Contributors

Leslie Atzmon is Professor of Graphic Design and Design History at Eastern Michigan University. She has an MFA in Graphic Design and a PhD in Design History (Middlesex University, UK). Atzmon has published work in the journals *Design Issues, Design and Culture,* and *Visual Communication.* Her most recent project is the collection *Visual Rhetoric and the Eloquence of Design* (Parlor Press 2011).

Tevfik Balcıoğlu is Vice Rector and Professor of Design at Yaşar University, İzmir. Studied at Middle East Technical University, attended the Royal College of Art, taught at Goldsmiths' College and Kent Institute of Art & Design, UK (1992-2002). He is the founder of the Design History Society, Turkey (4T) and former (founding) Dean of the Faculty of Fine Arts & Design at Izmir University of Economics (2004-2011). He has organized international conferences and edited several books, including *The Role of Product Design in Post-Industrial Society,* and a special issue of *Design Journal,* "A Glance at Design Discourse in Turkey."

Rodrigo Cádiz is an Electrical Engineer and Music Composer from the Pontificia Universidad Católica de Chile (PUC) and earned a PhD in computer music from Northwestern University. He is currently Associate Professor at the Pontificia Universidad Católica de Chile, where he co-directs the Center for Research in Audio Technologies. He is interested in digital signal processing, new interfaces for musical expression, computer music and complex systems.

Patricio de la Cuadra is a Fulbright scholar with a PhD in Computer Based Music Theory and Acoustics; MA in Music, Science and Technology, and MSc in Electrical Engineering from Stanford University. He is an accomplished musician with a Diplome d'Interpretation Superior in flute from the Ecole Normale de Musique in Paris. He is currently Associate Professor at the Pontificia Universidad Católica de Chile where he teaches musical acoustics and co-directs the Center for Research in Audio Technologies.

Bahar Emgin is an industrial designer by education, receiving her Master's in 2008 with a thesis that inquired into discursive and formal strategies in construction of Turkish design identity. She is currently a lecturer at Yaşar University, Department of Visual Communication Design and a PhD candidate at Bilkent University, Department of Graphic Design. Her major research areas include construction of modern gender identities through visual/material culture and ideology and culture of design in Turkey.

Hilde Heynen is Full Professor and Chair of the Department of Architecture, KU Leuven–University of Leuven. Her research focuses on issues of modernity, modernism and gender in architecture. She authored *Architecture and Modernity: A Critique,* and is co-editor of several books: *Back from Utopia: The Challenge of the Modern Movement, Negotiating Domesticity: Spatial Productions of Gender in Modern Architecture,* and *The SAGE Handbook of Architectural Theory.* She regularly publishes in journals such as *The Journal of Architecture* and *Home Cultures.*

Antti Ikonen began his career as a composer, sound designer and musician in the early 1980's. His work covers music and sound design for a wide range of different kinds of performances and works of art, including contemporary dance, theater, short films, radio plays, art installations and new media. At Aalto University, Ikonen is a lecturer of Sound Design and Music at Media Lab, Department of Media, and a member of SOPI (Sound and Physical Interaction) research group. Ikonen was awarded "Teacher of the Year" in the School of Art and Design in 2004 and 2010 by the student union.

Deborah Littlejohn is a researcher and educator, teaching courses in graphic design, human centered design research methods, and graduate courses at the College of Design, North Carolina State University. Examining emerging technologies and the practices, methods and contexts in which design is understood, her work focuses on how people experience and interact with each other and the world through the mediating influence of designed objects, systems and services and how design is situated in culture and society.

Yanni Alexander Loukissas is a lecturer at Harvard in the Graduate School of Design and a principal at metaLAB, a project of the Berkman Center for Internet and Society. He is the author of *Co-Designers: Cultures of Computer Simulation in Architecture,* an ethnographic study of design practice, which explores ongoing social and technological transformations in professional life.

David Mindell is the Frances and David Dibner Professor of the History of Engineering and Manufacturing and Professor of Aeronautics and Astronautics at MIT. His books include *Digital Apollo: Human and Machine in Spaceflight; Between Human and Machine: Feedback, Control, and Computing before Cybernetics;* and *War, Technology, and Experience aboard the USS Monitor.*

Heidi Overhill is a past President of the Association of Chartered Industrial Designers of Ontario (ACIDO), a PhD student in the Faculty of Information (the iSchool) of the University of Toronto, and a Professor in the Faculty of Animation, Arts and Design of Sheridan College, Oakville, Ontario, Canada. She recently co-authored *DesignDirect: How to Start Your Own Microbrand.* In 2010, her project "MoMe: The Museum of Me" was featured in *Canadian Art* magazine. In 2008, she was a team member of "SizeChina"—a digital anthropometric research project that won a Gold Prize and Best in Show Award in the IDEA Competition of the Industrial Designers Association of America (IDSA).

