

Sandeep Athavale

Lead Scientist– Purposeful Games Research Group

Behavioral, Business & Social Sciences Research Area, TCS Research and Innovation

Education

- Phd Educational Game Design, Design School, IIT Bombay 2020

Research Interests

- Design of games with purpose such as education, wellbeing and behavior change
- Choice Architecture
- Future of work, learning and play

Patent Details

1. A TEACHING KIT AND METHOD TO DESIGN ONE OR MORE GAMES, 2020
2. Entangle – Board game for teaching Geometry, 2015

Publications:

Conference & Journal Publications , Book chapters, Books

1. Athavale, S., & Dalvi, G. (2020). *Endogen: Framework for Designing Endogenous Educational Games*. In *DiGRA Conference*.
2. Athavale, S., & Dalvi, G. (2019). Strategies for Endogenous Design of Educational Games. In *DiGRA Conference*.
3. Mohan, A., Athavale, S., & Chanda, S. (2019). Design Templates in Purposeful Games: A Case Study of a Creative Decision-Making Game. In *Research into Design for a Connected World* (pp. 109-115). Springer, Singapore.
4. Athavale, S., & Dalvi, G. (2018, May). A method to study purposeful game design process. In *2018 IEEE 6th International Conference on Serious Games and Applications for Health (SeGAH)* (pp. 1-8). IEEE.

5. Athavale, S., & Mohan, A. (2018). UNDERSTANDING GAME IDEATION THROUGH THE LENS OF CREATIVITY MODEL. In *DS 89: Proceedings of The Fifth International Conference on Design Creativity (ICDC 2018), University of Bath, Bath, UK* (pp. 176-182).
6. Athavale, S., & Agrawal, V. (2017, July). Bringing Game Design Models to Life. In *International Conference on Human-Computer Interaction* (pp. 3-20). Springer, Cham.
7. Athavale, S. (2016). RE-IMAGINING WORKPLACE LEARNING. In *EDULEARN16 Proceedings* (pp. 8972-8980). IATED.
8. Athavale, S., Johry, A., & Dalvi, G. (2015). CAN FUN AND PURPOSE COEXIST IN A LEARNING GAME? A CASE STUDY OF A NOVEL GEOMETRY LEARNING GAME. In *EDULEARN15 Proceedings* (pp. 2839-2848). IATED.
9. Athavale, S., & Singh, M. (2014, June). Modeling work-ethics spread in software organizations. In *Proceedings of the 7th International Workshop on Cooperative and Human Aspects of Software Engineering* (pp. 2-7).
10. Athavale, S., & Balaraman, V. (2013, May). Human Behavioral Modeling for Enhanced Software Project Management. In *7th International Conference on Software Engineering* (pp. 15-17). sn.

Others:

- NASSCOM Games Conference - Serious Games Panelist 2017, 2018
- Visiting Lecture NID Bangalore
- ICSE CHASE workshop coordinator 2014, 2015

Photo:

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