

Shubhangi Gupta

Ph.D. student, Digital Media, Georgia Tech

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EDUCATION

Georgia Institute of Technology

Ph.D. in Digital Media (2020- *ongoing*)

Georgia Institute of Technology

Master of Science in Human-Computer Interaction (2018-2020)

Specialization: Interactive Computing

Indian Institute of Technology, Guwahati

Bachelor of Design (2014-2018)

Specialization: Interaction Design

RESEARCH INTERESTS

Critical Data Studies, Safety, Social Justice, Design Research, Feminist Studies, Science and Technology Studies.

EXPERIENCE

IBM Tech for Justice (May'22 – Aug'22)

Graduate Research Intern

Helping with the design of a multi-dimensional risk assessment tool that (1) evaluates and identifies areas of concern with respect to community safety for a technology or project and (2) provides actionable suggestions on how to take corrective or mitigating actions.

Google Ads Privacy and Safety (Aug'21 – Nov'21)

User Experience Research Intern

Led three qualitative studies to support the design of meaningful data transparency and data control features. Worked towards promoting user safety online and trust in the open internet.

Georgia Institute of Technology (Aug'19 - present)

Graduate Partner, Women Science and Technology (WST) Learning Community

Providing logistics support, including mentoring/tutoring WST Learning Community students in support of WST goals and projects.

Striim Inc. Palo Alto (May'19 - Jul'19)

User Research and Experience Design Intern

Performed qualitative user research to identify high priority user goals on the Striim platform. Drew upon the findings to redesign the home page and on-boarding experience of the Striim platform. Designed a 'Sketch' library to help designers create consistent designs efficiently.

Research Laboratory in Computer Science (LRI), Université Paris-Sud (May '17 - Jul'17)

Interaction Design Intern

Mentors: Prof. Michel Beaudouin-Lafon & Prof. Wendy Mackay

Designed an interface comprising a tabletop and a wall-sized display showing content on 100 top scientists of the University of Paris, Saclay by conducting participatory design activities followed by expert testing.

Microsoft Research India, Bangalore (Jan'17 - Mar'17)

Academia-Industry Partnership: User Research and Interaction Design

Performed user research to design a mobile application that enables users to obtain a second opinion online from renowned medical experts.

PROJECTS

Unsettling Boundaries through data (Aug'21- Present)

Mentor: Dr. Nassim Parvin and Dr. Yanni Loukissas

Exploring the spatial, temporal and cultural boundaries that shape our experiences of cities through data walks and feminist data visualizations. Critically analyzing the creation of data in a place and reflecting upon the context that surrounds data. Conducted first workshop in Sept 2021.

Calculating Safety: Opportunities and Limitations (Aug'20- Present)

Mentor: Dr. Nassim Parvin

Conducting an ethnographic study to critically examine the role of data in the design and use of emerging technologies that aim to advance women's 'safety'.

Collective Care: From 'independence' to 'inter-dependence' (Aug'19 - May'19)

Mentor: Dr. Nassim Parvin

Drew upon feminist STS studies to highlight the assumptions made by AI monitoring technologies when designing for elderly care. Emphasized the need to re-imagine design for elderly care and suggested inputs.

Heart Sense, Design and Development (<http://www.heart.gatech.edu/>) (Aug'18 - Present)

Mentor: Dr. Nassim Parvin

Designing a feminist visualization of the physiological data (heart rate, respiration, sweat rate) of our bodies. Rapidly prototyping multiple visualizations of the system.

PUBLICATIONS

1. **Gupta, S.**, Janicki, S., Casula, P., & Parvin, N. (2022). Rethinking Safe Mobility: A Case Study of Safetipin in India. International Conference on Information & Communication Technologies and Development.
2. Contributed to Parvin, N., & Rouse, R. (2022). Mess and Making Matters in Feminist Teaching. *Catalyst: Feminism, Theory, Technoscience*, 8 (1), 1-45.
3. Anupam, A., Gupta, R., **Gupta, S.**, Li, Z., Hong, N., Naeemi, A., & JafariNaimi, N. (2020). Design Challenges for Science Games. *International Journal of Designs for Learning*, 11(1), 1-20.
4. Anupam, A., **Gupta, S.**, Naeemi, A., & Parvin, N. (2019). Beyond Motivation and Memorization: Fostering Scientific Inquiry with Games. In *Extended Abstracts of the Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts* (pp. 323-331).
5. Narvilkar, M., Mangiameli, J., Garcia, A., Ismail, A., Schiff, D., Schechter D., Chen, J., Bhat, K., Wong-Villacres, M., Vasudeva, A., Ramesh, A., Dye, M., Karusala, N., Singh, P., Murthy, A., **Gupta, S.**, Lakshmi, U., & Kumar, N. (2019). Bringing Shades of Feminism to Human-Centered Computing. *Proceedings of the 2019 CHI Conference Extended Abstracts on Human Factors in Computing Systems*. ACM.
6. **Gupta, S.**, & Upadhyay, P. (2019). Social Sustainability of Online Instant Messaging Platform—WhatsApp. In *Research into Design for a Connected World* (pp. 473-482). Springer, Singapore.

WORKSHOPS

1. **Gupta, S.**, Janicki, S., "Unsettling boundaries through data". Workshop at the 2021 Information+ Conference, Sept 2021.
2. **Gupta, S.**, Anupam, Aditya. "Monitoring Student Learning: Critically Examining the 'Idealized' Case." Workshop at the 2021 Connected Learning Summit, Jul 2021.

INVITED TALKS

1. **Gupta, S.**, "Politics of Safety in India: Technology and perpetuation of gendered discourses". Ivan Allen College of Liberal Arts 2021 Graduate Student Conference, Jan 2021.
2. **Gupta, S.** "Situating 'data' and 'design'". Sprinklr Design Team, India, Nov 2020.
3. **Gupta, S.** "Collective Care: From 'independence' to 'inter-dependence'". Poster at Tapia 2020.
4. Anupam, A., **Gupta, S.** "Concerns About the Promises of AI Tutors: A Case Study of MATHia". EASST/4S2020, Held Virtually, 2020

ACHIEVEMENTS AND AWARDS

1. Presented 'Heart Sense' in the ACCelerate: ACC Smithsonian Creativity and Innovation Festival, National Museum of American History, Washington, D.C., 2022.
2. GVVU People's choice award runner up Spring 2019 for Heart Sense (<http://www.heart.gatech.edu/>).
3. GVVU People's choice award runner up Fall 2019 for Psi and Delta (<http://learnqm.gatech.edu/>).
4. Grace Hopper 2019 scholarship recipient (funded by College of Computing, Georgia Tech).
5. Presented a demo of "Psi and Delta." in the ACCelerate: ACC Smithsonian Creativity and Innovation Festival, National Museum of American History, Washington, D.C., April 5th – 7th, 2019.
6. Department Rank 2 (Academics), Department of Design at IITG, 2018 batch.
7. IIT-JEE 2014, Amongst the top 0.2% of 1.35 million students who took the exam.

SKILLS

Qualitative Research: Grounded theory, Ethnography, Contextual Inquiry, Interviews, Surveys, Competitive Analysis, Usability Testing, Affinity Mapping, Journey Testing, Card Sorting

Design: Design Research, Speculative Design, Interaction Design, Personas, Task Analysis, Storyboarding, User Flows, Wireframing, Prototyping, Information Architecture, Participatory Design

Tools and Languages: Figma, Sketch, Adobe CC; HTML/CSS, C, Processing, Arduino