

GOWDHAM PRABHAKAR P G

Creative Technologist | HCI Researcher | XR | AI | Music Technology | Robotics

Assistant Professor — Department of Design, IIT Kanpur

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30+ Publications — **9+** Patents — **9+** Invited Talks — **2×** Best Paper Awards — **Rs.185L+** Funded Research

Professional Summary

Interdisciplinary researcher and creative technologist shaping the future of **Human–Computer Interaction, Extended Reality, AI-driven interfaces, Music Technology, Robotics, and Assistive Systems**. Leads **HIVE Lab at IIT Kanpur** — founded with the conviction that India needed a serious home for Music Technology research and a lab that refuses to stay inside a single discipline. Research spans all five human senses; treats every sensor, headset, and algorithm as a tool in service of a human experience worth having.

Focus areas: **Human-AI Collaboration, Multimodal Interaction, Immersive Media, Neuroadaptive Systems, Musical Interfaces, Sound Design, and Inclusive Design**.

Current Role

Assistant Professor — IIT Kanpur (Department of Design)

2022 – Present

- Founder & Director of **HIVE Lab** — spanning HCI, XR, AI, Robotics, Music Technology, Accessibility, and New Media Art
- PI / Co-PI on **Rs.185+ Lakhs** in funded research (government, institute, and industry)
- Supervise work in Human-AI systems, immersive installations, embodied interaction, neuroadaptive interfaces, and assistive technology
- Drive international collaborations, patents, exhibitions, research publications, and public-facing innovation
- Build creative-technology prototypes merging engineering, art, music, and storytelling

Education & Career

2022–Present	Assistant Professor , Dept. of Design, IIT Kanpur. Founder & Director, HIVE Lab.
2021–2022	Postdoctoral Researcher , Multi-Sensory Devices Group (MSD), UCL, London. Multisensory interaction across all five senses.
2021	Associate Research Engineer , S.L. Kirloskar Groups, Bangalore. AI for Industrial Automation.
2016–2021	PhD — HCI , I3D Lab, CPDM, IISc Bangalore. Thesis: <i>Interaction Design and Distraction Detection of Drivers in Automotive</i> . Supervisor: Prof. Pradipta Biswas. Industry collaborations: TATA Elxsi (8 months), Faurecia (1 year), Stancebeam (3 months).
2014–2016	M.Des — Electronic Systems , IIITDM Kancheepuram
2009–2013	B.E. — Electronics & Communication Engineering , Anna University (CEG, Red Building)

Funded Research & Grants

Project	Role	Amount
CARE Grant	Co-PI	Rs.80 Lakhs
Institute Special Grant	PI	Rs.80 Lakhs
Lab Startup Grant	PI	Rs.25 Lakhs
Intelligent Dashboard Control System (Faurecia)	Co-PI	Rs.57.3 Lakhs
Total		Rs.185+ Lakhs

Flagship Research Projects (HIVE Lab, 2022–Present)

Human-AI, XR & Cognitive Systems

- **Mouth Interface for XR** — Enabling disabled artists to navigate XR environments; published CHI 2026
- **CAVE-E** — VR-based virtual earthquake environment for disaster training and rescue robot evaluation
- **HUX AI** — Always-on cognitive augmentation platform; Human-AI co-creative systems
- **Focused Clarity & Gaze Flow** — Attention and cognitive interaction platform; gaze-based adaptive HCI
- **Phantom Vision** — Perception-altering XR installation; AI-driven new media art
- **PRANA** — Multi-sensory immersive experiential installation with physiological feedback

Music Technology & Expressive Interfaces

- **GraviTone** — Gravity-based tangible musical interface; NIME 2025, Canberra
- **Swarings** — Ring-based expressive wearable MIDI controller; UIST 2025, Busan
- **Music Glove / Tabla Glove** — Wearable Indian classical percussion interface via gestural sensing
- **Digital Theremin & Musical Haptics** — Touchless expressive instrument; tactile music perception platform
- **Hand Dance & Dream Weaver** — Gesture-driven music performance; AI-assisted music composition

