

Dilrukshi Gamage



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EXPERIENCE

2021 Apr–
Present

Post-doctoral Research Fellow at Tokyo Institute of Technology, Japan

- Working under Japanese government funded research project [CREST JST](#)
- Attached to the [Sasahara Labs](#) PI Prof. Kazutoshi Sasaraha – Computational Social Science, Human Computer Interactions, data analysis
- Understanding AI- Generated content Misinformation/ Disinformation Deepfake media detection, discourse and landscape analysis
- Conduct quantitative and qualitative research while using tools and technologies such as Gephi, Python, RStudio

2022 Sept–
2023 Sept

Affiliate at the Berkman Klein Centre (BKC) for Internet & Society at Harvard University

- As an [affiliate](#), conducting research/ workshops/ programs relating to socio-technological issues
- Leading projects relating to mitigating societal harm instigate through AI-generated content such as Deepfakes
- Coordinate on programs and research with the community at BKC for Internet and Society & Harvard University

2020 Oct –
Dec

Participant of Research Sprint at the Berkman Klein Centre (BKC) for Internet & Society at Harvard University

- [Worked as a participant researcher](#) for the [“Digital Ethics in Times of Crisis: COVID-19 and Access to Education and Learning Spaces”](#)
- Research Sprint hosted by the [Berkman Klein Center](#) in collaboration with the [Global Network of Internet & Society Centers](#) and under the patronage of the Federal President of Germany Frank-Walter Steinmeier.
- Productively collaborated with vibrant researchers across the globe, domain experts, and mentors at BKC to discuss core foundational issues at the intersection of ethics, digitization, and education during this time of crisis.

2018 Dec–
Present

Researcher / Member at Credibility Coalition (UX Group & Asia Group)

- [Credibility Coalition](#) is a research community that fosters collaborative approaches to understanding the veracity, quality and credibility of online information which is foundation of civil society
- I work in the UX group who lead by [Prof. Amy Zhang](#), from University of Washington – we research on credibility indicators, user experience in the internet and combating misinformation

2020 April –
2021 March

Member at Reproducible Research Oxford (RROx)

- [RROx](#) is Reproducible Network at the University of Oxford. A University wide initiative focused on advancing the open research agenda at Oxford. Its goal is to promote a coordinated approach to open scholarship and research reproducibility that extend to all disciplines.
- Since my visit to [Oxford-Berlin Summer School](#), I take part and occasionally lead the [Online study](#) group where communities of researchers meet 3 times a week, for [reproducible paper discussions](#), [statistical rethinking book club](#) and [computer skill book club](#)

2018 May –
2018 Aug

Research Collaboration

- Research experience working with [Mark Whiting](#), Post doc at [Stanford University](#) under advice of Prof [Michael Bernstein](#) at the HCI group [Stanford University](#)
- Worked on a research experiment collaborated with [Thomas Staubitzs](#) PhD student at HPI Germany on designing interventions to scale social presence in MOOCs

2018 Feb –
2018 May

Mozilla Open Leader

- Selected to a 14-weeks intense training program on open research practices by Mozilla Mentored by Athina Tzovara, Post doc Neuroscientist at UC Berkeley
- <https://mozilla.github.io/leadership-training/round-5/projects/#cohort-b>
- Collaboratively lead the project (Open Online Study Group) with Mark Whiting, Post doc at Stanford University
- Our project got featured in program among 100+ projects
- <https://medium.com/read-write-participate/adding-meaningful-connections-to-open-online-courses-4da41c89c5d1>

2015 Apr –
2018 Apr

Researcher at Stanford Worldwide Crowd Research Collective

- A crowdsourcing research project-initiated by Dr.[Rajan Vaish](#) and Prof. [Michael Bernstein](#) at [Stanford University](#).
- 1000+ worldwide researchers contribute in ideation, coding, designing and implementing an opensource crowdsourced marketplace 'Daemo' - <https://www.daemo.org/home>
- I played a key role DRing many initiatives inside the project on Crowd Governance structure, User research, User Experience Design. [Ranked to top 10](#) authors on the collective papers we publish in UIST, CSCW and HCOMP

2013 Feb –
Present

Co-Founder / Director / Consultant

- Co-founded a consultancy company with partner (in Life) who holds a PhD from UEC Japan
- We provide innovative technological solutions, Technology Optimizations, Technological (LTE, 5G, 3G, User Centered Design) training to local and international clients

