

Bharath M. Palavalli

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Experience

Co-founder,
February 2012 - till date.

Fields of View,
Bangalore.

Founding member of the non-profit organisation, administrative duties include management and daily operations of the organisation. Recruiting and mentoring researchers for the organisation.

Use of gaming, simulation, and agent based modelling to help improve policy-making.

Prepare and maintain organisational budgets.

Research Engineer,
July 2009 - December 2011.

Center for Study of Science,
Technology and Policy, Bangalore.

Use of gaming, simulation, and agent based modelling to understand complex adaptive systems in the area of soft and hard infrastructures.

Involved in the process of organising workshops, conferences and helping with maintenance of the lab. Duties include managing junior staff and mentoring students from the Master's and Undergraduate courses.

Prepare project proposals and project plans for the life time of the project.

Research Associate,
May 2009 - April 2010.

International Institute of
Information Technology, Bangalore.

Understanding the spatial impacts of information and communications technologies to undertake comparative studies of the ICT industry.

Intern,
January 2009 - June 2009.

Center for Study of Science,
Technology and Policy, Bangalore.

Use of simulation and modelling to understand urban growth, agricultural supply chains and energy trading.

Teaching Assistant,
July 2008 - December 2008.

International Institute of
Information Technology, Bangalore.

*Consultant to the Department of Electronics and Information Technology (DeITY), Government of India for the National Information Infrastructure 2.0 Report.
August 2013 - December 2013.*

Areas of Interest

Serious Games, Game Design, Game theory, Agent-based modelling, Complex Adaptive Systems, Graph Theory, Distributed Indexing and Storage, Information Retrieval, Information Communication Technologies and their effects.

Publications

Workshops, Seminars and Conference Presentations

Bharath M. Palavalli, “Tools for planning and management”, Facilitator and Trainer at *Training Programme for Sub-National Planning Officers*, organised by United Nations Development Programme (UNDP), Japan International Co-operation Agency (JICA) and National Planning Department, Sri Lanka. 2016.

Bharath M. Palavalli, “Fresh Agendas for Policy”, Panelist and Workshop at *Becoming Smart about Settlements: Policy, Planning, Governance and the Urban Challenge in India, 3rd Built Environment Symposium*, organised by Aga Khan Planning and Building Service, India and Centre for Urban Policy and Governance, School of Habitat Studies, TISS (Mumbai), India. 2016.

Bharath M. Palavalli, “Games and Simulations for Policymaking”, Panelist and Workshop at *#2030NOW: Foresight and Innovations Summit for Sustainable Human Development*, organised by United Nations Development Programme (UNDP) and the Ministry of National Policies and Economic Affairs, together with the Ministry of Science, Technology, Sri Lanka. 2016.

Bharath M. Palavalli, one week module on game design, “Unpack Play” at National Institute of Design, Bangalore. 2016.

Bharath M. Palavalli, “Designing for Smart Cities”, Keynote Speaker and Workshop at *Lab of Labs*, at Design & The City organised by Amsterdam University of Applied Sciences, Amsterdam, Netherlands. 2016.

Bharath M. Palavalli, Panelist, “The top-down, bottom-up smart city” at *Design Public* organised by Center for Knowledge Societies, New Delhi. 2015.

Bharath M. Palavalli, two day workshop, “Play to understand” at *OF GAMES III* organised by Khoj International Artists’ Association, New Delhi. 2015.

Bharath M. Palavalli, two day workshop, “Learning in games” at Center for Environment and Education, Ahmedabad. 2015.

Bharath M. Palavalli, one week module on game design, “Unpack Play” at National Institute of Design, Bangalore. 2015.

Bharath M. Palavalli, two day workshop, “Designing games” at *State Machines* organised by Pearl Academy,

Jaipur. 2015.

Bharath M. Palavalli, “Data as an Actor: The questions we do not ask”, Keynote Speaker at *Data City, Open City, Our City*, at German Indian Conference organised by MOD and TU Berlin, TU Berlin, Germany, 2014.

Bharath M. Palavalli, two day workshop, “Play and games: designing for balance.” at *OF GAMES II* organised by Khoj International Artists’ Association, New Delhi. July, 2014.

Bharath M. Palavalli, two day workshop, “Designing games: Seriously” at *OF GAMES* organised by Khoj International Artists’ Association, New Delhi. August, 2013.

Bharath M. Palavalli, “Geospatial Interoperability for Disaster Management using a multi-agent simulation”. NRDMS, Department of Science and Technology, New Delhi. 27 November, 2012.

Bharath M. Palavalli, “Urban Evolution: Case of Bangalore ” at *Urban Prototyping Model & Integrated Resource Model*, NUS, School of Design and Environment with Prof. Eswaran Subrahmanian, CMU organised by Ecological Sequestration Trust in NUS, Singapore. 3 May, 2012.

Bharath M. Palavalli, “Communication Protocol Game” at *International Simulation and Gaming Association Conference* organised by ISAGA in Warsaw, Poland. 11 July, 2011.

