

Dr. Rakesh Patibanda

RESEARCH FELLOW · HCI

CONTACT

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RESEARCH IMPACT

65+ Publications
1,250+ Citations
20 H-Index
2x CHI Best Paper

CORE COMPETENCIES

UX Research & Strategy 97%
HCI & Embodied Tech 95%
Product Strategy 91%
Gamification Systems 93%
AR/VR & Wearables 88%
Stakeholder Leadership 93%
Data & Analytics 87%

TOOLS & PLATFORMS

· Figma
· AEM
· Canvas LMS
· Unity
· Unreal
· Python
· JavaScript
· C#
· SPSS
· Qualtrics
· Google Analytics
· AR/VR/MR
· EMS Hardware
· Biosensors
· GitHub

EDUCATION

PhD, HCI & Interaction Design
Monash University · 2020–2024
Vice-Chancellor Commendation

Master by Research (Design)
RMIT University · 2015–2017
Outstanding Graduate Nomination

BEng, Electronics & Comms
JNTU Hyderabad · 2007–2011

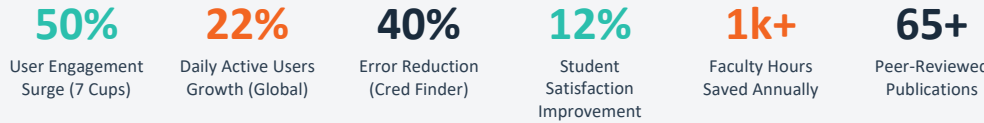
SELECT AWARDS

★ Best Paper Award x2, ACM CHI 2018 & 2024 (Top 1% globally)
★ Vice-Chancellor Commendation for Thesis Excellence · Monash 2024
★ Best Interactivity Award, ACM CHI PLAY 2023
★ Education Leadership Award, RMIT University 2018

Visionary Product Leader & Research Scientist

HCI · Embodied Technology · UX Strategy · Digital Transformation · Research Leadership

Visionary HCI researcher and product leader bridging embodied technology and commercial impact, from award-winning academic work at CHI to 50% engagement lifts in live products. Expert in translating deep behavioural insights into scalable, human-centred systems across academia, healthcare, and industry.



PROFESSIONAL EXPERIENCE

Research Fellow · Monash University, Melbourne

2024 – Present

- Lead multi-year interdisciplinary research programs in Body-Actuating Play (BAP) & active wearable systems addressing global health & wellbeing challenges.
- Architected and operationalised sophisticated EMS, biosensing & immersive environment ecosystems for next-generation digital-physical prototyping.
- Translated HCI research into gamified motor rehabilitation services with physiotherapy clinic partners; commercialised EMS training frameworks with SpeedFit.
- Established AI-driven research pipelines for rapid prototyping & high-velocity evidence synthesis; contributed to DECRA grant proposal development.
- Produced 65+ peer-reviewed publications at CHI, DIS, TEI & CHI PLAY; 1,250+ citations; H-index 20; presented at International Astronautical Congress.

Senior UX Designer / Researcher · RMIT University, Melbourne

2017 – 2020

- Led a cross-functional team of 10 to audit & migrate 300,000 legacy pages into a streamlined AEM architecture, improving information findability.
- Synthesised Course Experience Survey data for 100,000 students, translating insights into curriculum interventions that drove a 12% satisfaction improvement.
- Architected the end-to-end redesign of 'Cred Finder' digital credentialing service, cut errors 40%, reduced creation time from 2 days to under 3 hours.
- Standardised 6 core learning templates across 5 faculties via stakeholder consensus, saving 1,000+ annual faculty hours & improving UX consistency by 18%.
- Engineered a high-fidelity AR/VR learning interface via A/B testing → 15% increase in student engagement & 8% knowledge retention improvement.

Lead UX Consultant · 7 Cups (Remote)

2015 – 2017

- Revitalised the platform's gamification service by synthesising qualitative research from 2,000+ users, resulting in a 50% engagement surge & 30% longer sessions.
- Architected the 'Tiered Growth Badge System' mapping game mechanics to psychological mental health milestones; launched 'Journeys' structured support feature.
- Influenced the global product roadmap with research-backed insights, driving a 22% increase in Daily Active Users and significantly reducing churn.
- Partnered directly with Founder & C-suite to translate complex UX research into strategic design improvements aligned with long-term monetisation strategy.

