

Dr. Dhaval Vyas

Curriculum Vitae

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PROFILE: User Experience Researcher

With over 9 years' experience in UX research, I have developed strong skills in ethnography, interviews, observations, grounded theory analysis, cultural probes, participatory design, surveys, qualitative data analysis software, heuristic evaluation, persona, statistical analysis, cognitive walk-through, wire framing, information architecture, UI design, rapid prototyping and short/long term field trials. I aim at developing innovative, patentable ideas that can help companies.

ACADEMIC QUALIFICATIONS

- 2007 – 2010** PhD in Human-Computer Interaction, University of Twente, the Netherlands <http://doc.utwente.nl/76051>
2001 – 2003 MSc Distributed Interactive Systems, Lancaster University, United Kingdom
1998 – 2001 BSc Computer Applications & Information Technology, Gujarat University, India
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TECHNICAL SKILLS

- Programming Languages:** Java, C/C++, ASP, Visual Basic
Design-related Tools: Adobe Fireworks, Flash, Dreamweaver, and Photoshop; Microsoft Visio and Microsoft Office.
HCI Skills: Usability Evaluation, Qualitative Data Analysis, Ethnography, Interviews, Wire-framing, Use-cases, Scenario & Persona Development, & Information Architecture
Data Analysis Package: SPSS, MAXqda, Atlas.ti and Observer 2000
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WORK / RESEARCH EXPERIENCE

(More at <http://wwwhome.ewi.utwente.nl/~vyasdm/portfolio.html>)

March 2011 – Current

Post-Doctoral Researcher

University of Twente, Human Media Interaction Group, the Netherlands

- The SmarcoS project is a 7th Framework Programme EU project (<http://www.smarcos-project.eu>) that deals with supporting inter-usability between interconnected embedded systems. My work focuses on designing new event sharing tools on Android smart phones.
- I worked on a project that explored the use of 'smart materials' for consumer products. My research produced a prototype of a smart vacuum cleaner. Here is a link to this work www.youtube.com/watch?v=RNAvZGhh3Xk.

June 2011 – Dec 2011

Visiting Researcher

Nokia Research Center, Helsinki, Finland

Research on Photo Sharing

In the Smart Metadata Team, my research involved designing novel concepts and UIs for Nokia's future mobile phones. My work contributed towards the user research, UI concept designing and prototyping. I led two research projects in the area of Intelligent Photo Sharing: the first being a large scale ethnographic field study and second being a set of participatory design workshops with a prototype I developed.

Sept 2009 – Jan 2010

Research Intern

DFKI, Saarbrücken, Germany

Project: Designing "Internet of Things"

At the Intelligent User Interfaces group, I designed and implemented a mobile phone based application called Cooperative Artefact Memory (CAM). Using CAM designers can collaboratively store relevant information onto their physical design objects (e.g. sketches, posters, collages, post-its, physical models and prototypes) in the form of messages, annotations and external web links. Here is a link to this work <http://www.youtube.com/watch?v=sUImLGsA0>

March 2007 – Feb 2011

PhD Student / Research Assistant

Human Media Interaction Group, University of Twente, the Netherlands

Project: AMIDA – EU project (<http://www.amiproject.org>)

In the AMIDA project, I designed an "awareness system" for supporting remote collaboration between designers - focusing on non-verbal aspects. As a first step in this research, I studied design processes in industrial design studios using contextual interviews,

video recorded live design meetings and naturalistic observation of professional designers and design students. As a result of the project, a collaborative mobile phone application was developed and tested at a design studio. This work has been reported in well known conferences such as CHI, ECSCW, BritishHCI, NordiCHI, MobileHCI, UbiComp and INTERACT.

