Contributors

Tom Bosschaert, co-cover designer of this issue of *Design Issues,* vol 29, no 3, is an architect, designer, and engineer. He works on collaborative projects which bring together different disciplines to deal with complex societal issues, such as food production, rebuilding our cities, product lifecycles, and the future of our living environment. He lives and works in the Netherlands, after studies at Yale University, the University of Western Australia, and Delft University.

Craig Bremner is Professor of Design at Charles Sturt University. Prior to this, he held the positions of Professor in Design Pedagogy at Northumbria University and Professor of Design at the University of Canberra, where he had also been Dean of the Faculty of Design & Architecture. His research deals with developing methods to discover how and why we don't know much about the experience of design, as well as finding ways to clarify the reason why not knowing is an essential and valuable beginning point of our practice. Some applications of his research methods traced the experience of living in Glasgow, using banks, and driving motorcars, and he has curated design exhibitions that have toured Australia, USA, and Japan.

Anthony Crabbe is Reader in Design at Nottingham Trent University, UK. His teaching mainly concerns design theory and history; his research, now, mostly involves design knowledge transfer collaborations with external businesses and agencies. The main projects in which he has been involved include the design of heat disinfecting systems, telephone voting systems and products made by the thermoset moulding of waste cellulose aggregates.

Eduardo Romeiro Filho is Industrial Designer, Associate Professor at the Department of Industrial Engineering of the Federal University of Minas Gerais, Brazil, and Visiting Professor at the Design for Sustainability Program, Delft University of Technology, Netherlands. His research focuses on Design Methodology, Ergonomics and Design for Sustainability. He is author of *Product Design (Elsevier Brazil, 2010).*

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Paul Rodgers is Professor of Design Issues at Northumbria University, UK. He has had a distinguished and extensive career in design research. Prior to joining Northumbria University in 2009, he was Reader in Design at Edinburgh Napier University (1999-2009) and a post-doctoral Research Fellow at the University of Cambridge's Engineering Design Centre (1996-1999). He holds undergraduate and postgraduate degrees in Design from Middlesex University and a PhD in Product Design from the University of Westminster. He has over 20 years of experience in product design research and has led several research projects for Research Councils in the UK and design projects funded by the Scottish Government and The Lighthouse (Scotland's National Centre for Architecture, Design, and the City). He has published more than 130 papers in book chapters, journals, and conferences. Rodgers sits on the Editorial Board of *Design Studies* and *Design Creativity and Innovation.*

Miguel Sicart is an associate professor at the Center for Computer Games Research, IT University of Copenhagen, where he completed his PhD. In 2009, he published *The Ethics of Computer Games* (The MIT Press), which is a multidisciplinary approach to morality in digital games. He is currently working on a theoretical framework for the design of ethical gameplay, as well as on a monograph on play.

Chu-Yu Sun is a doctor at National Taiwan University of Science and Technology's Institute of Design. She is also an assistant professor of Graduate School of Applied Design, Shu-Te University. Her major research includes Taiwan design history, Taiwan culture, and Asian culture. She is the author of *A Chinese Visual and Cultural Study in the Film Arts: "The Good Earth" as an Example* (2008), *Taiwanese Art Deco Architecture during the Japanese Colonial Period* (2010), and *A study of Taiwanese Art Deco Poster Design during the Japanese Colonial Period* (2012).

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Stuart Walker is Professor, Head of Design and Co-Director of the Imagination Lancaster Creative Research Lab at Lancaster University, UK. He is an emeritus professor at the University of Calgary, Canada and Visiting Professor of Sustainable Design at Kingston University, UK. His practice-based research, which combines writing with propositional artifacts, has been widely published, and his designs have been exhibited in Canada, Italy and at the Design Museum, London. He books include *Sustainable by Design* (2006) and *The Spirit of Design* (2011), both published by Earthscan/Taylor and Francis, UK.

Tsun-Hsiung Yao is a professor with the Department of Visual Design, National Kaohsiung Normal University. His primary research includes Taiwan design culture, Taiwanese design history, and visual design. He is the author of *The Designs of Taiwanese Alcohol Labels during 1895-1970* (2004), *Design History—An Introduction to the History of Taiwanese Graphic Designs during Japanese Colonial Period (1895-1945)* (2005), and *A Graphic Understanding of Taiwan—The Packaging Design of Popular Commodities during the Japanese Colonial Period* (2013).