EDUCATION

2015 Feb – 2021
Jun

Ph.D. | University of Moratuwa, Sri Lanka

- Thesis title – Improving effectiveness of MOOCs to meet 21st century skills
- Worked on digital social systems, informal/formal learning communities to improve interactions and collaboration by building **trust** and **facilitation**
- Thesis focus – MOOCs, HCI and computational social science
- Featured in the university web – https://uom.lk/convocation_2021/SD_Gamage

2010 Jun –
2012 Jun

M.Sc. | Sri Lanka Institute of Information Technology (SLIIT), Sri Lanka

- Majoring Information Technology (IT) completed with **Distinction** GPA 3.63/4.0

2001-2005

B.Sc. (Hons) | Sri Lanka Institute of Information Technology (SLIIT), Sri Lanka

Majoring Information Technology (IT)

HONORS / AWARDS / TRAVEL GRANTS

2020 Nov

digital futures

Future Digileaders 2020 | Stockholm Sweden

- [Early career researcher fellowship for women](#)
- The event is a part of the Digitalize in Stockholm, an annual conference and meeting place for global thought leaders and rising stars engaged in transformation through digitalization in academia, industry, government and civil society

2020 Oct



Rising Stars 2020 Academic Career Workshop for Women in EECS | UC Berkeley

- [Rising Stars](#) is an intensive workshop aimed at increasing the numbers of women interested in pursuing academic careers in computer science, computer engineering and electrical engineering.
- The annual event was launched at the Massachusetts Institute of Technology in 2012 and previously hosted by UC Berkeley in 2014.
- Participants are selected based on academic excellence, interest in a faculty career in the EECS discipline, and commitment to advancing equity and inclusion.

2020 Apr



ACM SIGCHI Gary Marsden student development fund Grant | Hawaii USA

- A Competitive grant provided for global south based excellent student records and I received the funds to take part in CHI2020 (due to COVID-19- redirect for CHI2021)

2019 Apr
Aug
Nov



ACM SIGCHI Travel Grant | IIT Bombay India | Dhaka Bangladesh | Osaka Japan

- A Competitive travel grant provided for excellent student records to take part in Summer/Winter schools organize by SIGCHI






2019 Sep



Oxford Berlin Summer School placement and travel Grant | Oxford University UK

- A placement in the summer school and travel grant to take part of the program to learn about open research practices and graduate studies skills

2019 Jun		<p>European Association of Technology Enhanced Learning – EATEL summer school Scholarship Bari Italy</p> <ul style="list-style-type: none"> - Summer School on Technology Enhanced Learning (TEL) is an event brings together each year 80 to 100 researchers, including about 50 PhD candidates and provides a stimulating learning environment where participants get opportunities to: develop research skills, increase their knowledge base, collaborate with others in their own and complementary research areas, engage in debate, have access to experts in the field, and discuss their own work - I was selected to the summer school including the scholarship to attend the program where I had opportunity learn from subject experts and collaborate
2018 Sep		<p>Grace Hopper Conference (GHC) Scholarship Award Houston USA</p> <ul style="list-style-type: none"> - Scholarship awarded based on rigorous review process through 9000+ applications and select only ~15% gets a chance
2018 May		<p>IEEE Women in Engineering Leadership Conference Scholarship California USA</p> <ul style="list-style-type: none"> - Scholarship is awarded based on dedication and contributions to the Women in tech activities and usually 1000+ applicants compete for it [this is my second time to win this award, which is not common]
2018 Apr		<p>Global Open Education Graduate Network (GO-GN) Fellowship Delft Netherlands</p> <ul style="list-style-type: none"> - Selected from 100+ application to attend Global Open Education Conference and GO-GN workshop on open research practices ~20 applicants were selected based on research practices academic performances
2017 Sep		<p>Young Researcher at Heidelberg Laureate forum Heidelberg Germany</p> <ul style="list-style-type: none"> - Selected based on academic, research and leadership performances. Usually 1000+ applicants compete and only 200 get selected the program, further, honored to receive the financial grant where only few get selected among 200 - Were exposed to learn and mentored by great scientists who are Nobel prize winners, ACM Turning award winners i, e Martin Hellman Public Key Cryptography, Jeff Dean Google Brain
2017 Aug		<p>Google WTM scholarship Google APAC – South Korea</p> <ul style="list-style-type: none"> - AKA Anita Borg Scholarship, grants to women in computer science who demonstrate higher performances in academic, research and leadership with great potentials - A very competitive scholarship provided by Google
2017 Aug		<p>Asia Pacific Computer Science Education Foundation Merit Scholarship IIT Mumbai</p> <ul style="list-style-type: none"> - Out of 100+ applications my doctoral paper got accepted for scholarship to attend ICCE Conference hosted by IIT Mumbai

