



EDUCATION

IDC School of Design, IIT Bombay

2019–

- PhD Student in Design
- Research on Fun, Game design, Ludic Forms, Player experiences, Gameplay Modelling

2016–2018

IDC School of Design, IIT Bombay

- M.Des in Interaction Design
- Projects in Design for Behaviour Change, Qualitative Research, and Interaction Design

2010–2014

National Institute of Technology, Surat

- B.Tech in Electrical Engineering
- Thesis project: HVDC Grid Dynamics under hybrid load
- Member of RoboCon team and BAJA Supra team

WORK EXPERIENCE

IDC School of Design, IIT Bombay

Teaching Assistant to Prof. Girish Dalvi

2019–

Tata Research, Design, and Development Center, Pune

Systems Engineer at Behavioural and Business Sciences (BBS),

2018–2019

IDC School of Design, IIT Bombay

Teaching Assistant to Prof. Ravi Poovaiah

2016-2018

IBM, Bangalore

Design Researcher, GTS Labs

2016

If!–the Art Cafe, Rajkot

Design Intern

2015-2016

Jayso Labs, Ahmedabad

Hardware Engineer for Oizom Environmental Monitoring

2014-2015

KEY PROJECTS

Blurring Boundaries

Online exhibition with Inlacks Foundation + Avid Learning

2020

Designer and developer of web-based art around attention economy

Design interventions to raise awareness about noise pollution

Design Project supervised by Prof. Girish Dalvi at IDC School of Design

2018

Designed and developed hardware interactions to encourage pro-environmental and pro-social behaviour towards sound generation activity.

Design interventions for changing hand washing behaviour Design Project, Prof. Girish Dalvi, IDC School of Design	2017
Designed and developed hardware based interactions to improve hand washing behaviour in domestic settings.	
Nature Embedded—NGMA Mumbai and Science City Kolkata Exhibition designed by Prof. Ravi Poovaiah, IDC School of Design	2018, 2020
Designed and developed hardware based interactions for art installations	
Brain Computing Interface for home automations Self-initiated, Self-sponsored	2014-2015
Developed the pipeline between BCI of Emotiv Epoc using Zigbee Protocol	
Prototyping of Air quality Data Collection Unit Jayso Labs for Oizom	2014-2015
Developed a sensor-controller interface for a hardware product to monitor indoor and outdoor air quality.	

PUBLICATIONS, PRESENTATIONS, TALKS, AND PANELS

Dhamelia, M. & Dalvi, G. (2021) Characterising Gameplay Experience in Abstract Board Games. ACM CHIPlay Doctoral Consortium	2021
Dhamelia, M. & Dalvi, G. (2021) Pleasures in Games: A Conceptual Analysis of Fun. In International Simulation and Gaming Association	2021
Dhamelia, M. & Dalvi, G. (2020) Player Experience: Design and Research. In Encyclopedia of Computer Games and Graphics	2020
Dhamelia, M., & Dalvi, G. (2019). Cultural domain analysis for soundscape assessment. In Smart Innovation, Systems and Technologies (Vol. 134).	2019
Sharma S, Mahamuni R, Lobo S, Das B, Hirom U, Verma R, Dhamelia M. Craft Change: Behaviour Progression Framework-Evaluation in Quasi Participatory Design Setting. LeNS Conference 2019	2019
Dhamelia, M., & Dalvi, G. (2018). NudgeEntrance: Domestic intervention to change hand washing behaviour. 2018 IEEE 6th International Conference on Serious Games and Applications for Health, SeGAH 2018.	2018
Bhat, G. K., Chandra, A., Dhamelia, M., Teketi, R., & Kadam, D. (2017). De-convolving migration methodology via detailed assessment and cognitive learning-Generating migration assessment report. 2017 IEEE International Conference on Cloud Computing in Emerging Markets (CCEM), 119-123.	2017

Vora, M., & Dhamelia, M. (2015). Load and Audio Visual Control using Brain Computer Interface. International Conference on Multidisciplinary Research & Practice, 1(7), 160–161.	2014
Exploring Cultural Notions of Fun. Dhamelia, M. & Dalvi, G. (2021) Affecting Game Spaces, The University of Edinburgh	2021 [Workshop]
Domains Overview of Game Design and Games Research. Srishti School of Design, Bangalore	2021 [Talk]
Homo Ludens and Design of Play. SIGCHI Mumbai Chapter, Monthly Meeting	2019 [Talk]
Techniques of maintaining online privacy and security . Hillhacks 2015, Tibetan Children Village, Dharmasala	2015 [Workshop]
Intel Ideathon, FabLab Ahmedabad, CEPT University	2014 [Hackathon organiser]
Hardware programming 101, as a part of Intel India Education Program for Asia International School Ahmedabad and DPS RK Puram, Delhi	2014-2015 [Workshop series]
Brain Computing Interfaces—Challenges and Opportunities, MakerFest 2015, CEPT University	2015 [Panelist]

SERVICES

Vice Chair (2019-2020)

SIGCHI Mumbai Student Chapter

Reviewer

Alt.CHI 2020

IndiaHCI 2020

Volunteer

ACM CHIPlay 2020

ACM NordiCHI 2020

IFIP Interact 2017

India HCI 2016

Hillhacks 2015

Academic Community Member

ACM SIGCHI: 2018–till date

DiGRA India: 2021–till date

RECENT AWARDS

iHacks + facebook hackathon at E-Summit, 2017