Healthcare, Neurotech & Accessibility

- **ICU/CCU Patient Interaction & Eye-Gaze HUD** — Communication for non-verbal ICU patients via eye tracking and AAC
- **PathBuddy** — Assistive navigation platform
- **Tourette’s Syndrome Assistive System** — Interaction design for diverse neurologies
- **Non-Invasive Vagus Nerve Stimulation Device** — Neurostimulation and physiological feedback

Robotics, Embodied Interaction & XR

- **Serpentine Synergy** — Dual soft continuum manipulator and snake robot for search & rescue
- **VIPER** — Versatile inspection probe for post-earthquake rescue operations
- **Dual-Robot Teleoperation via Meta Quest 3** — Immersive XR-based robot control
- **Kinetic Arts & BluePrint** — Electronics-driven motion sculptures; interactive exhibition platform
- **HMI Horizon** — Annual public showcase of student HMI prototypes (2023, 2024, 2025)

Awards & Recognition

- **Institute Gold Medal** — IISc Bangalore, AI4AI event, 2025
- **Best Paper Award** — IEEE ICICICT 2017 (Laser Pointer as Pointing Device in Automotive)

- **Best Paper Award** — IEEE ICCICCT 2016 (Three Hand Tracking Sensors as Cursor Controllers)
- **ACM Travel Grant** — Automotive UI 2017, Doctoral Consortium
- **Runner-up** — Research in Product Design (RPD 2019), CPDM, IISc Bangalore
- **Runner-up** — KALPANA 2015, Tata Center, IIT Bombay (Dynarack housing system)
- **Best RC Aircraft Design** — Skyfi Labs, Bangalore, 2015
- **Finalist** — Shaastra 2012, IIT Madras (autonomous line-tracking robot)
- **Runner-up** — VISION 2011, CEG, Anna University

Invited Talks & Keynotes

- MIT Media Lab, Cambridge, USA (2024)
- Stanford HCI Group, USA (2024)
- Imperial College London — Dyson School (2025)
- University of the Arts London (2025)
- Brunel University London (2024)
- ZHdK — Zurich University of the Arts (2023)
- Virginia Tech — Mind Machine Music Lab (2024)
- TH Ingolstadt (THI), Germany (2023)
- IISc Bangalore — CiSTUP (2022)

Courses Taught

DES 638	Human Machine Interaction — Prototype and exhibit HMI systems; culminates in HMI Horizon showcase	IIT Kanpur
DES 634	Electronics for Designers — Arduino, sensors, IoT, PCB; practice-based for design students	IIT Kanpur
DES 648	Music Technology: Sound Design & Musical Interfaces — Psychoacoustics, Max/MSP, AI music, NIME; public concert finale. Past works	IIT Kanpur
School Connect	Game Tech Explorers: Understanding Humans, Machines & Play. Video	IIT Madras

Technical & Creative Skills

Programming: Python · C · C++ · C# · P5.js · Verilog HDL

XR & Creative Tools: Unity3D · Unreal Engine · TouchDesigner · Blender · Fusion 360 · MATLAB · Logic Pro X · FL Studio · Max/MSP

Hardware & Embedded: Arduino · ESP32 · Raspberry Pi · FPGA

Sensors & Interaction: Tobii Eye Tracker · Leap Motion · XSENS IMU · OptiTrack · Azure Kinect · EEG (EMOTIV)

AI & Vision: PyTorch · OpenCV · MediaPipe · RunwayML · Stable Diffusion · LLMs/VLMs

Creative Practice: Music Composition · Sound Design · Film Scoring · Interactive Arts · Media Production

Academic Leadership & Service

- **Chair** — UK-India Future Networks, Applications Track
- **Organiser** — ICORD, AutomotiveUI, Diversity & Inclusion Workshops
- **Industry Workshops** — Ashok Leyland, Honeywell
- **Volunteer** — Smart India Hackathon

Music Production

Original compositions bridging technical expertise with musical expression. Tamil productions and covers spanning classical and contemporary styles.

