

PLACEMENT BROCHURE 2020-2021



WHO WE ARE

Master of Science (Digital Society) a unique interdisciplinary postgraduate program at the intersection of information technology and social sciences for students from diverse disciplinary

Our system encourages critical thinking and innovative, holistic approach to technology.



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About IIITB

The International Institute of Information
Technology Bangalore, a Deemed University,
popularly known as IIIT-B, was established in 1999
with a vision to contribute to the IT world by
focusing on education and research,
entrepreneurship and innovation. The Institute is
a registered not-for-profit society funded jointly
by the Government of Karnataka and the IT
industry.

Since its inception, IIIT Bangalore, with its unique model of education, research, and industry interaction, has grown in stature to become an institution of considerable repute in academic as well as corporate circles. The Institute works in partnership with the corporate sector, while retaining the freedom of an academic institution. It is inspired by other renowned institutions, and also strives to emulate an academic culture that is on par with the best international institutions.





ABOUT THE PROGRAM

The Master of Science (Digital Society) program aims to create a group of professional practitioners and researchers who possess a nuanced, holistic and multi-dimensional understanding of today's information age. It seeks to provide a rigorous and broad-based training in the design and development of digital technologies, management of complex digital systems and formulation of policy measures to address the challenges in deploying them at scale.

The program provides an inter-disciplinary training that draws from computer science & engineering, data science, design, management, economics, sociology, political science and information science. Structured as a combination of coursework and an internship/thesis, the program allows students to build a foundation for careers in the government, the corporate world, policy advocacy, academia and social enterprises.



CURRICULUM

The Digital Society program provides rigorous and broad-based training in the design and development of digital technologies, issues pertaining to the management of complex digital systems and the policy challenges of deploying them. The courses in this program provides students an understanding of technology fundamentals and a constructive critical lens to analyse how digital technologies work in the social world.

The program is designed to offer students theoretical foundations in research which also incorporates project-based learning. In the last semester of the 2-year program, students can work towards a thesis or pursue an internship to gain a domain-specific understanding of the technology-society interface.

CORE COURSES

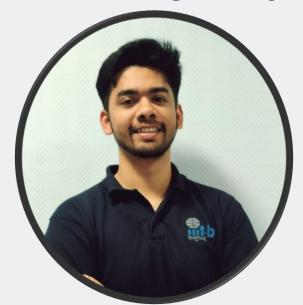
The following are the list of courses that all students are required to undertake during the first two semesters of the program.

- . HUMAN COMPUTER INTERACTION
- APPLICATION DEVELOPMENT FOR CONNECTED SOCIETY
- DIGITAL COMPONENTS OF A CONNECTED SOCIETY
- RESEARCH METHODS
- SOCIAL COMPLEXITY AND SYSTEM THINKING
- ICT POLICY AND REGULATION
- TECHNOLOGY AND SOCIETY
- TECHNOLOGY AND DEVELOPMENT

ELECTIVE COURSES

The Program also allows the students to take elective courses to help them specialize in their area of interest. Though the electives of students may vary as per their interests, the number of electives per semester remains the same.

- CYBERSECURITY
- ENTERPRISE SOFTWARE DEVELOPMENT
- GEOGRAPHIC INFORMATION SYSTEMS
- DATA VISUALIZATION
- DYNAMICS OF THE IT INDUSTRY
- TECHNO-ECONOMICS OF NETWORKS
- PRIVACY IN DIGITAL AGE
- ADVANCED QUALITATIVE RESEARCH METHODS
- ADVANCED QUANTITATIVE RESEARCH METHODS AND PUBLIC POLICY
- NEWS LITERACY IN DIGITAL AGE
- SMART CITIES
- HISTORY OF IDEAS
- E-GOVERNANCE APPLICATION DESIGN



AKSHAY SARFARE BE (MECHANICAL)

EXPERIENCE: 16 MONTHS

AREAS OF INTEREST

- · UX DESIGN
- UX RESEARCH

PROJECTS

Trauma app for NIMHANS

Designed a web application for doctors at NIMHANS to capture a patient's diagnostic data efficiently and to digitize the process. The process involves user study and then designing wireframes for development.