- 2017 Jun  **National Research Council (NRC) Grant**
- Selected the research project and awarded 1.5MN LKR grant by the NRC to improve the MOOC effectiveness
- 2017 May  **IEEE Women in Engineering Leadership Conference Scholarship | California USA**
- Scholarship is awarded based on dedication and contributions to the Women in tech activities and usually 1000+ applicants compete for it <http://ieee-wie-ilc.org/change-makers/>
- 2017 Apr  **Smart@work Human Computer Interaction spring school fellowship 2017 | Dresden Germany**
- Selected based on academic, research and leadership demonstrations. Only 22 selected around the world to interact with other researchers at TU Dresden University, Germany
 - <http://smartatwork.org/>
- 2016 Sep  **ACM Richard Tapia Diversity in Computing Scholarship | Austin USA**
- Selected among 1500+ applicants around the world to attend to the conference which embrace the diversity of Computing
 - Selected to present the PhD research, only 179 students got selected to scholarship with 10 Graduate presentation
- 2014 Nov  **ACM – W Scholarship | Nara Japan**
- One-time scholarship offered by ACM women based on academic, research and leadership performance. A Competitive scholarship which only offered to student who demonstrate higher academic, research and leadership skills

PROJECTS

- 2015 Sep – 2015 Dec **Digital Internship – Alpha Project with London Taxi Company**
- Selected out of 250 applicants to work on business strategy and envision the future of the taxi industry
 - Worked with 20 highly skilled global team stargazing new business model's product design
 - <https://www.thecge.net/first-alpha-team-presents-to-the-london-taxi-company/>
- 2014 Apr – 2014 Aug **Teach2Learn MIT IDEA's Global Challenge**
- I worked as a User researcher UX designer for a newly built platform based on an effective teaching pedagogy
 - The project was handled by a MIT Sloan MBA student- Jerry Chang. I collaborated with him through the MIT IDEAS challenge portal and assist to improve the design ideas, market research, ethnographic studies, user research to the product

2012 April – Present

21st century MOOC learner -Personal project

- I have been an enthusiastic lifelong learner, taking MOOCs from 7 different platforms to observe interactions, gathering learning experiences and working to fill the skill gap.
- So far completed 50+ MOOCs
- <http://www.bit.ly/dilrukshigamage>

PROFESSIONAL SERVICES/ VOLUNTEERING

2019 Dec – 2021 Dec

Founder/ Chairperson, Colombo ACM SIGCHI Chapter

- After interacting with the Special Interest Group for Computer-Human Interaction global (www.sigchi.org), worked towards establishing a chapter in Sri Lanka where many HCI researchers can work towards promoting this under represented subject
- Lead many initiatives collaboration with International and local HCI professionals

2020 Apr – 2021 Mar

Diversity and Inclusion Committee – Society of Learning Analytics Research (SoLAR)

- <https://www.solaresearch.org/>

2019-2020

ACM SIGCHI Diversity and Inclusion team – Geography and Inclusion

- Committee member ACM SIGCHI Inclusion Innovator Programs Geographic Inclusion Issues Team

2018 May – 2021 May

Main program committee IEEE Women in Engineering (WIE) International Leadership Conference ILC2019, ILC2020 ILC2021, USA

- Usually, 1000+ participants from 100+ countries attend <http://ieeewie-ilc.org/>

2018 Feb – 2018 Dec

Conference Secretary 6th IEEE Region 10 Humanitarian Technology Conference 2018 Colombo, Sri Lanka

- 100+ participants from 15+ countries

2018 Feb – 2019 Feb

Secretary for IEEE Sri Lanka Section

- <http://ieeelk/executive-committee-2018/>

2016 Feb – 2019 Feb

IEEE SL executive committee / IEEE Women Engineering Organizing committee

- Co-organized 5+ conferences, 10+ workshops and 13+ leadership development programs
- lead many projects with volunteering 3-4 working hours per week leading student and professional teams of 1000+

