

## Contributors

**Shaowen Bardzell** is an associate professor in the School of Informatics, Computing, and Engineering at Indiana University. A common thread throughout her work is the exploration of the contributions of design, feminism, and social science to support technology's role in social change. She is the co-editor of *Critical Theory and Interaction Design* (MIT Press, in press) and co-author of *Humanistic HCI* (Morgan & Claypool, 2015).

**Andreas Birkbak** is an assistant professor in the Techno-Anthropology Research Group at Aalborg University (AAU) in Copenhagen. His research is on digital methods and democracy, drawing on science and technology studies. Andreas holds a PhD in Techno-Anthropology (AAU), an MSc in Social Science of the Internet (Oxford), and an MSc+BSc in Sociology (University of Copenhagen).

**Jaz Hee-jeong Choi** is a vice-chancellor's senior research fellow at the Digital Ethnography Research Centre and Design & Creative Practice ECP at RMIT and the founding chair of SIGCHI FoodCHI. Previously, she was the director of the QUT Urban Informatics Research Lab. Her current research explores designing novel technologies and services for care across self-care and mutual aid, social entrepreneurship, and co-creative urban transformation.

**Carl DiSalvo** is an associate professor in the School of Literature, Media and Communication at the Georgia Institute of Technology. At Georgia Tech he directs the Public Design Workshop: a design research studio that explores socially-engaged design and civic media. He is also a co-editor of the MIT Press journal *Design Issues*. DiSalvo's scholarship draws together theories and methods from design research and design studies, the social sciences and the humanities, to analyze the social and political qualities of design, and to prototype experimental systems and services. DiSalvo holds a PhD in Design from Carnegie Mellon University (2006).

**Katrien Dreessen** is a researcher at the Social Spaces research group (research unit 'Inter-Actions,' LUCA, school of arts/KULeuven) and teacher at LUCA, School of Arts in Genk. Currently, she is involved in several projects situated on the intersection of design research, healthcare, and open production. She is also conducting her PhD research on the idea of *infrastructuring* in FabLabs or how long-term participation of groups other than the traditional makers (i.e., non-expert users) in these open makerspaces can be stimulated and achieved. [katrien.dreessen@luca-arts.be](mailto:katrien.dreessen@luca-arts.be)

**Laura Forlano** is an associate professor of Design at the Institute of Design and Affiliated Faculty in the College of Architecture at Illinois Institute of Technology where she is director of the Critical Futures Lab. Forlano's research is focused on the aesthetics and politics at the intersection between design and emerging technologies. She is co-editor with Marcus Foth, Christine Satchell, and Martin Gibbs of *From Social Butterfly to Engaged Citizen* (MIT Press 2011). She received her PhD in communications from Columbia University.

**Ben Hagenaaers** is a designer and researcher at the research group Social Spaces from the LUCA School of arts. He graduated as a product designer from the MAD-faculty in Genk. After his studies, he started several design projects that focused on sustainability, which ultimately led to his PhD (2011). Within the framework of his PhD, he experimented with several design tools and strategies to engage participants in designing scenarios for complex sustainability issues. He also translated the design strategies to courses, which he teaches at the LUCA School of arts in Genk. [ben.hagenaaers@luca-arts.be](mailto:ben.hagenaaers@luca-arts.be)

**Karin Hansson** is an artist and researcher at The Royal Institute of Arts in Stockholm and a docent in Computer and Systems Sciences at Stockholm University. Through a practice-based research approach she has explored the norms and values embedded in the systems and aesthetics of the design. She has written extensively about technology-based participation from a critical design perspective, contributing to diverse research areas, such as urban planning, arts sociology, and crisis informatics.

**Liesbeth Huybrechts** is an associate professor in the area of Participatory Design, Human-Computer Interaction and spatial transformation processes in the research group Arck, University of Hasselt. She is involved in the Living Lab The Other Market (<https://deanderemarkt.be/>), a space for reflection and action on the future of work. She is also part of the research projects Traders and Critical Heritage dealing with Participatory Design and (Heritage in) Public Space (Marie Curie ITN, [www.tr-aders.eu](http://www.tr-aders.eu)). Together with Thomas Laureyssens, Liesbeth designed the frequently used participatory mapping tool MAP-it ([www.map-it.be](http://www.map-it.be)). As a freelancer, she is active in exhibitions, workshops and writing. She has taught in the Social Design Masters, Design Academy Eindhoven in the Interaction Design Department (LUCA, KULeuven). She co-founded the research group Social Spaces ([www.socialspaces.be](http://www.socialspaces.be)) exploring the social qualities of design and art.

**Tobias Bornakke Jørgensen** holds a PhD in Sociology from Copenhagen University and comes from a dual background in Computer Science and Sociology. The majority of Jørgensen's research explores the role of digital data in today's knowledge production. Jørgensen is founding partner in the cooperative research agency Analysis & Numbers, which specializes in the design of novel digital measures.