Oğuzhan Özcan is a full professor and director of Design Lab at Koç University. Özcan is specialized in interactive design education and practice. He is supervising a number of research projects, publications and book contributions relating to interactivity and design art. He was awarded a UNESCO Aschberg Fellow in 2003. Özcan also is consulting for several Turkish companies involved in interactive media design such as VESTEL Electronic Research Group, PARDUS, Operating System Development Group in National Science and Research Foundation of Turkey. His other publications can be accessed at http://oguzhan.ozcan.info.

F. Kursat Ozenc is a senior user experience designer for the Infrastructure Collaboration Products division at Autodesk San Francisco. He holds a PhD from the School of Design at Carnegie Mellon University with focuses on Interaction Design and Human Computer Interaction; an MFA in Visual Communication Design from Sabanci University in Istanbul; and a Bachelor's in Industrial Product Design from Middle East Technical University, Ankara, Turkey. His interests cover both the digital and the physical realm, from tangible interaction to social design.

Pam Schenk has been involved in researching the role of drawing in the design process since the mid-1980s and has published widely on the subject. Currently a research professor at Heriot Watt University, she has managed and taught on academic programs at leading Art and Design Institutions in the United Kingdom and Singapore, including Glasgow School of Art, Manchester Metropolitan University, Dundee University, and Nanyang Technological University.

Susan G. Solomon is an architectural historian who earned her PhD in 1997 from the University of Pennsylvania. She has written extensively on Louis Kahn. Kahn's plans for the un-built Adele Levy playground inspired Solomon to investigate urban playgrounds. She wrote *American Playgrounds: Revitalizing Community Space* (University Press of New England, 2005) and has completed a new book, *The Science of Play,* which will appear in November 2014.

Alvaro Sylleros earned his MA from The Ohio State University and is an industrial designer at Universidad de Chile. He is currently Associate Professor from the Design School at Pontificia Universidad Católica de Chile. His research interests include Strategic Design, addressing correlations between Interactions, Personal Identities and Design Validation to find conceptual models for Design Research, Interaction and Experience Design to be applied in products, services and innovation experiences.

Koray Tahiroğlu is a musician, researcher, and lecturer at Media Lab, Department of Media, Aalto University. He practices art as a researcher and performer of interactive music. Tahiroğlu completed his Doctor of Arts in 2008, with the dissertation entitled "Interactive Performance Systems: Experimenting with Human Musical Interaction." He is founder and head of SOPI (Sound and Physical Interaction) research group, coordinating several projects with research interests including embodied approaches to sonic interaction, participative music experience, multimodal physicality in sound and interaction. Since 2004, he has been teaching workshops and courses introducing artistic strategies and methodologies for interactive music.

Cameron Tonkinwise is the Director of Design Studies at the School of Design Carnegie Mellon University. He researches what the practice of designing can learn from new materialism and the ontological turn in Science and Technology Studies, as well as Service Design for less materials intense ways of living and working.

Rick Valicenti created the cover for this issue of *Design Issues* vol. 30, no. 2. He is the founder and design director of Thirst/3st, a communication design practice. The White House honored Valicenti in 2011 with the Smithsonian Cooper-Hewitt, National Design Award for Communication Design. For over 30 years, his work continues to advance the public design discourse while pushing the boundaries of graphic and inter-media design.

Koenraad Van Cleempoel studied Art History in Leuven, Madrid and London, where he obtained his PhD at the Warburg Institute. Since 2005, he has been engaged in establishing and directing a research unit in interior architecture at Hasselt University (Belgium). He supervises several PhD students of interior architecture working on aspects of re-use and research by design. He has published in several journals including *Journal of Interior Design, Interiors Journal,* and *The Journal of Cultural Heritage Management and Sustainable Development.* Oxford University Press published his book, *Astrolabes at Greenwich: A Catalogue of the Astrolabes in the National Maritime Museum.*

Marijn van de Weijer studied Architecture at Eindhoven University of Technology and Urbanism at KU Leuven. He is currently a PhD candidate at KU Leuven and at Hasselt University. He has practiced as a designer on architectural and urban design competitions and projects before starting his PhD research in 2010. His research addresses housing and the residential environment in Flanders, with a focus on design strategies in light of changing demographical, economical, and ecological circumstances.