ACADEMIC SERVICE / REVIEWING

2020-2023

Program Committee

Associate Chair (AC) for ACM CSCW – Top rank HCI conference

- <https://cscw.acm.org/2021/index.php/papers/>

2021-2023

Associate Chair (AC) for ACM CHI – Sub Committee Learning Education and Family

<https://chi2022.acm.org/for-authors/presenting/papers/selecting-a-subcommittee/#learning>

2019-2021

Associate Chair (AC) ACM CHI Late Breaking work (LBW)

- Served in CHI2021 / CHI2020 / CHI2019
- ~ 3500+ submissions Acceptance rate 23%

2021

Program Committee at 26th ACM Annual Conference on Innovation and Technology in Computer Science Education ITiCSE 2021– Germany

2021

International Track – Europe MOOC 2021

2017 – Present

GHC Program Committee Member

- Session chair at Grace Hopper Conference HCI track
- GHC2017, 2018, 2019, 2020,2021

2020- Present

Reviewed British Journal of Educational Technology (BJET) impact factor >2.0

2018 – Present

Reviewed Elsevier Computers & Education Journal Impact factor 5.0 (highest)

2017 – Present

Reviewed Open Access Journal IRROLD Impact factor 2.0

2017 – Present

Reviewed Computer Applications in Engineering Education impact Factor> 2.0

2016 – Present

Reviewed Open Access Springer Journal

- <https://telrp.springeropen.com/reviewer-acknowledgement-list-2016->
- All journal reviews can be found <https://publons.com/researcher/1596215/dilrukshi-gamage/peer-review/>

Conference Reviews

2016 – Present

Reviewer for top tier ACM conferences

- CHI 2018,2019, 2020, 2021,2022
- CSCW 2017, 2019, 2020, 2021,2022
- DIS2017, 2018
- UIST 2016,2017
- CSCL2019
- Computer Ed 2019

2018- Present

Reviewer for IEEE Education Society Conference

- IEEE TALE 2018, 2019, 2020
- IEEE EduCon 2018

PUBLICATIONS

Google Scholar Profile - <https://scholar.google.ca/citations?user=WCvk2EoAAAAJ&hl=en>

Conference proceedings

2022

Gamage, D., Ghasiya, P., Bonagiri, K., Whiting, M., & Sasahara, K. (2022). Are Deepfakes Concerning? Analyzing Conversations of Deepfakes on Reddit and Exploring Societal Implications. CHI Conference on Human Factors in Computing Systems (**CHI 2022**), New Oreland, USA

2021

Gamage, D., Chen, J., & Sasahara, K. (2021). The Emergence of Deepfakes and its Societal Implications: A Systematic Review. **TTO 2021**, 28. truthandtrustonline.com

2020

Gamage, D., & Whiting, M. E. (2021, May). Together we learn better: leveraging communities of practice for MOOC learners. In **Asian CHI Symposium 2021** (pp. 28-33), at **CHI2021**, Yokohama, Japan [**BEST PAPER AWARD**]

2020

Gamage, D. (2021, May). Scaffolding Social Presence in MOOCs. In **Asian CHI Symposium 2021** (pp. 140-145), at **CHI2021**, Yokohama, Japan

2018

Gamage D, Whiting M , Perera I, Fernando S (2018,December) ," Improving Feedback and Discussion in MOOC Peer Assessment Using Introduced Peers ", in IEEE Region 10 Technology Education Conference (**TALE2018**), Sydney, Australia

2018

Gamage D, Perera I, Fernando S (2018, April) ,"Increasing Interactivity and Collaborativeness in MOOCs using Facilitated Groups: A Pedagogical Solution to meet 21st century goals", in IEEE Education Conference (**EDUCON2018**), Tenerife, Spain

