Rama Adithya Varanasi

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Research Statement

My research lies in Human Computer Interaction (HCI), where I study how day to day technologies are used for self-empowerment by working communities in marginal settings. In particular, I am interested in examining how collaboration between human and machine agents impact agency and motivation of workers. I plan to use my findings to design technological systems that focus on improving psychological wellbeing of working communities.

Research Areas

Human computer interaction • HCI4Development • human-machine collaboration • work communities • motivation • wellbeing • learning science • emerging markets

Education

2017-cur. **Ph.D**, Human Computer Interaction, Cornell University

Advisers: Dr. Nicola Dell & Dr. Tapan Parikh

2015-17 M.S., Information Science, Pennsylvania State University

Adviser: Dr. John Carroll

CGPA: 3.89

2009-13 **B.Tech**, Information Technology, SRM University

CGPA: 3.96

Publications

PEER REVIEWED

Varanasi, R. A., Nicola Dell (2020). Examining the use of WhatsApp by teacher groups in Low-Income Indian Schools. *ACM Conference on Human Factors in Computing Systems* (CHI). [under review]

Varanasi, R. A., Rene Kezelcik & Nicola Dell (2019). How Teachers in India Reconfigure their Work Practices around Educational Technology Interventions. *Proceedings of the ACM on Human-Computer Interaction: Vol. 3, Issue CSCW, Article 220. 2019.*

- Varanasi, R. A., Dicicco, E., & Gambino, A. (2018). Facebook Reactions: Impact of Introducing New Features of SNS on Social Capital. In International Conference on Human-Computer Interaction (pp. 444-451). Springer, Cham
- Varanasi, R. A., Hanrahan, B. V., Wahid, S., & Carroll, J. M. (2017). TweetSight: Enhancing Financial Analysts' Social Media Use. *In Proceedings of the 8th International Conference on Social Media & Society (p. 22). ACM.*

Workshops

- Rama Adithya Varanasi, & Nicola Dell. Understanding Technology Reconfiguration Practices by Teachers at the Margins of Intersectionality. In Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems.
- Rama Adithya Varanasi, Tapan Parikh, & Nicola Dell. Solidarity in Education: Organizations' Use of Technology to Support Low-income Schools. In Proceedings of the 2017 ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW '17). ACM..
- Lim, S., **Varanasi, R. A.**, & Parikh, T. (2018, February). GLIDE (Git-Learning IDE; Integrated Development Environment): In-class Collaboration in Web Engineering Curriculum for Youths. *In Proceedings of the 49th ACM Technical Symposium on Computer Science Education (pp. 1112-1112). ACM.*

Talks

- How Teachers in India Reconfigure their Work Practices around Educational Technology Interventions. *CSCW*'19
- Understanding the challenges with traditional design evaluation methodologies in afterschool learning environments. 3rd International Rutger's iconference,'16

Grants, honors & awards

- 2018 Engaged Doctoral grant by Cornell University
- International research travel grant by Einuadi Center for International Studies.
- Student research grant by *Bloomberg Inc.*
- 2015 ACE award for outstanding performance and innovation by Standard & Poor's
- 2014 Changemaker of the year award for improving the education access to elementary schools by *Standard & Poor's*

Professional Experience

- May'13- UX Designer, Standard & Poor's, India.
- July'15 Improved the customer experience of 12 financial modules in the Platform a flagship financial analytic tool. Avg. user sessions increased by 3.4 mins.

Dec'12- UX Intern, McGrawHill Financials, India.

Mar'13 Improved workflows for Key Development and Business Intelligence segments. Improved turn around time of product data by 28%.

Teaching Experience

Jan'18- May'18	Project manager and coach for graduate level research projects Cornell University
Jan'16-	Instructor at summer web designing and development workshop
Jul'16	Penn State University
Jan'13-	Teacher at Math & Science for low-income govt. school
May'15	Teach for India

Skills

METHODOLOGIES

Ethnographic methods • user research • wireframes • rapid prototyping • personas • user stories • scenario based design • usability testing • A/B testing.

Programming

HTML, CSS & JS • Bootstrap • D3.js • JQuery • Ruby on Rails • Python • R

Tools

Adobe Photoshop • Adobe Illustrator • Adobe In
Design • Inkscape • Axure RP • Adobe XD • Miramatrix eye tracker • SPSS.