Remote Product Design role for Listen2it
Conducted user studies and used those
insights to design a SaaS platform that
helps convert your blog into audio,
podcasts & playlists. The user studies
include conduction user interviews
remotely followed by coding of data.
The tools used during this project include
Figma and Balsamiq.



BSc (IT)

EXPERIENCE: 36 MONTHS

AREAS OF INTEREST

- DATA ANALYTICS AND VISUALIZATION
- USER RESEARCH
- · WEB DESIGN

PROJECTS

Research Internship at IIIT-Bangalore (6-months)

In this research work, statecharts are being used as formal notation to create library of real scale models. These models will be used in developing tools and techniques which will help in automated verification of statecharts for web applications.

Interactive Visualization of Statistical Documents

Focusing on the "Handbook of Fisheries Statistics 2018" by the Dept. of Fisheries, India, we communicated the data (tabular and statistical data) effectively using interactive and narrative visualization using Tableau.

User Study on understanding the role of Food Delivery Applications (FDA) at IIIT-Bangalore Conducted qualitative research within the campus of IIIT-Bangalore and studied FDA pattern among the students. Developed a prototype using AdobeXD in which the users can compare the price of different meals in different application



KEERTHANA P GIRIJAN BSc (COMP. SCI.)

AREAS OF INTEREST

- CORPORATE SOCIAL RESPONSIBILITY (CSR)
- USER RESEARCH
- QUALITATIVE RESEARCH

PROJECTS

CSR at Givaudan (6 months internship)

Visited the fields (Bangalore) where the CSR projects are carried out to recommend variables with which the impact of the CSR program can be measured better and to devise a reporting dashboard with the major impact and financial variables. Additionally, worked on the employment engagement activities and proposed a few potential partners for the upcoming CSR projects of the company.

User Research at IIIT-B

Conducted qualitative research in IIIT-B and studied the FDA usage pattern among the students. Developed lo-fi and hi-fi prototypes which enables easier comparison of costs between two or more food delivery applications.

Critical gap analysis of demand and supply of MGNREGA works

Analysed data using R to examine if there is a divide existing between the demand and supply of MGNREGA works and found out the major variables contributing to the divide. Also, provided policy recommendations based on the analysis.



NIBIN MATHEW
BA (ENGLISH LIT.)

EXPERIENCE: 36 MONTHS

AREAS OF INTEREST

- QUALITATIVE RESEARCH
- ACCESSIBILITY & INCLUSIVE
 PRODUCT DESIGN
- ASSISTIVE TECHNOLOGY

PROJECTS

User Experience Research

Developed prototypes for usability & visual accessibility issues across several payment interfaces after conducting interviews for an HCI group research project

UX Research

Built a prototype after conducting a usability study of cash recognition application for person with visual disability in Indian context, uncovering various usability improvement wish lists to be implemented on currency recognitions applications.

Accessibility Testing

Accessibility, usability and functionality test project of SUBODHA an accessible Learning Management System (LMS) for people with visual impairment.



NIMISHA KARNATAK
BTECH. (INDUSTRIAL AND PRODUCTION)

EXPERIENCE: 12 MONTHS

AREAS OF INTEREST

- USER RESEARCH
- QUALITATIVE AND QUANTITATIVE RESEARCH
- GIS (GEOGRAPHIC INFORMATION SYSTEM)
- DATA ANALYSIS

PROJECTS

Geospatial Data Analyst at IIRS-ISRO
Mapping and Classification of
geographical regions using Google
Earth Engine and JavaScript to create
Flood Inundation Mapping - FMI. These
maps will be used for disaster
management, city planning &
rehabilitation purposes.

UX Research Internship at IIT-Roorkee
Summer Research Internship project at
IIT-Roorkee, centered around *Inclusivity*titled "Perception of Space through the
eyes of the elderly", that aim to explore
the perception and needs of the elderly
living in urban areas to design inclusive
neighborhoods for their active aging.

