

Mehul Agrawal

Gender: Male; DOB: 9th April 1992

B.Des. (Design)
Final year student,
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Educational Qualifications:

Cumulative Performance Index: 7.66/10
Semester Performance Index (6th semester): 8.61/10
12th (CBSE 2010): 90.4%
10th (CBSE 2008): 89.4%

Areas of Interest:

User Experience Design, Tangible User Interface, Human Computer Interaction, Design for Education, Design Thinking

Work Experiences:

User Experience Intern: e-Media Lab, Group T – Leuven Engineering College, Leuven, Belgium
Mentor: Prof. Luc Geurts, Group T – Leuven Engineering College
Duration: May'13 - July'13
Project Domain: User Experience Design, Tangible Interaction, Soft User Interface and Gesture Identification
Brief: Employed User Centered Methodology to conceptualize and prototype a user-friendly product based on Skweezee technology.

Summer Training: Maruti Suzuki, Gurgaon
Mentors: Mr. Tarun Thakur
Duration: May'12 - July'12
Project Domains: Assembly Line Study and Interaction Design
Brief: It aimed at easing the task of Vehicle Inspector at Final Line by reminding them about the details (like features of the model) of vehicles arriving at station.

Publications:

Mehul Agrawal, Minal Jain, Vikas Luthra, Ashok Thariyan. & Keyur Sorathia. "ChemicAble: Tangible Interaction Approach for learning Chemical Bonding", in the proceedings of 11th Asia Pacific Conference on Computer Human Interaction, Bangalore, India, 2013.

Category: Short Paper

Mehul Agarwal, Himanshu Bansal & Keyur Sorathia, "Incorporating Collaboration to Foster Voluntary Teaching", in workshop on Intelligent User interfaces for Developing Regions (IUIDR), International Conference on Intelligent User Interfaces 2013, CA, USA (19-22nd March).

Category: Work-in-progress

Aditi Padhi, Apurva Gupta, Mehul Agrawal & Manoj Majhi. "Translating Cab Sharing to Information System- Technical report on design intervention", published in *Design For All*, 2013, pp. 63-68.

Category: Journal Paper

Abhinav Krishna, Himanshu Bansal, Mannu Amrit, Mehul Agrawal and Minal Jain. "Threading Centric Approach Towards Email Client", in *OzCHI 2013, Adelaide, Australia*.

Category: Student Design Challenge

Projects:

Research investigation and exploration of Tangible User Interfaces – Design Project III (July'13 – present)
Supervisor: Asst. Prof. Keyur Sorathia, Embedded Interaction Lab, Department of Design, IIT Guwahati.
Keywords: Tangible User Interface, Research Experiment Design

Brief: Conducting extensive literature research in the domain of “Tangible Interactions”, abstracting trends from the analysis, proposing a hypothesis, conducting research experiments and validating the hypothesis based on it.

Let’s Teach: Incorporating Collaboration to Foster Voluntary Teaching – Interaction Design Course Project
(July’12 – Nov’12)

Supervisor: Asst. Prof. Keyur Sorathia, Embedded Interaction Lab, Department of Design, IIT Guwahati.

Keywords: Design intervention in Education, Voluntary Teaching, Collaborative Teaching

Brief: Following user centric approach, we proposed collaboration as a potential solution to foster voluntary teaching. A web based platform was designed to support collaboration among voluntary teachers.

Cabage: Translating cab-sharing to information system – Design Project I (July’12 – Nov’12)

Supervisor: Asst. Prof. Manoj Majhi, Department of Design, IIT Guwahati.

Keywords: User Centered Design, Information System, Cab-sharing

Brief: Translating the physical world experiences of cab-sharing in web environment using a user centered design approach.

ChemicAble: Tangible Interaction Approach for Teaching Chemical Bonding – Tangible Interface Course Project
(Jan’13 – April’13)

Supervisor: Asst. Prof. Keyur Sorathia, Embedded Interaction Lab, Department of Design, IIT Guwahati.

Keywords: Tangible User Interface, Design intervention in Education, Collaborative Learning

Brief: Designed and developed an exercise tool to facilitate understanding of ionic bonding among school students (grade 8 to 10) by promoting exploration and fun.

Skills:

Design Skills: Rapid Prototyping, Questionnaire Design, Competitive Analysis, Persona and Scenario Creation, Mind Maps, Card Sorting, User Interface Design, Contextual Inquiry, Wire-frames, Information Architecture, Heuristic Evaluation, Usability Evaluation, Experimentation Design and Quantitative Analysis

Software: Adobe Photoshop, Adobe Illustrator, Adobe Dreamweaver, Adobe Flash, Microsoft Office, Balsamiq Mockups, Nvivo, Processing, Arduino

Programming: C, C++, HTML, CSS, Python, PHP, VBScript, Processing and Android XML

Operating Systems: Windows and Mac OS

Achievements and Co-curricular:

- Finalist in OzCHI 24, The Student Design Challenge, OzCHI 2013, Adelaide, Australia.
- 1st - Web Designing, Inter School Computer Symposium CODE 2009 held at. Apeejay School, Noida.
- 1st - Movie making in Manthan’11, Inter hostel cultural festival, IIT Guwahati.
- 1st - Astro Design in Kriti, Inter hostel technical festival, IIT Guwahati.
- 2nd - Green advertisement in Kriti’11, Inter hostel technical festival, IIT Guwahati.
- 3rd - Overnight Hackathon in Kriti’12, Inter hostel technical festival, IIT Guwahati.
- Attended a workshop based on concepts, design and building IR Sensors by Skytechlabs.
- Successfully completed online courses- Human-Computer Interaction and Learn to Program.

Positions of Responsibility:

- Core Team Member, Brand Communication and Creatives, Techniche, Techno-management Festival, IIT Guwahati (2011-2012).

Other interests:

Exploring, Tinkering, Photography, Travelling, Reading, Blogging

Languages:

English and Hindi