to refine and streamline the game development process.
• Contributed significantly to securing seed ($50k USD) and angel investments ($350k USD).

Education

2020 – 2024   🔖 **PhD, Monash University** in Human-Computer Interaction.
Thesis title: *Body-Actuated Play: Towards Understanding the Design of Play Where the User Shares Bodily Control With a Computer*

2015 – 2017   🔖 **M.Des (By Research), RMIT University** in Human-Computer Interaction.
Thesis title: *Towards Understanding the Design of Breathing Exercise Games.*

2007 – 2011   🔖 **Bachelors, JNTU Hyderabad** in Electronics and Communications.

2011   🔖 **Certification in Gamification**, University of Pennsylvania via Coursera.

Strengths

Problem-Solving Abilities   🔖 **Problem-Solving Skills:** Proficiency in identifying, analyzing, and resolving issues.
Prioritising Problems: Skill in determining the importance and urgency of problems and addressing them accordingly.

Strengths (continued)

Leadership Qualities ◼ **Motivator & Leader:** Ability to inspire and guide others towards achieving goals.

Adaptability & Learning ◼ **Quick Learner:** Capability to grasp new concepts and skills rapidly.
Comfortable with Creating Knowledge from Ambiguous Information: Skill in making sense of unclear or incomplete information and deriving meaningful and actionable insights.
Resilient: The capacity to bounce back from setbacks and persist in facing challenges.
Growth Mindset: Belief in the ability to grow and improve through effort and learning from experiences.

Skills

Languages ◼ Strong reading, writing, and speaking competencies in English.

UXR & IxD ◼ Research through Design (RtD), Research Design & Facilitation, Research Methods (Qualitative & Quantitative), Data-Centric Design, Cultural Competence, Product & Service Design, Data Visualisation, Agile & Lean Methodologies, Gamification.

Design Tools ◼ Adobe Photoshop, Illustrator, XD, Unity 3D, Premiere Pro, Axure, Figma, MIRO.

Management ◼ Stakeholder Communication & Management, Strategic Product Management, Cross-Functional Collaboration, Process Optimisation, Time & Budget Management.

Academia ◼ Academic research, teaching, training, consultation, LaTeX typesetting and publishing.

Coding ◼ Python, SQL, C#, R.

Databases ◼ MySQL, PostgreSQL, SPSS.

Web Dev ◼ HTML, CSS, JavaScript.

Research Publications

Conference Proceedings & Journal Articles

1 Li, Z., Huang, T., **Patibanda**, **R.**, & Mueller, F. (2023). Ai in the shell: Towards an understanding of integrated embodiment. *Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems*. 🔗 https://doi.org/10.1145/3544549.3585867

2 Montoya, M. F., Ji, Y., Wee, R., Overdevest, N., **Patibanda**, **R.**, Saini, A., Pell, S. J., & Mueller, F. F. (2023). Fluito: Towards understanding the design of playful water experiences through an extended reality floatation tank system. *Proc. ACM Hum.-Comput. Interact.*, *7*(CHI PLAY).
🔗 https://doi.org/10.1145/3611056

3 Nanayakkara, S. C., Inami, M., Mueller, F., Huber, J., Gupta, C., Jouffrais, C., Kunze, K., **Patibanda**, **R.**, Chan, S. W. T., & Messerschmidt, M. A. (2023). Exploring the design space of assistive augmentation. *Proceedings of the Augmented Humans International Conference 2023*, 371–373.
🔗 https://doi.org/10.1145/3582700.3582729

4 Overdevest, N., **Patibanda**, **R.**, Saini, A., Van Den Hoven, E., & Mueller, F. F. (2023). Towards designing for everyday embodied remembering: Findings from a diary study. *Proceedings of the 2023 ACM Designing Interactive Systems Conference*, 2611–2624. 🔗 https://doi.org/10.1145/3563657.3595999

5 **Patibanda**, **R.**, Hill, C., Saini, A., Li, X., Chen, Y., Matviienko, A., Knibbe, J., van den Hoven, E., & Mueller, F. F. (2023). Auto-paizo games: Towards understanding the design of games that aim to unify a player's physical body and the virtual world. *Proc. ACM Hum.-Comput. Interact.*, *7*(CHI PLAY).
🔗 https://doi.org/10.1145/3611054

6 **Patibanda**, **R.**, Saini, A., Overdevest, N., Montoya, M. F., Li, X., Chen, Y., Nisal, S., Andres, J., Knibbe, J., van den Hoven, E., & Mueller, F. F. (2023). Fused spectatorship: Designing bodily experiences where spectators become players. *Proc. ACM Hum.-Comput. Interact.*, 7(CHI PLAY).
⚭ https://doi.org/10.1145/3611049

7 Saini, A., Sridhar, S., Raheja, A., **Patibanda**, **R.**, Overdevest, N., Wang, P.-Y. (, Van Den Hoven, E., & Mueller, F. F. (2023). Pneunocchio: A playful nose augmentation for facilitating embodied representation. *Adjunct Proceedings of the 36th Annual ACM Symposium on User Interface Software and Technology*. ⚭ https://doi.org/10.1145/3586182.3616651