Oct 2004 – Feb 2007 Research Assistant
Free University of Amsterdam, the Netherlands
Project: Experience Design project

An awareness display was designed for an academic department that playfully mediates social awareness cues in a large group. Panorama is an intelligent, interactive, artistically inspired large screen display that attempts to mediate non-critical, non-work related information about the staff-members in an engaging manner to enhance social awareness. Experience-centered design was followed in this work. Here is video of this work: <http://www.youtube.com/watch?v=xKVuKQtZg2k>

June 2005 – Oct 2005 Design Intern
Satama Interactive (now LBi LostBoys), Amsterdam, the Netherlands
Project: Improving Design for an IPTV System

A short term design project carried out at Satama Interactive, the Netherlands. In this project, interface of a state-of-the-art IPTV (Internet Protocol Television) set-top box was developed. My work included evaluating the design and interactions of this interface in order to support pleasurable & enjoyable experience for its users.

Nov 2004 – June 2005 Research Intern
Elsevier Science, Amsterdam, the Netherlands
Project: Qualitative Research in Scopus team

In the User-Centered Design group of Elsevier-Science, I developed an approach for qualitative data analysis. A combination of conventional qualitative research method and design methods was used to analyze the qualitative data.

PATENTS (PENDING)

- ❖ Vyas, D., FingerPrints: Enhancing photo sharing experience. A unique UI concept for photo sharing. (Owned by Nokia)
- ❖ Cui, Y.C., Kangas, J., Vyas, D., and Honkala, M. Past and Future of my Photographed world. An innovative photo sharing through subscription. (Owned by Nokia)

PUBLICATIONS

(More at <http://wwwhome.ewi.utwente.nl/~vyasdm/publications.html>)

- ❖ Vyas, D., Poelman, W., Nijholt, A., and de Bruijn, A. (2012) Smart Material Interfaces: A new form of physical interaction. In CHI '12 Extended Abstracts on Human Factors in Computing Systems (**CHI '12**), Austin, TX, USA.
- ❖ Vyas, D., van der Veer, G.C., Nijholt, A., and Grassel, G. (2012) Practices Surrounding Children's Photos in Homes. In CHI '12 Extended Abstracts on Human Factors in Computing Systems (**CHI '12**), Austin, TX, USA.
- ❖ Vyas, D., Nijholt, A., and van der Veer, G.C. (2012) Creative Practices in the Design Studio Culture: Collaboration and Communication. To appear in **Cognition, Technology & Work** Journal.
- ❖ Vyas, D., Nijholt, A., Heylen, D., Kröner, A. and van der Veer, G. (2010) Remarkable Objects: Supporting Collaboration in a Creative Environment. In Proc. of **UbiComp '10**, Copenhagen, Denmark. ACM Press: NY, 37-40.
- ❖ Vyas, D. (2009) Artful Surfaces in Design Practices. In CHI '09 Extended Abstracts on Human Factors in Computing Systems (**CHI '09**), Boston, USA. 4-9 Apr. ACM Press: NY, 2691-2694.
- ❖ Vyas, D., Heylen, D., Nijholt, A. and van der Veer, G. (2009) Collaborative Practices that Support Creativity in Design. In Proc. of **ECSCW '09**. Vienna, Austria. 7-11 September. 151-170.
- ❖ Vyas, D., van de Watering, M., Eliëns, A. and van der Veer, G.C. (2007) Being Social @ Work: Designing for Playfully Mediated Social Awareness in Work Environments. Home Informatics and Telematics: ICT for the Next Billion. (**HOIT '07**) Springer-Boston, 113-131.
- ❖ Vyas, D., Heylen, D., Eliëns, A. and Nijholt, A. (2007) Experiencing-in-the-World: Using Pragmatist Philosophy to Design for Aesthetic Experience. In Proc. of **DUX '07**, Chicago, USA. ACM/AIGA Press, Chicago, 4-7 November 2007.

PROFESSIONAL ACTIVITIES

I frequently serve as a reviewer and program committee member in several conferences and journals.

- ❖ Conferences 2007-2012: CHI, MobileHCI, NordiCHI, alt.chi, INTERACT, UbiComp, DIS, PDC, DUX, Intertain, ICEC.
- ❖ Journals: IEEE Transactions on Systems, Man, and Cybernetics—Part B: Cybernetics, Interacting with Computers, IEEE Multimedia.

REFERENCES

Both professional and academic references can be provided on request.