

## Contributors

**Anders Albrechtslund** holds a MA in Philosophy (University of Southern Denmark, 2003) and a PhD in Information Studies (Aalborg University, 2008), and he is currently an Associate Professor at Aarhus University. Research interests include surveillance studies, social media, urban spaces and ethics.

**Mike Esbester** is an Early Career Fellow in the Department of History at Oxford Brookes University. He is funded by the Arts and Humanities Research Council of the UK (AHRC), and is principal investigator on the project "Living in Safety: the Culture of 'Safety' and Accident Prevention in Everyday Life in Britain, c.1900–2000," which explores the spread of safety education throughout twentieth-century British society. This article arises from his previous work at the University of Reading, on the project "Designing information for everyday life, 1815–1914" ([www.designinginformation.org](http://www.designinginformation.org)), also funded by the AHRC.

**Barbara Hahn** is a communication designer with her business partner Christine Zimmermann in their graphic design studio, Hahn and Zimmermann, in Bern. Since 2007, she has been working part-time as a research scientist at Bern University of the Arts where she initiates and carries out research projects within the research area of Communication Design with a special interest in the research field of "Knowledge Visualization."

**Paul Hekkert** is full professor of form theory at the Faculty of Industrial Design Engineering, Delft University of Technology, where he supervises a group carrying out research on our sense perception and (emotional) experience of products (<http://studiolab.io.tudelft.nl/dfe/>). Paul is co-editor of "The Experience of Everyday Things" (2004) and "Product Experience" (2008). Together with a colleague/designer, he developed an interaction-centered design approach, Vision in Product design (ViP). A book about the approach will be published in the summer of 2011. Paul is co-founder and chairman of the Design and Emotion society (<http://www.designandemotion.org>) and serves as a member of the editorial boards of The Design Journal, Empirical Studies of the Arts, and the International Journal of Design.

**Mark Inglis** has worked over the past 24 years as a graphic designer at Ziff Marketing and Pentagram, as Cover Art Director at *Newsweek Magazine*, as Creative Director at the Earth Institute at Columbia University and as an adjunct Professor at Pratt Institute. Currently, he is the Vice President of Marketing & Communications at the Cleveland Institute of Art. As an artist, he has created numerous works in various mediums that include photography, silkscreening, digital printing, and oil painting.

**Nina Murayama** received her PhD in Art History in 2009 from The Graduate Center, The City University of New York (CUNY), where she completed her dissertation on Donald Judd's furniture design. Her research focuses on cross-cultural, interdisciplinary practices in contemporary art, photography, and design. She taught art history at Parsons The New School for Design, the College of New Rochelle, and currently teaches at Queensborough Community College, CUNY, and is a lecturer at the Noguchi Museum in New York.

**Alison Perelman** is a doctoral candidate at the Annenberg School for Communication at the University of Pennsylvania. Her research interests include consumer culture, food, and taste. She is currently investigating the interplay between class and consumption in American political campaigns, and is particularly interested in the way food is mobilized rhetorically within political discourse.

**David Rifkind** teaches architectural history and theory in the College of Architecture and the Arts at Florida International University. He taught courses in twentieth-century architecture and design at Columbia University, the Parsons School of Design, the University of Virginia and the Cooper-Hewitt, National Design Museum. He completed his dissertation on the relationships between fascist politics and modern architecture in Italy, *Quadrante and the Politicization of Architectural Discourse in Fascist Italy*, at Columbia University in 2007. He spent a month in residence at the American Academy in Rome as the inaugural Wolfsonian-FIU Affiliated Fellow, in support of his current research on urbanism and architecture in Ethiopia during the Italian occupation (1936–41). A practicing architect, he is a graduate of McGill University's program in architectural history and theory and the Boston Architectural Center.

**Thomas Ryberg** is associate professor (MA, PhD) in the Department of Communication and Psychology at Aalborg University (AAU), Denmark. His primary research interests are within the fields of Networked Learning, Computer Supported Collaborative Learning (CSCL), ICT and learning for development (ICT4D) and Design. In particular, he is interested in how new media and technologies transform our ways of thinking about and designing for learning.

**Fernando Secomandi** is a doctoral researcher in the Faculty of Industrial Design Engineering, Delft University of Technology, The Netherlands. He holds a bachelor's degree in industrial design and a MSc in strategic product design. His research focuses on design practice and service innovation.

**Dirk Snelders** is associate professor at the Department of Industrial Design, Eindhoven University of Technology, The Netherlands, and visiting professor at the International Design Business Management program at Aalto University, Helsinki, Finland. He received his PhD from Industrial Design Engineering (IDE) at Tu Delft, in 1995, and previously worked at the business School of the University of Namur in Belgium, and Delft University of Technology in The Netherlands. Dirk Snelder's research focuses on the importance of design for processes of competition and innovation. Earlier work focused on aesthetic product judgments and the role of novelty and branding in such judgments. His articles have, among others, appeared in *Design Issues*, *Design Studies*, the *Journal of Product Innovation Management*, and the *British Journal of Psychology*.

**Nynke Tromp** is a PhD researcher at Delft University of Technology. She completed both her Bachelors in Industrial Design Engineering and Masters Design for Interaction at Delft University of Technology. She graduated cum laude in 2007 on her master thesis "Designing Social Cohesion," in which she carried out an initial exploration to the possible contributions of designers in solving issues of societal kind. Her PhD research aims to deliver the knowledge and tools for designers to deliberately design the implicit influence products inherently have on human behavior for the benefit of society

**Robbert van Strien** graduated from the design LAB of the Gerrit Rietveld Academy in Amsterdam in December 2009. Currently, he follows the Master course Design Cultures at the VU University in Amsterdam, and is the editorial assistant at the Dutch design magazine *Items*, and web editor for *Items.nl*. He lives in Leiden.

**Peter-Paul Verbeek** is professor of Man and Technology at the University of Twente. He also holds the part-time Socrates chair in the Philosophy of Human Enhancement at Delft University of Technology. His publications include *What Things Do* (Penn State University Press, 2005) and *Moralizing Technology: Understanding and Designing the Morality of Things* (University of Chicago Press, 2011).

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