**Somya Joshi** is an associate professor in Human Computer Interaction at Stockholm University. Her area of specialization intersects the fields of Sustainability and Participatory Decision Making, in which innovative technological tools and practices mediate sustainable development.

**Silvia Lindtner** is an assistant professor at the University of Michigan in the School of Information, with a courtesy appointment in the Penny W. Stamps School of Art and Design. Lindtner's research and teaching interests include innovation and technology entrepreneurship; making and hacking cultures; and shifts in digital work, labor, industry, policy, and governance. This work unfolds through a deep engagement with issues of gender, inequality, and enactments of masculinity in engineering and computer science fields; politics and transnational imaginaries of design; contemporary political economy; and processes of economization. Her research has been awarded support from the US National Science Foundation, IMLS, Intel Labs, Google Anita Borg, and the Chinese National Natural Science Foundation.

**James W. Malazita** is an assistant professor of Science & Technology Studies (STS) and Games & Simulation Arts & Sciences (GSAS) at Rensselaer Polytechnic Institute in Troy, New York. He studies the political practices enmeshed with interactive media, digital design tools, and digital-material interfaces. Malazita works to develop Humanities design platforms that can support alternative sociotechnical worlds. His research and teaching have been supported by the National Endowment for the Humanities, the Popular Culture Association, the New Jersey Historical Commission, and Red Hat Inc.

**Annapurna Mamidipudi** was trained as an engineer before she set-up and worked over 15 years in an NGO that supported vulnerable craft livelihoods. She was an awardee of the Global Social Business Incubator program of Santa Clara University (2009) for this work. In 2016, Mamidipudi completed her doctoral thesis titled "Towards a theory of innovation for handloom weaving in India" at the University of Maastricht, where she studied handloom weaving as sustainable socio-technology. She is currently a visiting fellow at the Max Plank Institute for the History of Science. Her research interests include the study of traditional craft in the contemporary world, particularly handloom weaving as livelihood, socio-technology, and knowledge; sustainable agriculture, politics of development, and the role of markets in sustaining traditional arts and crafts.

**Teresa Cerratto Pargman** is an Associate Professor of HCI and Head of the Interaction Design and Learning Research unit at Stockholm University. She is currently working with design issues at the intersection of civic participation, mobile apps, and social media analytics.

**Paolo Patelli** is an architect and a researcher. He engages critically with space, things and society, through design, academic and artistic research. He is currently Associate Reader (Lector) "Places and Traces" at Design Academy Eindhoven.

**Cigdem Kaya Pazarbasi** is a designer and associate professor at Istanbul Technical University (ITU) Department of Industrial Product Design, where she teaches interaction between art and design and product design Studio in the undergraduate program, and practice-led research methods and design for social innovation in the graduate programs. Her experience as an artist enriches her teaching in the design programs. She received her BSc in ID from ITU, Istanbul; her MFA in New Genres from SFAI, San Francisco; and her PhD in ID from ITU, Istanbul. Cigdem has been a visiting researcher at Sheffield Hallam University and she is a Fulbright alumna.

**Paola Pierri** has more than 15 years of experience working in the social sector across issues of social justice, diversity, and social inclusion. She is currently working as Lecturer at the University of the Arts London, where she is also undertaking a doctoral program in design anthropology. She collaborates with other academic institutions in Berlin. As a practitioner, she works on different projects exploring the politics of participation.

**Morten Krogh Petersen** works as a senior consultant at Gemeinschaft, an anthropological agency specializing in city development. In his previous academic appointment at Aalborg University Copenhagen as associate professor, his focus was on ethnographic studies of design and innovation practices. He has published in *Valuation Studies*, *Ethnologia Europaea*, and *Science Studies*.

**Tanja Rosenqvist** is a designer and recent PhD graduate from the Institute for Sustainable Futures at the University of Technology Sydney. Her research is transdisciplinary and sits in the intersection between design, international development and governance. In her activist doctoral research project “Governing Futures—Voices and Wastewater,” she explored the governance of urban sanitation services in Indonesia and used design as a means of engaging low-income urban communities and government representatives in exploring and questioning current government relations and the societal norms and values underpinning them. The project sought to create change in sanitation governance in Indonesia and was inspired by Participatory Design, Design Activism, and Mundane Governance.

**Giuditta Vendrame** is a designer and researcher based in the Netherlands. She explores the intersections between design, art practice and legal systems. Her work questions the opaque nature of law through film, performance and installations.

**Otto von Busch** is an associate professor of Integrated Design at Parsons, The New School for Design. He holds a PhD in design from the School of Design and Craft at the University of Gothenburg, Sweden, and was previously Professor of Textiles at Konstfack, Stockholm. His work explores how design can mobilize community capabilities through collaborative craft, fashion, and social activism.