

ARKA MAINI

www.arkabanimaini.com



ABOUT ME

I am a Masters student of education technology graduating this year. My areas of interest lies within the fields of design for education, design research and tangible interfaces. My undergraduation was in interaction design.

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EDUCATION

CARNEGIE MELLON UNIVERSITY

Pittsburgh, 2014-2015

Masters in Education Technology and Applied Learning Science(METALS)
Human Computer Interaction Institute (HCII)

INDIAN INSTITUTE OF TECHNOLOGY, GUWAHATI

Guwahati, 2010-2014

Bachelors in Design, Department of Design
C.P.I- 8.17/10



WORK EXPERIENCE

RESEARCHER, CMU CAPSTONE PROJECT

Development Dimensions International, Jan'15 - ongoing

We are currently working in a team of 4 for our Capstone project with Development Dimensional International (DDI), a leading talent management company, where we are investigating the needs of front-line leaders as they acquire and hone interaction skills and create an engaging, purposeful learning experience that facilitates a data-driven product development strategy. Presently the project is in its research phase with literature reviews, competitive analysis, contextual enquiry and user interviews being conducted.

RESEARCH INTERN, 'LEGOLAND'

University of Dundee, Scotland, May-July '13

Worked on building a tangible interface for preliterate kids to express their stories, to be used as a tool for the evaluation of their level of understanding. It looked into ways for new methods to assess the level of their knowledge on general concepts taught in schools as an alternative to the usual exams. The platform consisted of a Lego world that was connected to a digital interface and all activities were interconnected. Kids would manipulate the physical Lego world and the digital interface and build their stories. Their understanding and knowledge would be then evaluated from the decisions and choices they make in those stories



PUBLICATIONS

Agrawal, H., Maini, A.B., Krishna, A., Chhabra, T., Sorathia, K., "REALCAM: A Pedagogical Tool for Learning Basic Videography", in Proceedings of 11th ACM Asia Pacific Conference in Computer Human Interaction, Bangalore, India, 2013

Demo and Poster, 2013

Kumar, V., Agrawal, H., Jain, R., Maini, A.B., Kumar, P., "e-Tely - Electronic stamps for augmenting emails", in Proceedings of OzCHI 2013.

Short Research Paper, 2013



PROJECTS

PLATONIC SOLIDS THROUGH MODULAR ORIGAMI

E-Learning Course, Aug-Dec'14

Worked under the guidance of Proff. Ken Koedinger to design a E-learning module on using concepts of modular Origami to teach 3D Geometry to 5th to 7th graders. Did user research, cognitive task analysis and modelling on SMEs, wireframes and designed high fidelity prototypes of the instructions using e-learning design principles

GEOMETRY THROUGH ART

Curriculum Unit Design, Aug-Dec'14

Worked under the guidance of Proff. Sharon Carver to design an educational unit on teaching Geometry to 5th to 7th graders using various concepts of art, craft and architecture. Designed the detailed curriculum (Instructions+Assessments) for a semester long course, with focus on the Goal-Instruction-Assessment alignment.

INTRO TO DIJKSTRA'S ALGORITHM

Moodle Course, Aug-Dec'14

Designed a Moodle course on Introduction to Dijkstra's algorithm for middle schoolers. The moodle course included Cognitive Tutor Design, Interactive Instructional Video and other Moodle elements like Quiz, Group activities and assignments .

HOME-MED

Android App, Jan-April'14

Worked on the complete design cycle for designing an android app that gives traditional Indian herbal remedies to common ailments based on data collected after research and field work.

REALCAM

Tangible Interface Design, Aug-November'13

Developed a working prototype of a tangible device that can be connected with a 3D modelling software to be used as a tool for teaching basic concepts of videography

MY-BULB

Bachelor Thesis Project, Aug'13-April'14

Developed a working prototype of a Wi-Fi enabled, multi-color, energy efficient LED light bulb that can be controlled with your smartphone



SOFTWARE SKILLS

Adobe Photoshop
Adobe Illustrator
Adobe Flash
Cognitive Tutor Authoring Tools (CTAT)
Weka
LightSIDE
Adobe Premeire Pro
Adobe After Effects
3DS Max
Moodle, Joomla (LMS)

DESIGN SKILLS

Cognitive Task Analysis
Wireframing
Contextual Enquiry
Instructional Design
Curriculum Design
Information Architecture
Data Mining
Rapid Prototyping
Heuristic Evaluation
3D Modelling
Persona & Scenarios



LANGUAGES

C/C++
Java
Jess
Arduino
HTML

English
Hindi
Assamese



EXTRA CURRICULARS

BACHELOR OF MUSIC IN INDIAN CLASSICAL MUSIC

Bhatkhande Sangeet Vidyapeeth, Lucknow, 2006