

# VEDANT SANSARE

## PhD Researcher

@ vedant.sansare@protonmail.com  
cupkax

+66 048-826-8870  
0000-0003-1276-7340

Sydney, AUSTRALIA

vedantsansare.dev

vedantsansare

## RESEARCH SUMMARY AND INTEREST

My research focuses on designing game narratives and choices using a systems-based approach. This aims to enable players to delve into moral dilemmas through the inherent freedom of such a design, contrasting with scripted games that limit players to a set number of choices. In addition to my main research, I have a keen interest in interactive virtual and augmented spaces. As such, I'm currently involved in a parallel research project that seeks to foster meaningful social interactions within the VR space.

(Publications referenced on the next page).

## EXPERIENCE

### Teaching Assistant

#### Macquarie University

Sept 2021 - Ongoing Sydney, Australia

Responsibilities included teaching:

- Advanced Game Design Theory (VR | AR)
- Industry Games Project Management
- Introduction Units: Cybersecurity | Database Management

Game Design Programming Project Management

### PhD Researcher

#### Macquarie University

Dec 2020 - Ongoing Sydney, Australia

Leveraging Systems-Based Game Design to Develop Moral Engagement in Cybersecurity Scenarios

Ethical Gameplay Systemic Play Cybersecurity

Serious Games

## PROJECTS

### Supporting Meaningful Social Interactions in VR

#### Macquarie University

July 2023 - Ongoing Sydney, Australia

- Design and execute VR-based experiments.
- Developing backend for data logging
- Perform data analysis and interpret results, drawing meaningful conclusions about social interactions in VR environments.

Virtual Reality Systemic Play

### Cyber ethics training simulations for value-based decision-making

#### Macquarie University

Dec 2020 - Ongoing Sydney, Australia

- Developing a videogame to train IT students in the moral principles required in making ethical decisions in cybersecurity

Cybersecurity Ethics Game-based Learning

## STRENGTHS

Academic Research Statistical Analysis

Game Design Systems Design VR

C# Python R LaTeX

Unity3D Unreal Engine Creation Kit

Git Emacs Org-mode Linux

## EDUCATION

### Ph.D. in Computer Science

#### Macquarie University

Dec 2020 - Ongoing

### M.Res. in Games and Computing

#### Abertay University

Sept 2018 - Sept 2019

- Developing Design Methodology Representing Paradoxes in Gameplay Systems

### B.A. in Game Design and Production

#### Abertay University

Sept 2016 - Aug 2018

- First Class Honours | Paradoxical Game Design

## ACHIEVEMENTS

 International Macquarie University Research Excellence Scholarship  
Macquarie University | 2020

 Chancellor's Funds  
Abertay University | 2019

 Saltire Scholarship  
Scottish Government | 2016

# PUBLICATIONS

---

## **Journal Articles**

- Sansare, V., Ryan, M., & McEwan, M. (2023a). An Oscillatory Model for Developing Narratives for Serious Games. *Games for Change Asia-Pacific Journal*, 132–148. doi:10.57862/TQ28-4693
- 

## **Conference Proceedings**

- Sansare, V., Ryan, M., & McEwan, M. (2023b). Ethical decision-making through systems-based gameplay. In *DiGRA australia 2023 national conference*.
- Ryan, M., McEwan, M., Sansare, V., Formosa, P., Richards, D., & Hitchens, M. (2022). Design of a serious game for cybersecurity ethics training. In *DiGRA 2022* (pp. 1–18). Digital Games Research Association (DiGRA).
- Sansare, V., Rovere, J., McEwan, M., & Ryan, M. (2021). The Impact of Social Proof on Moral Decision-Making in Video Games. In *Extended Abstracts of the 2021 Annual Symposium on Computer-Human Interaction in Play* (pp. 24–29). doi:10.1145/3450337.3483473

# REFEREES

---

Available on Request