

Rashika Tasnim Keya

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Teaching Interests

Human-Computer Interaction, User-Centered Design, AR/VR and Serious Game Design,

Digital Accessibility, Web and mobile development, database (MySQL), Applied ICT for Learning Environments.

Work Experience

Guest Lecturer & Student Supervisor

Western Norway University of Applied Sciences (HVL), Bergen

Delivered guest lectures on mobile development and game design. Supervised bachelor's students in serious game development under the Be-Prepared EU project.

UX Researcher / Co-Designer

Digi Academy, (Trinity College Dublin), Dublin, Ireland

- Worked on EU-funded project focused on digital learning app for intellectually disabled people.

Research Assistant

*Insight SFI Research Centre for Data Analytics,
(Dublin city university campus), Dublin, Ireland*

- Designed user-centered dashboards based on query previews for Ireland's GAA sports organization, conducted literature reviews, prototyped sports data visualization UI with *Figma*, and produced design rationales.

Frontend Developer

InViews Bangladesh, Dhaka, Bangladesh.

- Developed frontend interfaces (HTML5, CSS3, Bootstrap, JavaScript) following WCAG 2.1 guidelines.
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Education

- **PhD Research Fellow**, 2024-2027

Western Norway University of Applied Sciences - HVL, Bergen, Norway.

PhD project associated with European Funded Project *B-Prepared*.

Focus: immersive learning, AR/VR gaming, and gamified geocaching activities for disaster preparedness.

- **Master's in Universal Design of ICT**, 2020

Oslo Metropolitan University, Oslo, Norway.

Courses: User Diversity and ICT Barriers, Digital Accessibility, Interaction Styles and Technologies for Accessibility, Research Methods and Research Ethics, Academic Writing.

Thesis: Universal Design and Usability Investigation Into Carousel Interaction.

- **Bachelor of Computer Science & Engineering**, 2017
American International University- Bangladesh, Dhaka, Bangladesh.
Courses: Human Computer Interaction, Research Methodology, Programming languages- (C, C++, JAVA) Introduction to Database, Digital logic Design, Software Engineering, Software Quality and Testing, Computer Graphics, Statistics & Probability.
Thesis: Enhancement of K-means algorithm with a better initial centroid.

Publications

- Keya, R. T., Helda, I. et al. (Submitted 2025). Towards Implementing Virtual Reality for Evacuation Preparedness at Schools. *Journal Computers* (MDPI).
- Keya, R. T., Helda, I. et al. (Submitted 2025). Pathways for Integrating Digital Preparedness Tools into Higher Education. In *European Conference on Knowledge Management* (ECKM).
- Keya, R. T., Helda, I., Frkland, T. H. et al. (2024). Emergency Preparedness Training Using Virtual Reality Games: Allowing Knowledge Transfer in the Digital Age. In *European Conference on Knowledge Management* (pp. 369-378). <https://doi.org/10.34190/eckm.25.1.2890>
- Keya, R. T., & Murano, P. (2022). Is carousel interaction really usable? *First Monday*, 27(1). <https://doi.org/10.5210/fm.v27i1.11801>

Tools & Technologies

- **Prototyping & Design:** Figma, Canva, Unity (AR/VR prototyping), Adobe Premiere Pro.
- **Frontend Development:** HTML5, CSS3, JavaScript, C#, WordPress, Git/Github.
- **Data Visualization & Analytics:** Power BI, Apache superset, Tableau Public (basic), Google Data Studio.
- **Office & Collaboration Tools:** Microsoft Office Suite, Trello, google workspace.

Languages

English (Fluent),
Bengali (Native),
Norwegian (Basic)

Extra-curricular Activities

Playing Guitar
Podcast
YouTube Content Creation

References

1. Dr. Ilona Heldal
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2. Dr. Pietro Murano
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Relation: Master Thesis Supervisor