- 2016 **Gamage D**, Fernando S, Perera I (2016, March) ," MOOCs to provide 21st century skills: Learners Perspective ", in 10th annual International Technology Education and Development Conference (**IEATED,2016**), Valencia, Spain
- 2016 **Gamage D**, Fernando S, Perera I (2016, March) ," Evaluating effectiveness of MOOCs using empirical tools: learners perspective", in 10th annual International Technology Education and Development Conference,(**IEATED,2016**), Valencia, Spain
- 2015 **Gamage D**, Fernando S, Perera I(2015, April) ,"Effectiveness of eLearning : Grounded theory approach", in IEEE Moratuwa Engineering Research Conference (**Mercon2015**) Katubedda, Sri Lanka
- 2015 **Gamage D**, Fernando S, Perera I (2015, August) ,"Quality of MOOCs: A review of literature on effectiveness and quality aspects ", in 8th IEEE International conference of Ubi-Media Computing, (**U-Media, 2015**) Colombo, Sri Lanka
- 2015 **Gamage D**, Fernando S, Perera I (2015, August) ,"A Framework to Analyze effectiveness of eLearning in MOOC: Learners Perspective", in 8th IEEE International conference of Ubi-Media Computing, (**U-Media, 2015**) Colombo, Sri Lanka
- 2015 **Gamage D**, Fernando S, Perera I (2015, August) ,"Factors leading to an effective MOOC from participants perspective ", in 8th IEEE International conference of Ubi-Media Computing,(**U-Media, 2015**) Colombo, Sri Lanka **[BEST PAPER AWARD]**
- 2017 Whiting, M. E., **Gamage, D.**, Gaikwad, S. N. S., Gilbee, A., Goyal, S., Ballav, A., ... & Sarma, T. S. (2017, February). Crowd Guilds: Worker-led Reputation and Feedback on Crowdsourcing Platforms. In Proceedings of the 2017 ACM Conference on Computer Supported Cooperative Work and Social Computing (**CSCW,2017**) (pp. 1902-1913). ACM. USA
- 2016 Gaikwad, S. N. S., Morina, D., Ginzberg, A., Mullings, C., Goyal, S., **Gamage, D.**, & Ziulkoski, K. (2016, October). Boomerang: Rebounding the consequences of reputation feedback on crowdsourcing platforms. In Proceedings of the 29th Annual Symposium on User Interface Software and Technology (**UIST 2016**) (pp. 625-637). ACM. Japan

Journal Papers

- 2021 **Gamage, D**, Whiting M, Staubitz T (2021), Peer Reviews in MOOCs: A Systematic Literature Review, Special Issue - Re-imagining Assessment in Online and Distributed Learning, Distance Education [Impact factor >2.0 Journal Indexed in Web of Science, Scopus]
- 2020 **Gamage, D.**, Fernando, S., & Perera, I.(2020). MOOCs lack interactivity and collaboratives: Evaluating MOOC platform, International Journal of Engineering Pedagogy (iJEP), Vol 10 No 2, (pp. 94-111) [Open Access Journal Indexed in Web of Science, Scopus]
- 2020 **Gamage, D.**, Fernando, S., & Perera, I.(2020). Exploring MOOC user behaviors beyond platforms, International Journal of Emerging Technologies in Learning (iJET), Vol 15 No 8, (pp. 161-179) [Open Access Journal Indexed in Web of Science, Scopus]
- 2014 **Gamage, D.**, Fernando, S., & Perera, I. (2014). Factors affecting to effective eLearning: Learners Perspective. Scientific Research Journal (SCIRJ), 2(5), 42-48 [Open Access Journal]

Book Chapters

- 2021 **Gamage, D.**, Chen, J., Ghasiya, P & Sasahara, K. (2021) Deepfakes and Society: What lies ahead? Frontiers in Fake Media Generation and Detection, Springer
- 2016 **Gamage, D.**, Fernando, S., & Perera, I. (2016). To MOOC or Not to MOOC, That Is the Problem: A Learner's Perspective. In Revolutionizing Modern Education through Meaningful E-Learning Implementation (pp. 131-148). IGI Global

Journal Edits

- 2022 Frontiers in Education - [A Paradigm Shift in Designing Education Technology for Online Learning: Opportunities and Challenges](#), D. Gamage, Jose A. Ruiperez Valiente, Justin Reich
PLOSONE editorial board

