I am Gaurav Paruthi, a design technologist with a deep interest in solving real-world problems with creative use of available and upcoming technologies

ABOUT

I recently finished my Ph.D. in Human Computer Interaction from University of Michigan in the School of Information. I was advised by Mark Newman. The focus of my research was to build context-aware systems for physical activity promotion. I worked with Pedja Klasnja, Ken Resnicow and Natalie Colabianci. I also worked with Vannessa Frias to better

AREAS OF INTEREST

Design of Context-Aware Systems

Internet of Things
Machine Learning
Crowdsourcing
Health-Behavior Change
ICTD
Mobile Sensing

My Research provides the notion of sweet spots, a phenomenological account of how people make and execute their physical activity plans. The key contribution of this concept is in its potential to improve the predictability of computational models supporting physical activity planning. To further improve our understanding of the dynamic nature of human behavior, we designed and built Heed, a low-cost, distributed and situated self-reporting device. Heed's single-purpose and situated nature proved its use as the preferred device for self-reporting in many contexts.

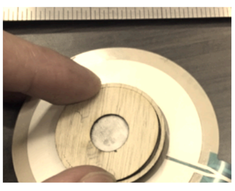
EXPERIENCE

BITS Pilani
Microsoft Research
University of Michigan
Telefonica Research
PARC
IDEO

Research Developer, 2009–2011

At Microsoft Research, we have leveraged capabilities of DVD players to support interactive applications – such as encyclopedias, language tutoring, and medical decision systems – without any dependence on a computer. First part of my internship dealt with understanding the DVD-spec and building an interactive DVD generator. Following this, I designed an interactive Wikipedia-on-DVD and studied its use with 4th graders in two government schools in Bangalore.
Research was published at CHI 2011 and ICTD 2010.

PROJECTS



HEED Self-Reporting Devices

UbiComp-2017 Poster

Situated and distributed interactive devices for simple one-touch self-reporting targetting the most common situations.

Designing Context-Aware Applications for Behavior Change

CHI-2014 Workshop

We propose the notion of "sweet spots" to encapsulate how particular contextual factors converge to create optimal states for performing physical activities.