8 Clashing, C., Smith, I., Montoya, M. F., **Patibanda**, **R.**, Ananthanarayan, S., Pell, S. J., & Mueller, F. F. (2022). Going into depth: Learning from a survey of interactive designs for aquatic recreation. *Proceedings of the 2022 ACM Designing Interactive Systems Conference*, 1119–1132.
⚭ https://doi.org/10.1145/3532106.3533543

9 Montoya, M. F., **Patibanda**, **R.**, Clashing, C., Pell, S. J., & Mueller, F. F. (2022). Towards an initial understanding of the design of playful water experiences through flotation. *Extended Abstracts of the 2022 Annual Symposium on Computer-Human Interaction in Play*, 120–126.
⚭ https://doi.org/10.1145/3505270.3558324

10 Nisal, S., **Patibanda**, **R.**, Saini, A., Van Den Hoven, E., & Mueller, F. F. (2022). Touchmate: Understanding the design of body actuating games using physical touch. *Extended Abstracts of the 2022 Annual Symposium on Computer-Human Interaction in Play*, 153–158.
⚭ https://doi.org/10.1145/3505270.3558332

11 Pasumarthy, N., **Patibanda**, **R.**, Tai, Y. L. (, van den Hoven, E., Danaher, J., & Khot, R. A. (2022). Gooey gut trail: Board game play to understand human-microbial interactions. *Proc. ACM Hum.-Comput. Interact.*, 6(CHI PLAY). ⚭ https://doi.org/10.1145/3549502

12 **Patibanda**, **R.**, Van Den Hoven, E., & Mueller, F. '. (2022). Towards understanding the design of body-actuated play. *Extended Abstracts of the 2022 Annual Symposium on Computer-Human Interaction in Play*, 388–391. ⚭ https://doi.org/10.1145/3505270.3558367

13 Saini, A., Huang, H., **Patibanda**, **R.**, Overdevest, N., Van Den Hoven, E., & Mueller, F. F. (2022). Somaflatables: Supporting embodied cognition through pneumatic bladders. *Adjunct Proceedings of the 35th Annual ACM Symposium on User Interface Software and Technology*.
⚭ https://doi.org/10.1145/3526114.3558705

14 Danry, V., Pataranutaporn, P., Haar Horowitz, A., Strohmeier, P., Andres, J., **Patibanda**, **R.**, Li, Z., Nakamura, T., Nishida, J., Lopes, P., León, F., Won, A. S., Svanæs, D., Mueller, F. F., Maes, P., Leigh, S.-w., & Semertzidis, N. (2021). Do cyborgs dream of electric limbs? experiential factors in human-computer integration design and evaluation. *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems*. ⚭ https://doi.org/10.1145/3411763.3441355

15 F. Mueller, F., **Patibanda**, **R.**, Byrne, R., Li, Z., Wang, Y., Andres, J., Li, X., Marquez, J., Greuter, S., Duckworth, J., & Marshall, J. (2021). Limited control over the body as intriguing play design resource. *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems*.
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16 Li, X., Chen, Y., **Patibanda**, **R.**, & Mueller, F. F. (2021). Vrcaptcha: Exploring captcha designs in virtual reality. *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems*.
⚭ https://doi.org/10.1145/3411763.3451985

17 Li, X., Tang, X., Tong, X., **Patibanda**, **R.**, Mueller, F., & Liang, H.-N. (2021). Myopic bike and say hi: Games for empathizing with the myopic. *Extended Abstracts of the 2021 Annual Symposium on Computer-Human Interaction in Play*, 333–338. ⚭ https://doi.org/10.1145/3450337.3483505

18 **Patibanda**, **R.**, Li, X., Chen, Y., Saini, A., Hill, C. N., van den Hoven, E., & Mueller, F. F. (2021). Actuating myself: Designing hand-games incorporating electrical muscle stimulation. *Extended Abstracts of the*

2021 Annual Symposium on Computer-Human Interaction in Play, 228–235.
🔗 https://doi.org/10.1145/3450337.3483464

19 Semertzidis, N. A., Scary, M., Fang, X., Wang, X., **Patibanda**, **R.**, Andres, J., Strohmeier, P., Kunze, K., Lopes, P., Zambetta, F., & Mueller, F. F. (2021). Sighint: Special interest group for human-computer integration. *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems*.
🔗 https://doi.org/10.1145/3411763.3450400

20 van Rheden, V., Grah, T., Meschtscherjakov, A., **Patibanda**, **R.**, Liu, W., Daiber, F., van den Hoven, E., & Mueller, F. F. (2021). Out of your mind!? embodied interaction in sports. *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems*.
🔗 https://doi.org/10.1145/3411763.3441329

