

# Vedant Sansare

RESEARCHER · GAME DESIGNER

Sydney, Australia

✉ vedant.sansare@protonmail.com | 🌐 www.vedantsansare.dev | 📧 cupkax | 🌐 vedantsansare | 📺 Vedant Sansare | 📄 ORCID

## Research Interests

My research explores how interactive systems shape player decision-making, risk-taking behaviour, and moral reasoning. I am interested in developing and investigating design frameworks that examine player agency through emergent experiences in gameplay systems.

## Education

### Macquarie University

DOCTOR OF PHILOSOPHY IN COMPUTER SCIENCE

[Sydney, Australia](#)

Dec. 2020–Feb. 2025

- THESIS: Oscillatory Design for Systems-based Ethical Gameplay
- SUPERVISORS: Dr. Malcolm Ryan and Dr. Mitchell McEwan

### Abertay University

MASTERS BY RESEARCH IN GAMES AND COMPUTING

[Dundee, Scotland](#)

Sept. 2018–Sept. 2019

- THESIS: Design Framework Representing Paradoxical Gameplay Systems

### Abertay University

BACHELOR OF ARTS IN GAME DESIGN & PRODUCTION (FIRST CLASS HONOURS)

[Dundee, Scotland](#)

Sept. 2016–Aug. 2018

- THESIS: Paradoxical and Self-Contradicting Gameplay

## Publications

### IN PREPARATION [2]

Moral Gameplay in Scripted and Systems-based Games

Vedant Sansare, Malcolm Ryan  
*Games and Culture*

Understanding Player Motivations and Boundaries in Moral Game Scenarios

Vedant Sansare, Dan Staines  
*Games and Culture*

### JOURNAL ARTICLES [1]

An Oscillatory Model for Developing Narratives for Serious Games

2023

Vedant Sansare, Malcolm Ryan, Mitchell McEwan  
*ETC Press*, pp. 132–148  
DOI: 10.57862/TQ28-4693

### CONFERENCE PROCEEDINGS [4]

Industry Perspective on Systems-Driven Moral Game Design

Vedant Sansare  
*DiGRA Australia 2025 National Conference*

[Adelaide, Australia](#)

2025

Ethical Decision-making Through Systems-based Gameplay

Vedant Sansare, Malcolm Ryan, Mitchell McEwan  
*DiGRA Australia 2023 National Conference*

[Sydney, Australia](#)

2023

Design of a serious game for cybersecurity ethics training

Malcolm Ryan, Mitchell McEwan, Vedant Sansare, Paul Formosa, Deborah Richards, Michael Hitchens  
*Proceedings of DiGRA 2022 Conference: Bringing Worlds Together*

[Kraków, Poland](#)

2022

The Impact of Social Proof on Moral Decision-Making in Video Games

Vedant Sansare, Jake Rovere, Mitchell McEwan, Malcolm Ryan  
*Extended Abstracts of the 2021 Annual Symposium on Computer-Human Interaction in Play*  
DOI: 10.1145/3450337.3483473

[Austria](#)

2021

## Presentations & Talks

2024	<b>Poster Presentation</b> , Macquarie School of Computing Industry Networking Event	Sydney, Australia
2023	<b>Conference Talk</b> , Games For Change Asia-Pacific	Melbourne, Australia
2023	<b>Poster Presentation</b> , Macquarie School of Computing Industry Networking Event	Sydney, Australia
2019	<b>Research Exhibitor</b> , InGAME: Innovation for Games and Media Enterprise	Dundee, Scotland
2019	<b>Conference Talk</b> , Irish Conference For Game-based Learning	County Cork, Ireland

## Research Experience

<b>Macquarie University</b>	Sydney, Australia
HONORARY POSTDOCTORAL RESEARCHER	April 2025–Present

- Running eye-tracking studies (n=40) examining players' gaze patterns, fixations and saccadic movements during moral decision-making in game scenarios, with implications for understanding risk-taking and choice behavior under uncertainty.
- Supervising research interns on experimental design, data collection protocols, and quantitative analysis methodologies.
- Conducted statistical analysis and interpretation on biometric and player choice data.
- Contributing to research projects investigating ethical game design, player agency, and behavioural engagement in interactive systems.

