

# Digital Portfolio

## Shekhar Dash

This portfolio includes selected projects demonstrating my work in learning design, user research, multimodal observation, creative media, and interactive technology.

[https://drive.google.com/drive/folders/1MySSFwhFTcDKLBBI4hl1-rGLv1HC\\_oq6?usp=sharing](https://drive.google.com/drive/folders/1MySSFwhFTcDKLBBI4hl1-rGLv1HC_oq6?usp=sharing)

### Included Works:

1. Poster: From Instruction to Interaction (EDUC 915)
2. User Testing Report: LoopEd (EDUC 584)
3. Audio-visual Portfolio (3-part video)
4. AR Interaction Demo (EDUC 767)

### DESCRIPTION TEXT FOR EACH ITEM IN PORTFOLIO

#### **1. Poster: From Instruction to Interaction (EDUC 915)**

Type: Research Poster

Description:

A conceptual framework proposing an embodied, AI-supported learning ecology that integrates XR, AI, and context-aware sensing to support adaptive learning and teacher insight.

#### **2. User Testing Report: LoopEd Science (EDUC 584)**

Type: UX Research / Learning Analytics Report

Description:

This document shows the full user-research process for an AI-supported physics learning tool. I created the think-aloud plan, designed the testing tasks, observed how users interacted with the system, and analyzed where they struggled or succeeded.

#### **3. Audio-Visual Portfolio**

Type: Three curated samples in one video

Sample 1: CodeCracker, Game-Based Learning Prototype

Description:

CodeCracker is a prototype C-programming game developed for secondary school learners. I led the design of gameplay structure, user experience, and observation-based evaluation. This sample demonstrates my early work in game-based learning, behavioral observation, and analysis of learner frustration, strategy use, and interaction patterns.

## Sample 2: Payntara, Community-Based Digital Media Platform

### Description:

Payntara is a collaborative mini-OTT platform where youth creators from underserved backgrounds learn production skills and co-create digital content under a shared-ownership model. This sample includes a short production excerpt demonstrating my work in mentoring, story development, and designing creative learning environments that support identity, agency, and collaboration.

## Sample 3: Inside the Belly, Thesis Film Excerpt

### Description:

Inside the Belly is my postgraduate thesis film exploring human vulnerability, memory, and cultural imagination. This excerpt illustrates my background in directing, visual storytelling, and guiding multidisciplinary teams, skills that continue to influence my approach to designing learning environments and interpreting multimodal behavior.

## 4. AR Interaction Demo (EDUC 767)

Type: Interactive Prototype / AR Experience

### Description:

An AR prototype demonstrating simple interaction: scanning the QR code activates a butterfly, which, when tapped, redirects to a music experience.