Tarini Naik

UX Researcher & Designer

tarininaik.com
tarininaik.design@gmail.com
Google Scholar
Bengaluru, India

UX researcher and designer with 3 years of experience at Microsoft Research India, working at the intersection of accessibility, education, and HCI. I focus on inclusive, user-centered design, combining qualitative research with thoughtful prototyping to support real-world learning and access in low-resource settings.

Work Experience

Microsoft Research India – Technology and Empowerment Group

Advisors: Dr. Manohar Swaminathan, Dr. Mohit Jain

Led UX research and inclusive design across education, accessibility, and healthcare. Collaborated with NGOs, schools, and developers to co-create impactful, user-centered technologies for low-resource settings.

RESEARCH FELLOW – *July 2023 – Present*

• **TaBL** – Understanding how tactile and Braille literacy can be improved in Indian schools for the blind with the help of AI
Conducted field-based research in low-resource schools for the blind across Karnataka to explore tactile learning challenges and literacy gaps.
Currently mentoring IIITB students for their capstone project on TaBL.
• **Envisioning the Role of AI in Accessibility** – Leading a study to understand how generative AI (GenAI) can empower teachers with visual impairments in India.
Designed and led qualitative research exploring GenAI usage in planning and teaching support for teachers with visual impairments.
• **Understanding the Role of Technology in the Indian Education System**
Designed and co-led a multi-state user study and led UX-UI design for a web-based application for teachers based on the insights.

RESEARCH INTERN – *August 2022 – July 2023*

• **SEEDS** – A technological platform enabling teachers and students in schools for the blind to engage with educational experiences like stories, quizzes, and games. Currently piloted in 11 schools across India.
Led UX-UI design for the application and IVR system; co-led a mixed-methods user study to evaluate the platform.
• **SignIt!** – A sign language–based quiz platform for the Deaf and Hard of Hearing (DHH) community. It enables people to create and play quizzes in Indian Sign Language.
Facilitated participatory design, conducted user studies, and iterated on UX-UI design improvements.
• **SmartKC** – Designing a low-cost diagnosis tool for diseases like diabetes through conjunctival imaging.
Developed a modular hardware solution, implemented using 3D printing, and conducted usability testing.
• **Jod** – An accessible video conferencing prototype for mixed-hearing groups
Conducted a mixed-ability user study with 15 DHH and 10 hearing participants to evaluate the prototype.

Microsoft Research India – Ludic Design for Accessibility

THESIS PROJECT – *February – May 2022*

Aumigo – A service designed for autistic children and their parents to help ease the journey of managing autism.
Focused on product, service, and UX-UI design grounded in participatory research.

Global Design Studio Collaboration – U. Michigan (Ann Arbor), NID (India), VCU Qatar

DESIGN COLLABORATION – *January – April 2021*

Collaborated with global teams to design a speculative financial product for managing currency based on carbon footprint generation.

Recent Publications

Full List: Google Scholar

2025

Generative AI for Teachers with Vision Impairments in the Global South: A bridge too far?

Under Review - ASSETS (ACM SIGACCESS), Long Paper

Tarini Naik, Manohar Swaminathan

2024

Experiences from Running a Voice-Based Education Platform for Children and Teachers with Visual Impairments (SEEDS)

COMPASS (ACM Journal on Computing and Sustainable Societies), Long Paper

Roshni Poddar*, **Tarini Naik***, Punnam Manikanteshwar, Kavyansh Chourasia, Pradyumna YM, ..., Manohar Swaminathan

Examining Factors Influencing Technology Integration in Indian Classrooms: A Teacher's Perspective

COMPASS (ACM Journal on Computing and Sustainable Societies), Long Paper

Tarini Naik*, Meena Elapulli Sankaranarayanan*, Manohar Swaminathan, Kalika Bali, Mohit Jain

*Indicates equal contribution

Talks and Presentations

Envisioning the Role of AI in Accessibility
Presented at Empower Conference (2024)

Understanding the Role of Technology in the Indian Education System
Presented at COMPASS (2024)
Invited Talk at IndiaHCI (2024), Out of India Track

SEEDS: Voice-Based Learning for Children and Teachers with Visual Impairments
Presented at COMPASS (2024)
Invited Talk at Accessibility Lunch Series, Carnegie Mellon University (2024)

SignIt!: Sign Bilingual Play for DHH Learners
Presented at Empower Conference (2023)

SEEDS Poster Exhibition
Exhibited at Empower Conference (2022)

Education

Bachelor of Design (Industrial Design Practices)

Srishti Institute of Art, Design and Technology, Bengaluru

2018 – 2022

Graduated with Commendation

Skills and Tools

Research Methodologies: User Research • Study Design • Usability Testing • Accessibility Evaluation • User Interviews • Competitive Analysis • Insight Mapping • Rapid Prototyping • Sustainable Thinking • Ethnography • Survey Design • Heuristic Evaluation • Contextual Inquiry • Journey Mapping • Data Analysis (Pandas, Excel)

Design Tools: Figma • Adobe Creative Suite • Fusion 360 • Rhinoceros 3D • AutoCAD • Flashprint • Cura

Awards & Recognitions

Microsoft Global Hackathon (2024)
Selected from 20,249 global entries
- 3rd Place – Hack for Inclusion
- People's Choice – Hack 4 Equitable GenAI

Microsoft Global Hackathon (2022)
Stood 3rd out of 10,019 global entries in two categories:
- Hack for Society
- Hack 2 Enable

Commendation – Srishti Institute of Art, Design & Technology (2022)
Awarded for exceptional thesis work exploring interdisciplinary design beyond industrial design specialisation