- **Iyal** — Debut album. [Listen on SoundCloud](#)
- **Poovil Thenai** — First single. [Watch on YouTube](#)
- **New York Nagaram** — AR Rahman cover. [Watch on YouTube](#)

Press & Media

Featured in: NDTV · The Hindu · Deccan Herald · Gates Cambridge · CiSTUP (IISc) · CPDM (IISc) · IIITDM Kancheepuram

Publications, Books & Patents

13+ Journal Articles | 16+ Conference Papers | 1 Book | 9+ Patents

Published at: CHI · UIST · NIME · ISMAR · MobileHCI · IndiaHCI · AutomotiveUI · IEEE · ACM

Journal Articles (Selected)

1. **Rajashekhar, V.S., & Prabhakar, G.** (2026). From preparedness to action: Synthesising insights on robot usage in post-earthquake search operations. *Resilient Cities and Structures* (Elsevier). In Press. [DOI](#)
2. **Sukanth, K., Sudhiksha, K.R., Rajashekhar, V.S., Prabhakar, G.** (2024). Heads Up eXperience (HUX): Always-On AI Companion for Human Computer Environment Interaction. *arXiv*. [Link](#)
3. **Rajashekhar, V.S., Rajesh, A., Athaailah, M.I.A., & Prabhakar, G.** (2024). Serpentine Synergy: Design and Fabrication of a Dual Soft Continuum Manipulator and Soft Snake Robot. *arXiv*. [Link](#)
4. **Moora, R.V., & Prabhakar, G.** (2024). Tactile Melodies: A Desk-Mounted Haptics for Perceiving Musical Experiences. *arXiv*. [Link](#)
5. **Prabhakar, G., & Biswas, P.** (2021). A Brief Survey on Interactive Automotive UI. *Transportation Engineering*. [DOI](#)
6. **Prabhakar, G., Rajkhowa, P., Harsha, D., Biswas, P.** (2021). A Wearable Virtual Touch System for IVIS in Cars. *J. Multimodal User Interface*, Springer. [DOI](#)
7. **Prabhakar, G., Mukhopadhyay, A., Murthy, L., et al.** (2020). Cognitive Load Estimation Using Ocular Parameters in Automotive. *Transportation Engineering*. [DOI](#)
8. **Prabhakar, G., Ramakrishnan, A., et al.** (2019). Interactive Gaze & Finger Controlled HUD for Cars. *J. Multimodal User Interface*, Springer. [DOI](#)
9. **Biswas, P., & Prabhakar, G.** (2018). Detecting Drivers' Cognitive Load from Saccadic Intrusion. *Transportation Research Part F*. [DOI](#)
10. **Prabhakar, G., Biswas, P.** (2018). Eye Gaze Controlled Projected Display in Automotive and Military Aviation. *Multimodal Technologies and Interaction*. [DOI](#)

See [Google Scholar](#) for full list.

Conference Papers (Selected)

1. **Jain, P., Sharma, A., Chaudhary, S., Rawat, V., Bhagat, A.K., Jain, K., Bayerlein, C., Salter, C.L., & Prabhakar, G.** When Assistive Technologies Become Provocations: Unpacking Access in HCI Practices Using Crip Technoscience, Mouth Interfaces, and XR. **CHI 2026**. [DOI](#)
2. **Kumar, S., Dev, S.K., Srinath, L., Kumar, A., Jain, K., Bhagat, A.K., Mukherjee, P., & Prabhakar, G.** (2025). Swarings: Exploring expressive freedom through ring-based musical interaction. **UIST 2025**, Busan. [DOI](#)