Co-Founder & Product Development Lead · GoLive Games, Hyderabad, India

2011 – 2015

- Orchestrated a successful seed funding round securing \$425,000 from angel investors & VCs; directed strategic entry into Southeast Asian market (2nd-largest revenue).
- Engineered a sophisticated dual-currency game economy (soft + premium) driving a 15% increase in IAP without compromising player sentiment.
- Reduced early-game churn by 12% using customised GameSparks analytics to identify & resolve critical 30% player drop-off at difficulty spikes.
- Grew Monthly Active Users from 200k to 210k within six months by redesigning core gameplay loops informed by longitudinal player behaviour research.

COMPETITIVE RESEARCH FUNDING



ACM & COMMUNITY SERVICE

- Treasurer · SIGCHI Melbourne (2024–)
- CHI PLAY Co-Chair (2026)
- DIS Volunteer Co-Chair (2022)
- CHI Mobile App Co-Chair (2020)
- AC: INTERACT (2021) · TEI (2020)
- Reviewer: CHI, DIS, TEI, IMWUT

Contributor · AI, Robotics & Embodied Arts design

Contributor · DP190102068 · HCI Integration Research

Brokered hardware support · Respiratory-based interaction

Led raise · Angel investors & VCs · Southeast Asia launch

INTERNATIONAL AFFILIATIONS & RESEARCH SUPERVISION

Research Associate – Mixed Reality Lab

University of Nottingham · 2025–Present

UKRI Somabotics · Embodied AI & Robotic Interaction (Prof. Steve Benford)

Australian Govt RTP Scholar

Monash University · 2020–2024

Full-tuition & stipend · Body-actuating technologies doctoral research

Visiting Researcher – UCLIC

University College London · 2024

Social bodily interaction & affective computing (Prof. Nadia Berthouze)

Research Lead (Masters)

BreathingLabs Collaboration · 2016–2017

Bio-feedback hardware alliance · Respiratory-controlled interface research

3

PhD Candidates (Monash, 2024–)

2

MSc Students (TU Eindhoven)

4

Honours Theses Supervised

8

Undergrad Research Assistants

INTERNATIONAL GUEST LECTURES & TEACHING

University of Cambridge

2024

Interactive Systems & Embodiment

University College London

2024

Play & Augmentation (UCLIC)

University of Nottingham

2025

Homoludic Augmentation, MRL

University of Waterloo

2023

Ethics of Bodily Control

University of Queensland

2024

Physical Computing Studio DECO7385

LMU Munich

2022

Embodied Interaction Methods

Flame University, India

2025

Human Augmentation & Play

Zurich Univ. of Arts

2017

Graduate Seminar: Design & Media

SELECT PEER-REVIEWED PUBLICATIONS

- ▶ Mueller, F., Byrne, R., Andres, J., & Patibanda, R. (2018). Experiencing the Body as Play. *ACM CHI '18*. ★ **Best Paper Award, Top 1%**
 - ▶ Semertzidis, N., Vranic-Peters, M., Fang, X.Z., Patibanda, R., et al. (2024). PsiNet: Toward Understanding the Design of Brain-to-Brain Interfaces for Augmenting Inter-Brain Synchrony. *ACM CHI '24*. ★ **Best Paper Award, Top 1%**
 - ▶ Patibanda, R., Hill, C., Saini, A., Li, X., Chen, Y., et al. (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. (CHI PLAY '23)*. ★ **Best Interactivity, Audience Choice**
 - ▶ Patibanda, R., Overvest, N., Nisal, S., Saini, A., Elvitigala, D.S., et al. (2024). Shared Bodily Fusion: Leveraging Inter-Body Electrical Muscle Stimulation for Social Play. *ACM DIS '24*.
 - ▶ La Delfa, J., Baytas, M.A., Patibanda, R., Ngari, H., Khot, R.A., & Mueller, F. (2020). Drone Chi: Somaesthetic Human-Drone Interaction. *ACM CHI '20*. ★ **Honorable Mention Award**
 - ▶ Mueller, F., Patibanda, R., Byrne, R., Li, Z., Wang, Y., et al. (2021). Limited Control Over the Body as Intriguing Play Design Resource. *ACM CHI '21*.
 - ▶ Mueller, F., Semertzidis, N., Andres, J., Weigel, M., Nanayakkara, S., Patibanda, R., et al. (2022). Human-Computer Integration: Towards Integrating the Human Body with the Computational Machine. *Foundations & Trends in HCI, Vol. 16*.
 - ▶ Patibanda, R., Saini, A., Overvest, N., Montoya, M.F., Li, X., Chen, Y., et al. (2023). Fused Spectatorship: Designing Bodily Experiences Where Spectators Become Players. *Proc. ACM Hum.-Comput. Interact. (CHI PLAY '23)*.
- Full list of 65+ publications at [Google Scholar](https://scholar.google.com/citations?user=rakeshp2017) · rakeshp2017.com