Accessibility UX Researcher at IIIT-B

Developed low fidelity prototype (using braille inscribed on cardboard) & high fidelity prototype (using Adobe XD) to make mobile payment apps accessible for the visually challenged; using design concepts obtained from UX research.



SHEFALI BEDRAKAR
BE (MECHANICAL)

EXPERIENCE: 29 MONTHS

AREAS OF INTEREST

- PROGRAM MANAGEMENT
- BUSINESS AND DATA
 ANALYTICS

PROJECTS

BigBasket Daily (6-month Internship)

Reactivation program for increasing customer retention in 10+ major Indian cities, coordination with customer experience teams. Spearheaded 35+ Business Dev executives to improve turn-around time, improved reporting & tracking performance at city level

Mphasis Next Labs (2-month Internship)

Corporate Culture Sentiment Analysis with Explainable AI – Ideated and Prototyped convolutional neural network model, classified comments in classes using NLP from Glassdoor reviews.

Decathlon Sports India (Full-time)

Improved merchandising and stock management, analyzed sales data, forecasted yearly targets & KPI performances.

ILO Switzerland (Research Assistant)

Qualitative Research in Al – Conducted qualitative field research, explored ethical aspects of Al & understand the challenges faced by women working in Al domain - project funding by the International Labor Organization (ILO), Switzerland.



YOGESHWARAN S BCA

AREAS OF INTEREST

- · DATA SCIENCE
- DATA ANALYTICS
- DATA VISUALIZATION

PROJECTS

Tamil Nadu Air Quality Prediction
The aim of the project was to use
ARIMA model to predict air quality
of Tamil Nadu by using previous
year data contains air quality,
weather quality, Temp changing
etc. this gave us a proper
visualization of how 2020 Tamil
Nadu air quality will be.

COVID-19 infected prediction on Mumbai

Currently working for an NGO to predict infection of COVID-19 cases in Mumbai from patient's data such as infected to-date, age, recover date and gender. The project aims to create new model which will be used to calculate infection rate for cities as well.

INTERNATIONAL COLLABORATION

IIIT Bangalore and the Ministry of Communications and Information Technology (MCIT), Government of Indonesia have signed a scholarship cooperation agreement to facilitate education of Indonesian government officers and students at IIIT Bangalore. Under this agreement, scholarships will be made available to Indonesian citizens, identified by MCIT as potential future leaders of Indonesia, to undergo IIIT Bangalore's unique and interdisciplinary 2-year Master's Programme in Digital Society.

The MoU that was signed between the two organizations was one among the fifteen that formed a part of the Indian Prime Minister's visit to Indonesia.

Below are the second batch of officials selected for the academic year (2019-2021)





ALFA TAUFAN LATIF



ANISA NASERA



RENDY FIRNANDA



WAHYU MAHESA MIARTA



WILDAN NAMORA ICHSAN SETIAWAN



WINDA ANGELA





EVENTS

I-STEM HACKATHON

I-Stem, Vision-Aid, Vision
Empower, E-Health Research
Centre @ IIIT Bangalore and
Xavier Resource Centre for
Visually Challenged (XRCVC)
conducted second edition of
Inclusive STEM Hackathon at
IIIT – Banglore. This
hackathon had also sessions
on accessibility, a discussion
on inclusion as a
ccompetitive advantage for
start-ups and mid- sized firms,
an assistive technology
product expo and more.



WEB SCIENCE WORKSHOP



As part of web science initiatives, a workshop was organized on Web Science for Development (WS4D 2019) with an aim to build a community of interest around the following themes: Datadriven governance, Digital empowerment, and Social cognition.

CITAPP WINTER SCHOOL

Center for Information
Technology and Public
Policy (CITAPP) organized
its annual event the
Winter School from 10th 12th December 2018. This
year's theme was "how to
design more inclusive
technologies, addressing
issues of gender, disability
and class".



Our past students have been associated with the following organizations in fields of Product Management, Analytics, UX Research, UI/UX Design and Quantitative/Qualitative Research.



