21 Andres, J., schraefel m.c., m., **Patibanda**, **R.**, & Mueller, F. F. (2020). Future inbodied: A framework for inbodied interaction design. *Proceedings of the Fourteenth International Conference on Tangible, Embedded, and Embodied Interaction*, 885–888. 🔗 https://doi.org/10.1145/3374920.3374969

22 La Delfa, J., Baytas, M. A., **Patibanda**, **R.**, Ngari, H., Khot, R. A., & Mueller, F. F. (2020). Drone chi: Somaesthetic human-drone interaction. *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*, 1–13. 🔗 https://doi.org/10.1145/3313831.3376786

23 Mueller, F. F., Kari, T., Li, Z., Wang, Y., Mehta, Y. D., Andres, J., Marquez, J., & **Patibanda**, **R.** (2020). Towards designing bodily integrated play. *Proceedings of the Fourteenth International Conference on Tangible, Embedded, and Embodied Interaction*, 207–218. 🔗 https://doi.org/10.1145/3374920.3374931

24 Mueller, F. F., Matjeka, L., Wang, Y., Andres, J., Li, Z., Marquez, J., Jarvis, B., Pijnappel, S., **Patibanda**, **R.**, & Khot, R. A. (2020). "erfahrung & erlebnis": Understanding the bodily play experience through german lexicon. *Proceedings of the Fourteenth International Conference on Tangible, Embedded, and Embodied Interaction*, 337–347. 🔗 https://doi.org/10.1145/3374920.3374926

25 **Patibanda**, **R.**, Semertzidis, N. A., Scary, M., La Delfa, J. N., Andres, J., Baytaş, M. A., Martin-Niedecken, A. L., Strohmeier, P., Fruchard, B., Leigh, S.-w., Mekler, E. D., Nanayakkara, S., Wiemeyer, J., Berthouze, N., Kunze, K., Rikakis, T., Kelliher, A., Warwick, K., van den Hoven, E., … Mann, S. (2020). Motor memory in hci. *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems*, 1–8. 🔗 https://doi.org/10.1145/3334480.3375163

26 Zambetta, F., Raffe, W., Tamassia, M., Mueller, F. ’., Li, X., Quinten, N., **Patibanda**, **R.**, Dang, D., & Satterley, J. (2020). Reducing perceived waiting time in theme park queues via an augmented reality game. *ACM Trans. Comput.-Hum. Interact.*, *27*(1). 🔗 https://doi.org/10.1145/3361524

27 Li, Z., **Patibanda**, **R.**, Brandmueller, F., Wang, W., Berean, K., Greuter, S., & Mueller, F. F. (2018). The guts game: Towards designing ingestible games. *Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play*, 271–283. 🔗 https://doi.org/10.1145/3242671.3242681

28 Mehta, Y. D., Khot, R. A., **Patibanda**, **R.**, & Mueller, F. F. (2018). Arm-a-dine: Towards understanding the design of playful embodied eating experiences. *Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play*, 299–313. 🔗 https://doi.org/10.1145/3242671.3242710

29 Mueller, F. F., Byrne, R., Andres, J., & **Patibanda**, **R.** (2018). Experiencing the body as play. *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems*, 1–13.
🔗 https://doi.org/10.1145/3173574.3173784

30 **Patibanda**, **R.**, Mueller, F. F., Leskovsek, M., & Duckworth, J. (2017). Life tree: Understanding the design of breathing exercise games. *Proceedings of the Annual Symposium on Computer-Human Interaction in Play*, 19–31. 🔗 https://doi.org/10.1145/3116595.3116621

Books and Chapters

1 Mueller, F. F., Semertzidis, N., Andres, J., Weigel, M., Nanayakkara, S., **Patibanda**, **R.**, Li, Z., Strohmeier, P., Knibbe, J., Greuter, S., Obrist, M., Maes, P., Wang, D., Wolf, K., Gerber, L., Marshall, J.,

Kunze, K., Grudin, J., Reiterer, H., & Byrne, R. (2022). *Human–computer integration: Towards integrating the human body with the computational machine* (Vol. 16). 🔗 https://doi.org/10.1561/1100000086

Awards and Achievements

2020	🔖	**RTP Scholarship**, Monash University – PhD.
2017	🔖	**Awarded top 5% thesis award**, RMIT University – Master's research.
2018	🔖	**One Best Paper Award**, CHI '18.
2019	🔖	**Education Leadership Award**, Education Portfolio, RMIT University.
2020, 2021	🔖	**Two Honorable Mention Awards**, TEI '18 and CHI '19.
2023	🔖	**Best Interactivity Audience Choice Award**, CHIPLAY '23.

Volunteering Work

2016	🔖	Invited to be a panel member for panel discussions at Apps India 2016.
2017 – present	🔖	I reviewed more than 45 papers for various HCI-related conferences such as CHI, CHI PLAY, DIS, IMWUT, and TEI.
	🔖	Co-chaired and acted as an AC for multiple roles at conferences like CHI '20, CHIPLAY '18, DIS '22 and INTERACT '21.

References

Available on Request