<b>Macquarie University</b>	Sydney, Australia
RESEARCH ASSISTANT	July 2023–Dec 2023

- Designed and conducted controlled user studies evaluating social interaction mechanics in VR environments across Meta Quest 2/3 and HTC Vive platforms.
- Implemented VR interaction systems and gameplay design elements to test social engagement hypotheses.

## Research Methods & Expertise

<b>Experimental Design</b>	User studies, controlled experiments, between-subjects and within-subjects designs, behavioural experiments
<b>Data Collection</b>	Biometric data, player behaviour tracking, VR/AR interaction logging, survey design, semi-structured interviews
<b>Statistical Analysis</b>	Quantitative analysis (R, Python), hypothesis testing, regression analysis, ANOVA, mixed-methods analysis
<b>Game Research Methods</b>	Player experience evaluation, game analytics, playtest methodologies, systems analysis, narrative analysis
<b>Qualitative Methods</b>	Thematic analysis, content analysis, observational research, ethnographic approaches

## Game-Based Research

2024	<b>Experimental Games</b> , Comparing scripted vs. systems-driven moral decision-making mechanics (PhD)
2023	<b>Social Interaction VR Game</b> , Designed for social interaction in VR (Research Assistant)
2021	<b>The Great Fire</b> , Modded existing game to examine social proof effects on moral decision-making
2019	<b>Paradoxical Game Design Prototype</b> , Experimental game exploring paradoxical design principles (Masters Research)

## Teaching Experience

<b>Torrens University</b>	Sydney, Australia
CASUAL LECTURER	Sept. 2023–Present

- Deliver modules across game design theory & practice, programming (C++/C# with Unreal Engine / Unity), and games production.
- Developed Games Programming curriculum including lectures, practice-based course materials, and assessments.

<b>Macquarie University</b>	Sydney, Australia
TEACHING ASSISTANT	Sept. 2021–April 2025

- Assisted with Advanced Game Design units, including VR and AR development, providing technical support and feedback to students.
- Supported Games Programming courses by conducting tutorials, lab sessions, and providing one-on-one mentoring to students.
- Facilitated Industry Games Project Management courses, helping student teams with project planning and development workflows.
- Supervised undergraduate honours projects, providing guidance on research methods and related practical outputs.

## Academic Service

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2025	<b>Peer Reviewer</b> , Hawaii International Conference on System Sciences	
2024	<b>Peer Reviewer</b> , ACM CHI Conference on Human Factors in Computing Systems	
2023	<b>Session Chair</b> , DiGRA Australia 2025 National Conference	<i>Sydney, Australia</i>
2023	<b>Conference Organiser</b> , DiGRA Australia 2023 National Conference	<i>Sydney, Australia</i>
2023	<b>Peer Reviewer</b> , DiGRA Australia National Conference	

## Funding & Grants

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2024	<b>Postgraduate Research Fund</b> , Macquarie University	<i>Sydney, Australia</i>
2020	<b>International Macquarie University Research Excellence Scholarship</b> , Fully-funded PhD scholarship, Macquarie University	<i>Sydney, Australia</i>
2019	<b>Chancellor's Award</b> , Masters scholarship including conference travel, Abertay University	<i>Dundee, Scotland</i>
2016	<b>Saltire Scholarship</b> , Undergraduate scholarship, Scottish Government	<i>Scotland</i>

## Professional Memberships

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2020	<b>Member</b> , Association for Computing Machinery (ACM)
2020	<b>Member</b> , Digital Games Research Association (DiGRA)

## Technical Skills

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<b>Programming</b>	C++, Python, C#, Emacs Lisp, R, Bash
<b>Game Engines</b>	Unreal Engine 5, Unity, Godot, Game Maker
<b>Tools/Libraries</b>	LaTeX, Emacs, OpenCV, MATLAB
<b>OS Platform</b>	WINDOWS, LINUX