Robin Sharma

Ph.D. Student, Learning Sciences
Technology, Learning and Cognition Lab
Department of Educational and Counselling Psychology, McGill University

chaturbhujedu.com | robin.sharma@mail.mcgill.com

EDUCATION

2020 – Present	**Ph.D. Learning Sciences** **McGill University	Montreal, Canada**
2015 – 2017	**M.Sc. Mathematics Education** **University of Delhi and Jamia Millia Islamia	New Delhi, India**
2012 – 2015	**B.Sc. (Honours) Mathematics** **University of Delhi	New Delhi, India**

PROFESSIONAL ENGAGEMENTS

Jan 2021 – Present	**Product Specialist** **Ubisoft	Montreal, Canada**
Sep 2017 – Aug 2020 3 years	**Gaming Curriculum Developer** **UNESCO MGIEP	New Delhi, India**
Jun 2017 – Sep 2017 4 months	**Curriculum Developer cum Mathematics Teacher** **Apeejay School Sheikh Sarai	New Delhi, India**
Jun 2016 – Sep 2016 3 months	**Research Intern, Human Resource Dev.** **NITI Aayog, Govt. of India	New Delhi, India**
Sep 2015 – Aug 2017 2 years	**Volunteer Teacher & Centre Coordinator** **Bhumi (NGO)	New Delhi, India**
Apr 2012 – Mar 2016 4 years	**Mathematics Teacher** **Clearpath Network Infotech	New Delhi, India**

HONOURS, AWARDS & GRANTS

2020	**Social Innovation Fund Award	McGill Faculty of Education	Dubé A. K., Xu, C., & Sharma, R. (5,000 CAD)**
2020	**Graduate Excellence Fellowship	McGill University (55,000 CAD)**
2019	**Junior Research Fellowship	University Grants Commission of India**
2018	**University Gold Medal	University of Delhi**
2018	**Bhumi Earth Award	Bhumi (NGO)**

PRESENTATIONS & PUBLICATIONS

Book Chapters

Sharma, R. (2018). Digital games for Mathematics: spatial learning. In V. K. Kanvaria (Ed.), *ICT for education: A few concepts and researches.* (pp. 183-190). New Delhi Publishers. ISBN: 978-93-86453-43-3

Refereed Proceedings Papers

Sharma, R. & Ali, S. (2018). Embedding concepts of sustainability in secondary school Mathematics through games-based learning. In *Proceedings of the 12th European Conference on Games Based Learning.* (pp. 583-589). Sophia Antipolis, France. ISSN: 2049-0992

Refereed Conference Papers and Posters

Sharma, R. & Ali, S. (2019). Mathematics and Sustainable Development Goals: An example of digital games-based learning. Poster in *10th International Mathematics and Society Conference.* University of Hyderabad, Hyderabad, India.

Sharma, R. (2019). Dimension Destination: A digital game for secondary school Mathematics and the Sustainable Development Goals. *Inaugural Conference of the Mathematics Teachers Association of India.* Tata Institute of Fundamental Research, Mumbai, India.

Sharma, R. (2017). Using MATLAB as an effective resource in Mathematics classroom. *National Conference on ICT in Education.* Regional Institute of Education, National Council of Educational Research and Training, Mysuru, India.

Sharma, R. (2017). Digital games for Mathematics education: An example for spatial awareness. Poster in *National Conference on Mathematics Education.* Regional Institute of Education, National Council of Educational Research and Training, Shillong, India.

Sharma, R. (2017). Visualizing math concepts through hands-on approach. *National Conference on Quality Education in the Present Educational Scenario.* Regional Institute of Education, National Council of Educational Research and Training, Shillong, India.

Sharma, R. & Aggarwal, T. (2016). Visualizing linear transformations: A hands-on approach. *National Conference on Mathematics Education.* Regional Institute of Education, National Council of Educational Research and Training, Bhubaneswar, India.

Other Scholarly Contributions

Hernandorena, Z., Gupta, A., **Sharma, R.,** Mukund, V. (2019). Industry Guidelines on Digital Learning: Discussion Draft. UNESCO MGIEP. 40th Session of the UNESCO General Conference. Paris, France.

Sharma, R. (2018). Curriculum Framework for Cantor's World. UNESCO MGIEP. New Delhi, India.

Public Outreach

Literary Safari Inc. (2019). Arm Me With Games Recommendations. New York, USA.

Bhalla, M. & **Sharma, R.** (2019). Florence: Perspectives and Patterns. MGIEP Games for Learning, Medium.com

Singh, N.C, Pathak, A., Saini, A.K., Srivastava, A., Kumar, D., **Sharma, R.** and Mukund, V. (2020). Game based courses - exploring new paradigms in game based learning. The Blue DOT: TECH 2019 Special Issue. UNESCO MGIEP.

Game Based Learning Experiences

Srivastava, A., Bhalla, M. & **Sharma, R.** (2020). Bury Me, My Love. UNESCO MGIEP, framerspace.com

Pathak, A., Rautela, R., & **Sharma, R.** (2020). Pandemics. UNESCO MGIEP, framerspace.com

Bhalla, M. & **Sharma, R.** (2019). Florence: Perspectives and Patterns. UNESCO MGIEP, framerspace.com

PRESENTATIONS & PUBLICATIONS (cont.)

Games Based Courses (cont.)

Sharma, R. (2019). World Rescue: Decision Making towards Sustainability. UNESCO MGIEP, framerspace.com

Sharma, R. & Saini, A.K. (2019). This War of Mine: To be or not to be. UNESCO MGIEP, framerspace.com

Sharma, R. (2019). Dimension Destination. Itch.io

Talks and Presentations

Sharma, R. (2020). Overview of GeoGebra. Let's Talk Education 3.0. Directorate of Education, Government of Delhi. India.

Sharma, R., Singh, N.C., & Farber, M. (2020). Gamestorming Curricula. Games For Change Virtual Festival. New York, USA.

Sharma, R., Kumar, D., Saini, A., Srivastava, A., Pathak, A., & Mukund, V. (2019). Gamestorming Curricula. UNESCO MGIEP Transforming Education Conference for Humanity (TECH). Visakhapatnam, India.

Sharma, R. (2019). World Rescue: Decision Making towards Sustainability. 7th International Educational Games Competition. Odense, Denmark.

Sharma, R. (2019). UNESCO Games Bar. 40th Session of the UNESCO General Conference. Paris, France.

Sharma, R. (2018). Cantor's World: A learning game for understanding inter-linkages among sustainability, well-being and national growth indicators. 2nd Transforming Education for Humanity Conference, Visakhapatnam, India.

Sharma, R. (2015). Teaching Mathematics through sports. 50th Annual Conference of The Association of Mathematics Teachers of India. Hindustan University, Chennai, India.

PROFESSIONAL CERTIFICATIONS & TEST SCORES

2020	**Understanding of Open Educational Resources** **Commonwealth of Learning**
2019	**Test of English as a Foreign Language, internet Based Test, 112** **Educational Testing Service**
2019	**Graduate Record Examination General Test, Reasoning: 319, Analytical Writing: 4.5** **Educational Testing Service**
2017	**Introduction to R** **Datacamp**
2017	**Diploma in Educational Psychology** **Alison.com**
2017	**National Eligibility Test Qualified (Education)** **University Grants Commission of India**
2016	**Introduction to MATLAB** **University of Delhi, Computer Centre**
2016	**Statistical Package for Social Sciences** **University of Delhi, Computer Centre**