

Contributors

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Federico Campagna is an Italian philosopher based in London and a PhD candidate at the Royal College of Art, with a project on "Metaphysics in the Design of Strategy Video Games." His work revolves mainly around the notion of "reality" and the metaphysics of reality-making. Federico's latest English-published books are *Technic and Magic: The Reconstruction of Reality* (Bloomsbury, 2018) and *The Last Night: Anti-work, Atheism, Adventure* (Zero Books, 2013). He has discussed his work in institutions such as, The Serpentine Gallery (London), Documenta 13 (Kassel), MACBA (Barcelona), and 57th Biennale di Venezia (Venice). Federicocampagna@yahoo.it

Matthew W. Easterday is an assistant professor in the School of Education and Social Policy at Northwestern University. His research focuses on conducting design-based research on interventions to prepare the next generation of civic innovators. Dr. Easterday received a Masters and a PhD in Human-Computer Interaction from Carnegie Mellon University. He is a co-director of the Delta Lab, an interdisciplinary design studio and research lab based out of Northwestern University's Segal Design Institute.

Elizabeth M. Gerber is an associate professor of Design in the Schools of Engineering and Communication, director of the Design Research Cluster, at the Northwestern University, and the Faculty Founder of Design for America. Dr. Gerber researches and designs technology and organizations to support innovation. She received her PhD and MS in Management Science and Engineering and Product Design from Stanford University. She is a co-director of the Delta Lab an interdisciplinary design studio and research lab based out of Northwestern University's Segal Design Institute.

Maliheh Ghajargar is a designer and PhD candidate in design at the Department of Architecture and Design, Politecnico di Torino, Italy. As a PhD visiting student, she collaborated with the Department of Informatics, Umeå University, Sweden. Her research interests include design for reflection, design materials and design theory and methods.

Maria Göransdotter is lecturer in design history and vice rector at Umeå Institute of Design, Umeå University, Sweden. She is interested in the relation between design history and design practice, with a special focus on the 20th century: things, ideas and agency in everyday life.

Adam Kallish is associate partner at Infosys' Strategic Design Consulting group. Until recently, he was design principal at IBM. His professional efforts focus on how markets consume enterprise digital services.

Miso Kim is an assistant professor in the Department of Art + Design at Northeastern University. She holds a PhD in Design, an MDes in Interaction Design, and an MDes in Communication Planning and Information Design from the School of Design at Carnegie Mellon University. Prior to joining Northeastern, Miso was a senior user experience designer at Cisco Systems in Silicon Valley. She studies service design using a humanist framework.

Daniel G. Rees Lewis is a 5th year Learning Sciences PhD in School of Education and Social Policy at Northwestern University. His research focuses on creating sociotechnical systems for novice designers. He is a member of the Delta Lab, an interdisciplinary design studio and research lab. He holds a Masters in Learning Sciences from Northwestern University.

Philip Luscombe is a furniture designer, woodworker and tutor at Northumbria University's School of Design. He is currently writing a doctoral thesis that investigates the role of tools, techniques and material engagement during the making of designs.

Johan Redström is rector and professor at Umeå Institute of Design, Umeå University, Sweden. Redström's main research interests are experimental and emerging forms of design, combining research through design with design philosophy. He recently published *Making Design Theory* (MIT Press 2017).

Dimitry Tetin is an assistant professor in the Department of Art at SUNY, New Paltz. He runs an experimental publishing practice, *Metrodogs Publications*, and works on publication, web, identity, motion, and wayfinding projects for clients in the commercial and not-for-profit sectors. Prior to moving to the Hudson River Valley, Dimitry freelanced in New York with studios like Trollback+ Company, Whitehouse & Company, and C&G Partners, where he also taught at Parsons School for Design and Rhode Island School of Design.

Mikael Wiberg is a professor of Informatics at Umeå University, Sweden. He has held positions as chaired professor in HCI at Uppsala University and as research director for Umeå Institute of Design. His research focuses on concept-driven interaction design research, and he is author of *The Materiality of Interaction: Notes on the Materials of Interaction Design* (MIT Press, 2018).