Projects

Fields of View, Bangalore

Levers of change: A journey toward sustainability

March 2016 - till date, Language/Framework/Tools: R, HTML, Netlogo

Role: PI

The Inclusive Wealth Index was released in 2012 as an index that combines produced capital, human capital and natural capital. The game is a training tool for policymakers, politicians, educators and economists to understand the country’s growth in GDP with long-term sustainability and the changes when IWI is used as a metric.

Remote handling and operation of robotic arm using gaming engines

March 2016 - till date, Framework/Tools: Unity

Role: PI

The aim of the project is to prepare and create virtual interfaces that will allow remote operation of robotic arm for the Steady State Superconducting Tokamak using a game environment. Levels or modules will be designed to highlight the complexities of the operation and maintenance of the system.

Sustainable livelihoods and socio-economics mobility in slums

October 2014 - till date, Languages/Framework/Tools: Java, Netlogo, R

Role: PI

The aim is to understand the dynamics of poverty in the case of slum dwellers and to use modelling and simulation to explore the possibilities of sustainable livelihoods and map the quality of life in the urban context.

Information Standards for Disaster Management

January 2013 - till date, Languages: Java

Role: PI

Multiple agencies are involved in disaster response. This requires a lot of coordination and exchange of information. This data is predominantly spatial in nature and is often collected by different sources using different methods, and is stored differently. To respond to the disasters effectively, it is important that certain protocols and standards are adhered to. We propose to use a multi-agent system to aid decision makers by deriving standards for geo-spatial interoperability.

Alternative narrative of the slum journey

January 2013 - till date, Languages/Framework/Tools: Java, Netlogo, R

Role: PI

If one needs to understand the constantly changing urban system, a critical examination of urban slums and their characteristics is very important. The nature of these settlements is hardly constant, and moves along different trajectories economically, spatially and socially. But the traditional approach to study slums has been unable to completely capture these transitions. In this project we plan to use generative techniques such as agent-based simulations to study these transitions to help identify the parameters that influence them.

Smart Campus

August 2012 - till date, Languages: Java

Role: PI

The aim is to address the problem of managing resources (energy, water, waste etc.) and services in a campus in an effective, sustainable and reliable manner, while making sure comfort of the users is not compromised. We are developing a simulation tool capable of testing different scenarios to help identify potential resource saving strategies in campuses with existing infrastructure.

Operation and maintenance of an in-vessel robotic arm

August 2012 - August 2013, Framework/Tools: UDK

Role: PI

The aim of the project is to train scientists and technicians to operate and maintain a robotic arm for the Steady State Superconducting Tokamak. This will be created using a game-based environment. Levels or modules will be designed to highlight the complexities of the operation and maintenance of the system.

*Center for Study of Science, Technology and Policy (CSTEP), Bangalore**Communication Protocol Game* (July 2010 - December 2011, Paper-based game)

The game aims to understand information flows and the command and control hierarchy within agencies that interact during a disaster. The game helps dissect the structure which then provides a means to design communication protocols and test the effectiveness of communication channels.

Energy Game (December 2009 - December 2011, Paper-based game)

A game to understand the challenges in the form of high demand for energy, the push for the use of expensive clean energy sources in India. Co-operation and information sharing are concepts that have been taught using the game. This game was used as an exemplar to highlight the use of *gaming* for policy analysis.

Semi-perishable Goods Supply Chain (May 2009 - December 2011, Languages/Frameworks/Tools/Games:

Java, JADE, Flash, Games)

Agent based model and game of the agricultural supply chain in India. The model simulates the agricultural supply chains for semi perishable goods in India, and builds a game on top of the same simulation.

Professional Activities

Instructor, Introduction to Gaming Simulations, One Week Graduate Module, NID-Bangalore, 2016.

Jury Member, UNESCO MGIEP Gaming Challenge, 2015.

Instructor, Introduction to Gaming Simulations, One Week Graduate Module, NID-Bangalore, 2015.

Jury Member, United Nations Alliance of Civilizations, 2014.

Instructor (with Profs. Dinesh Jayagopi and Sebastiaan Meijer),
Introduction to Gaming Simulations, Graduate Course, IIIT-B, Fall semester, 2014.

Reviewer, Games + Learning + Society Conference 10.0, 2014.

Jury Member, United Nations Alliance of Civilizations, 2013.

Reviewer, Games + Learning + Society Conference 9.0, 2013.

Member, International Simulation and Gaming Association, 2011 - 2012.

Reviewer, International Conference on Green Computing, Greece, July, 2010.

Reviewer, International Conference on Infrastructure Systems, India, December, 2009.

Education

Master of Technology, Information Technology (2007 - 2009), International Institute of Information Technology, Bangalore.

Bachelor of Engineering, Computer Science (2003 - 2007), R.N.S Institute of Technology, Bangalore.

Personal Information

Date of Birth: 11th January, 1985.

Languages Known: English, Kannada, Telugu, Hindi.

References available upon request.

Last updated: March 1, 2017

<http://www.bharathpalavalli.com/cv.pdf>