Contributors

Marco Bettiol is Assistant Professor of Business Management at the Department of Economics and Management at the University of Padova. His research activity is focused on creativity and design and their role for the competitiveness of SME and industrial districts.

Cabirio Cautela earned his PhD in Business
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role of design, the design management processes
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Scholar at Stanford University (Center of Design
Research) for the purpose of researching business
models' evolution in start-ups' early stages.

Alessandro Deserti is full professor at Politecnico of Milano Design Department, where he teaches product development in the School of Design. His research focuses on approaches, processes, practices and tools for the development and management of design and design driven innovation. He investigated the new roles of design within companies, institutions and social environments, publishing books, essays, articles in journals and proceedings of international conferences. He has worked on applied research and consultancy for many companies and institutions, in Italy and abroad, coordinating projects at different levels: strategy, tools and methods, product development, communication and exhibition design.

Ilpo Koskinen was a sociologist, and has worked as Professor of Industrial Design since 1999. His main research interests have been in mobile multimedia, the relationship of design and cities, and design methodology.

Ezio Manzini had been full professor of Design at Politecnico di Milano until his retirement in 2010. He is Honorary Doctor at The New School of New York (2006) and at the Goldsmiths College of London (2008), and Honorary Professor at the Glasgow School of Art (2009). He led the Doctoral Design Program of Politecnico di Milano from 2000 to 2010. Presently, his main interests are focused on design for social innovation. He founded and is now promoting the growth of DESIS, an international network on Design for Social Innovation and Sustainability (http://www.desis-network.org). He has been giving many keynote addresses in different international conferences, and he is author of many articles in international journals and proceedings.

Tuuli Mattelmäki, originally trained as industrial designer, has contributed to design research and particularly on empathic design methods such as probing and co-designing. She is Associate Professor at the Department of Design at Aalto University School of Arts Design and Architecture.

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Francesca Rizzo is Assistant Professor at University of Bologna, Department of Architecture, where she teaches Industrial Design. She worked on different European and national research projects in the field of Interaction Design and Service Design. Her current research topics are service design and design processes, especially in the area of participatory design. Francesca Rizzo is author of many articles published in the proceedings of conferences (DPPI, HCI, IASDR, PD; DRS) and journals (Codesign, Technology and Cognition, Communication of the ACM). She has been a visiting researcher at Aalto University, Finland, and visiting student at University of Louisville, USA.

Alberto Sala is the cover designer for this "Participatory Design" special issue vol. 30, no. 1 of *Design Issues*. An architect and designer, he cofounded ASPS Design Studio in 2006—a studio which encompasses different skills by mixing product design, communication, graphic design web application and illustration.

Kirsikka Vaajakallio has an MA in Industrial Design and defended her doctoral dissertation "Design Games as a Tool, a Mindset and a Structure" in August 2012. She is specialized in user-centered design focusing on creative teamwork, particularly how game-like approaches—such as, design games—facilitate collaboration during early phases of design process. She is member of a research group, ENCORE (Engaging Co-design Research), at Aalto University School of Arts, Design and Architecture. She also works as service designer in a Finnish design agency, Diagonal Mental Structure.

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