## Contributors

**Ayça Akin** is an Interaction Designer at R/GA in New York. She received her MDes from Carnegie Mellon University in 2008. In her work she focuses on the role of design and technology in helping people shape the environments in which they want to live.

**Nicola J. Bidwell** is a Principal Researcher at CSIR-Meraka and Associate Professor affiliated with Nelson Mandela Metropolitan University, South Africa. Since 2003, she has focused her research, in human-computer-interaction, on designing for rural settings and indigenous knowledge systems in Africa and Australia. To co-generate approaches that are locally accountable and grounded, she has lived rurally for the past few years in an African village.

**Erling Björgvinsson** is a researcher and teacher at Malmö University in interaction design. He has over ten years of experience working with collaborative and participatory design within the fields of culture and healthcare. His research area is in design method-ology, specifically on collaborative and participatory design-lead research. He has published articles in, amongst others, *CoDesign – International Journal of CoCreation in Design and The Arts* and in *The Proceedings of Participatory Design*.

**Edwin Blake** is a professor in Computer Science at the University of Cape Town in South Africa. His research focus has been on information and Communications Technology for Development, User Experience as applied to Games, Virtual Environments and 3D Graphics as well as social aspects and networking.

**Peter Dalsgaard** is an assistant professor of interac-tion design at Aarhus University. His work explores theories of interaction design and the nature of design processes, particularly as it pertains to the design of interactive environments, experience-oriented aspects of interaction, and the ways in which digital technologies transform the experiences and practices of urban life.

**Carl DiSalvo** is an Assistant Professor in the Digital Media program in the School of Literature, Communication, and Culture, at the Georgia Institute of Technology. Since 2010, DiSalvo has also served as the book review editor for Design*Issues.*

**Pelle Ehn** is a professor at the School of Arts and Communication at Malmö University in Sweeden. For more than 30 years, he has been engaged in research on design and participation, and has published widely on the subject. Major publications span from "Work-Oriented Design of Computer Artifacts" (1988) to the collaborative work *Design Things: A. Telier* (Cambridge, MA: MIT Press, 2011).

**Gunnar Ellingsen** is a professor at the University of Tromsø, Institute of Clinical Medicine. He teaches in the international master program in Telemedicine and e-Health. His research interests revolve around design, implementation and use of information systems in health care, particularly Electronic Patient Records in hospitals where key themes are integration, standardization, collaboration and other socio-technical issues. He has published extensively in international academic journals on broader issues in health informatics.

**Penny Hagen** works as a researcher and design strategist specializing in community and social change projects. She assists organizations to take a participatory approach to the design of organizational strategy, products and services. Her research focuses on participatory methods for the design of social technologies.

**Morten Hertzum** is Associate Professor in Computer Science at Roskilde University. His research interests include human-computer interaction, computer supported cooperative work, information systems development, and medical informatics. He has recently co-edited a book about the balancing of sourcing and innovation in information systems development.

**Jan Hess** holds a diploma degree in applied computer science. After finishing his thesis on new directions for digital television, he started working for the chair of Information Systems and New Media at the University of Siegen. Within the last five years, he supervised a variety of industry founded projects in the field of iTV and Social Media. His PhD is focused on Participatory Design and HCI issues.

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**David Holstius** is a PhD student in Environmental Health Sciences at the University of California, Berkeley. His research is concerned with the health effects of traffic-related pollution, participatory research and citizen science. Prior to his PhD studies, David worked as a design researcher at Carnegie Mellon University and MAYA Design.

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**Marti Louw** is Research Faculty, University of Pittsburgh Center for Learning in Out-of-School Environments (UPCLOSE). Her research and project work focuses on how design and its related communication strategies can be used to create media-rich learning experiences that support participation and shared meaning-making with science and technology.

**Illah Nourbakhsh** is Professor of Robotics, director of the Community Robotics, Education and Technology Empowerment (CREATE) lab and head of the Robotics Master's Program in The Robotics Institute at Carnegie Mellon University. His current research projects explore community-based robotics, including educational and social robotics and ways to use robotic technology to empower individuals and communities.

**Volkmar Pipek** is an assistant professor with the Institute for Information Systems of the University of Siegen, Germany. He explores the relations between design, development and appropriation of Information Technology in general, and in Participatory Design approaches in particular, to improve development methods and tools. He is also the co-founder and chair of the International Institute for Socio-Informatics in Bonn, Germany.

**Toni Robertson**, Guest Editor for Design*Issues* 28, no. 3 (Summer 2012), is Professor of Interaction Design at the University of Technology, Sydney. She is a specialist in the study of human practice and technology design, and the application of qualitative and participatory research and design methods. Her research focuses on understanding and designing the interaction between people, their activities and technology, and the issues surrounding the use of technology in actual work and social settings.

**Robert Sedlack** is the cover designer for Design*Issues* 28, no. 3 (Summer 2012). He is a professor of design at the University of Notre Dame, where his course work includes projects that tackle various social issues such as discrimination, gun control, and voter participation. Robert's academic research is focused on the life-changing impact that design can have when applied appropriately and collaboratively with organizations dedicated to social betterment. As Principal of Sedlack Design Associates, he is responsible for consultation service, design, and execution of a wide variety of print and interactive projects to the business and cultural community.

**Jesper Simonsen**, Guest Editor for Design*Issues* 28, no. 3 (Summer 2012), is Professor of Design Studies at Roskilde University. His research interests include Participatory Design, and offering theories and methods for IT design in an organizational context. Recent publications include Simonsen et al., eds., *Design Research: Synergies from Interdisciplinary Perspectives* (Routledge, 2010) and Simonsen and Robertson, eds., *Routledge International Handbook of Participatory Design* (Routledge, 2012).

**Heike Winschiers-Theophilus** is director and professor in the Schol of Information Technology at the Polytechnic of Namibia. She has lived and lectured in Namibia since 1994. Her research focuses on cross-cultural issues in HCI, cultural appropriation of design and evaluation concepts and methods, representation and retrieval of indigenous knowledge and community-centered design of information systems.