3. **Rajashekhar, V.S., & Prabhakar, G.** (2025). Exploring the trapped-in-debris experience: Behavioural and verbal analysis in XR earthquake simulations. **ISMAR 2025 – NeuroXR Workshop**. [Link](#)
4. **Rajashekhar, V.S., & Prabhakar, G.** (2025). From Awareness to Action: XR Systems for Earthquake Preparedness, Evacuation, and Rescue. **MobileHCI 2025 – Doctoral Consortium**. [DOI](#)
5. **Botev, J., Biswas, P., Rao, A.K., Ray, R.K., Prabhakar, G., & Niknam, S.** (2025). NeuroXR: Neurophysiological Signals, Affective Computing and Cognition in XR. **ISMAR 2025 Workshop**. [Link](#)
6. **Jain, K., Williams, A., Bhagat, A.K., et al.** GraviTone: A Tangible Musical Interface using Gravity Well. **NIME 2025**, Canberra. [PDF](#)
7. **Rajashekhar, V.S.** (2025). Key Dimensions for Human-Robot Interaction in XR for Rescue Robots. **IndiaHCI 2024**. [Link](#)
8. **Rajashekhar, V.S., Aravind, S., et al., Prabhakar, G.** (2024). To Show or Hide – Investigating the Effect of Cursor Visibility in Gaze-controlled Interfaces. **CHI 2024**. [DOI](#)
9. **Rajashekhar, V.S., Prabhakar, G.** (2024). Multi-Modal Interaction for Soft Continuum Robots during Post-Earthquake Search Operations. **IUI 2024 Workshops**. [PDF](#)
10. **Gao, L., Irani, P., Subramanian, S., Prabhakar, G., et al.** (2023). DataLev: Mid-air Data Physicalisation Using Acoustic Levitation. **CHI 2023**. [DOI](#)
11. **Prabhakar, G., Biswas, P.** (2017). Evaluation of Laser Pointer as Pointing Device in Automotive. **IEEE ICICICT 2017**. [\[Best Paper Award\]](#) [DOI](#)
12. **Prabhakar, G., Rajesh, J., Biswas, P.** (2016). Comparison of Three Hand Movement Tracking Sensors. **IEEE ICCICCT 2016**. [\[Best Paper Award\]](#) [DOI](#)

Book / Monograph

1. **Rajashekhar, V.S., Prabhakar, G.** (2023). Developments and Trend Maps for Soft Continuum Manipulators and Soft Snake Robots. *Now Publishers*. [DOI](#)

Patents (9+)

HIVE Lab Era (IIT Kanpur, 2022–Present):

1. **Prabhakar, G., Bhagat, A.K., Tony, L., Balasubramani, P.P.** Real-time visual feedback system for minimizing risk of jaywalking or distracted walking. App No.: 202511070920
2. **Dev, S.K., Kumar, S., Srinath, L., Mukherjee, P., Kumar, A., Bhagat, A.K., Jain, K., Prabhakar, G.** A musical instrument (Swarings 2). App No.: 202511072744
3. **Mukherjee, P., Dev, S.K., Kumar, S., Srinath, L., Kumar, A., Bhagat, A.K., Jain, K., Prabhakar, G.** Wearable musical device for simulating Indian classical percussion audio (Music Glove). App No.: 202511071234
4. **Jain, K., Bhagat, A.K., Williams, A., Rajesh, A., Prabhakar, G.** GraviTone. (Application: Under Process)
5. **Pandey, M., Samnekar, D., Kumar, R., Agrawal, H., Kar, S.K., Singh, A., & Prabhakar, G.** (2025). Non-Invasive Vagus Nerve Stimulation Device with Physiological Feedback. (Indian Patent Application, filed)
6. **Pandey, M., Samnekar, D., Kumar, R., Agrawal, H., Kar, S.K., Singh, A., & Prabhakar, G.** (2025). An Ear Device for Nerve Stimulation. App No.: 202511002159

IISc Era (2016–2021):

1. **Prabhakar, G., Biswas, P.** Wearable Laser Pointer for Automotive UI. App No.: 201741035044 · PCT/IB2018/057 [WO2019069249](#)
2. **Prabhakar, G., Mukhopadhyay, A., Biswas, P., et al.** System and Method for Monitoring Cognitive Load of a Driver. Indian No.: 201941052358 · PCT/IB2020/062016. [WO2021124140](#)

3. **Biswas, P., Deshmukh, S., Prabhakar, G., et al.** A System for Man-Machine Interaction in Vehicles.
Indian No.: 201941009219 · PCT/IB2020/050253 · US 17/437,003. **WO2020183249**

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