Tarini Naik

UX Researcher & Designer

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📍 Bengaluru, India

Mixed-methods UX researcher and designer with 3 years at Microsoft Research India, working across HCI, accessibility, and education. I lead inclusive research and design initiatives—translating deep user insights into scalable, real-world tools, often in low-resource and high-impact environments.

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*

• Led qualitative UX research exploring how generative AI tools can support lesson planning and accessibility innovation for teachers with visual impairments.

• Conducted ethnographic field research on tactile learning and Braille literacy challenges in schools for the blind across Karnataka; currently mentoring IIITB students on related projects.

• Co-led multi-state research on technology integration in Indian education systems, informing UX and UI design for a web-based teacher support application.

• Collaborated closely with schools for the blind, NGOs, and technical teams to align research insights with product development and deployment goals.

RESEARCH INTERN – *August 2022 – July 2023*

• Led UX and UI design and co-led field research for SEEDS, a voice-based educational platform piloted across 11 schools for the blind.

• Facilitated participatory design workshops and iterated UX-UI improvements for SignIt!, an Indian Sign Language–based quiz platform for Deaf and Hard of Hearing (DHH) learners.

• Contributed to the modular design ideation for SmartKC, adapting low-cost diagnostics from keratoconus to conjunctival imaging use cases.

• Provided early design input and helped evaluate Jod, an accessible video conferencing prototype, through mixed-ability focus groups.

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 • Mixed-Methods Research • Study Design • Usability Testing • Accessibility Evaluation • User Interviews • Contextual Inquiry • Journey Mapping • Survey Design • Heuristic Evaluation • Insight Mapping • Competitive Analysis • Ethnographic Research • Rapid Prototyping • Sustainable Design Thinking • Data Analysis (Pandas, Excel) • Assistive/Hardware UX

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