Extended Abstracts

- 2022 **Gamage D**, Sasahara K (2022), Analyzing conversations about deepfakes in Reddit and Twitter, In Extended Abstracts of the 8th International Conference on Computational Social Science (**IC2S2 2022**), Chicago, USA
- 2022 **Gamage D** , Stomber, J, Jahanbakhsh, F, Skeet, B, Shahe, G. K(2022, May), Designing Credibility Tools To Combat Mis/Disinformation: A Human-Centered Approach, In Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems (**CHI2022**), New Oreland, USA
- 2022 Cannanure, V.K., Rivera-Loaiza,C, Prabhakar, A.S, D., Prabhakar, A.S., Varanasi, R. A., Tuli, A., **Gamage, D.**, Noor, F.,Karusala, N., Nemer, D, Das, D, Dray, S., Sturm , C., Kumar, N. (2022, May)). HCI Across Borders: Navigating Shifting Borders at CHI. In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (**CHI2022**), New Oreland, USA
- 2022 Søndergaard, M.L, Kannabiran, K., Chopra, S., Woytuk, N. C., **Gamage, D.**, Alabdulqader, E., McKinnon, H., Winschiers-Theophilus, H., Bardzell, S., (2022, May) Feminist Voices about Ecological Issues in HCI, In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (**CHI2022**), New Oreland, USA
- 2021 Cannanure, V.K., **Gamage, D.** Sturm, C, Winschiers-Theophilus, H., Maestre, J. F., Karusala, N., Reynolds-Cuéllar, P., Kumar, N. (2021, April). Decolonizing Education in HCI Across Borders. In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (**CHI2021**), Yokohama, Japan
- 2021 Tedjasaputra, A, Samson,B P S, Ghazali,M., Sari,E, Sarcar,S., **Gamage, D** (2021, April) Asian CHI Symposium: HCI Research from Asia and Asian Context and Cultures, In proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (**CHI2021**), Yokohama, Japan
- 2021 Jain,p., Ibtasam,S., Sharma, S., Bhattacharya,N., Tuli, A., **Gamage, D.**, Jain,D.,(2021, April) , From the Margins to the Centre: Defining New Mission and Vison for HCI Research in South Asia, In proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (**CHI2021**), Yokohama, Japan
- 2020 Kumar, N., Cannanure, V.K., **Gamage, D.**, Prabhakar, A.S., Sturm, C., Loaiza, C.R., Sable, D., Bhuiyan, M.M. and Moreno Rocha, M.A., (2020, April). HCI Across Borders and Sustainable Development Goals. In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (**CHI2020**), Hawaii, USA
- 2020 Jain, P., Balkrishan, D., Sarcar, S., **Gamage, D.**, Tulaskar, R., Shahid, S., Ahmed, N. (2021, November) Teaching HCI in South Asia: Designing inclusive HCI Curriculum, 11th edition of the Indian conference series on Human-Computer Interaction (HCI) Design and Research (**IndiaHCI2020**), India
- 2017 **Gamage, D.**, Whiting, M. E., Rajapakshe, T., Thilakarathne, H., Perera, I., & Fernando, S. (2017, April). Improving Assessment on MOOCs Through Peer Identification and Aligned Incentives. In Proceedings of the Fourth (2017) ACM Conference on **Learning@ Scale** (pp. 315-318). ACM. USA

- 2016 **Gamage D**, Fernando S, Perera I (2016, November) ,"What do star rates for MOOCs tell you? An analysis of pedagogy and review rates to identify effective pedagogical model", in 24th International Conference on Computer Education (ICCE2016), IIT, Mumbai, India
- 2015 Gaikwad, S. N., Morina, D., Nistala, R., Agarwal, M., Cossette, A., Bhanu, R., **Gamage, D** & Mithal, A. (2015, November). Daemo: A self-governed crowdsourcing marketplace. In Adjunct Proceedings of the 28th Annual ACM Symposium on User Interface Software & Technology (**UIST2015**) (pp. 101-102). ACM. USA
- 2014 **Gamage D**, Fernando S, Perera I (2014, November) Effective eLearning through MOOC: Lessons learnt in selecting a MOOC (ICCE 2014), Nara, Japan

SKILLS

- Human Computer Interaction/ User research/ User experience / Design thinking / Interaction Design / Prototype
- Education Technology
- Data Science/ R / Python / Social Network Analysis – Gephi/ Epistemic Analysis - ENA
- Open research practices OSF/ Github/ Jupyter Notebooks
- Quantitative and Qualitative research study design
- Ability to learn new skills under pressure in short time with diverse groups
- Special skills to work and facilitate dynamic teams in online environments while being super productive (90% of work I have done has been online and with multinational groups)

REFERENCE

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