

## Contributors

**Raida Aldosari** is the lead artist on the *Foldit: First Contact* development team. She received her BS in Nutrition Science from the University of California, Davis, in 2018. She has experience as a freelance graphic designer and as a project manager for nutrition training and courses.

**Pippin Barr** is an associate professor of Computation Arts at Concordia University and the associate director of the Technoculture, Art, and Games (TAG) Research Centre. He has made games such as *The Artist is Present*, *v r 3*, and *The Nothings Suite*, and he is working on a book about experimental game design. Pippin's website, [www.pippinbarr.com](http://www.pippinbarr.com), organizes his diverse activities into a central location.

**Katherine Buse** is an assistant professor of Media Studies at the University of Chicago. Her research focuses on digital media, the environmental humanities, and the cultures of science and technology. Her current book project, *Speculative Planetology: Science, Culture and the Building of Model Worlds*, tells the story of how the sciences and the arts co-constructed a toolkit for thinking about planets as whole systems.

**Patrick Camarador** is a pharmacist and media creator. He received his PharmD from California Northstate University College of Pharmacy in 2022. As a member of the *Foldit: First Contact* development team, he cites *Foldit* as "the game that got [him] into pharmacy school." You can find him on Twitter as "DoctorSocrates," alongside his drug information YouTube videos, *Foldit* guides, and Twitch livestreams.

**Michael Anthony DeAnda** is a professional lecturer in Game Design at DePaul University. DeAnda researches and designs games that explore the intimacies between LGBTQ and Latine lived experiences and games. DeAnda has published in *Convergence: The International Journal of Research into New Media Technologies*, *Technical Communications Quarterly*, and *The Journal of Popular Culture*.

**Ranjodh Singh Dhaliwal** is Ruth and Paul Idzik College Chair in Digital Scholarship and an assistant professor of English and Film, Television, and Theatre at the University of Notre Dame. His work spans media theory, science and technology studies, and literary criticism. His current book project, *Rendering: A Political Diagrammatology of Computation*, shows how our cultural, politico-economic, and epistemic formulations crystallize into hardware and software architectures.

**Rachel Hellgren** is a design educator with a background in visual communication and design management. She composes the Books Received annotations for *Design Issues* and provides pre-production consultation for selected submissions of the journal's cover designs. Rachel is a visiting assistant professor in the Emerging Technology, Business, and Design department at Miami University in Oxford, Ohio, where she teaches courses in visual design principles, design research, and interaction design.

**Rilla Khaled** is an associate professor of Design and Computation Arts at Concordia University in Montréal. She directs the Technoculture, Art and Games (TAG) Research Centre. Her work focuses on how playful media can improve daily life and spans designing award-winning games, creating speculative prototypes of near-future technologies, working with Indigenous communities to materialize inclusive futures, and establishing foundations for materials-based game design research.

**Elizabeth LaPensée** is a co-guest editor for this special issue, Critical Game Design, and Narrative Director at Twin Suns. She is an award-winning designer, writer, artist, and researcher who creates and studies Indigenous-led media such as games and comics. LaPensée is Anishinaabe with family from Bay Mills, Métis, and Irish. Most recently, she designed *When Rivers Were Trails* (2019), a 2D adventure game following a displaced Anishinaabe during allotment in the 1890's, which won the Adaptation Award at IndieCade 2019. She designed and created art for *Thunderbird Strike* (2017), a lightning-searing side-scroller game that won Best Digital Media at imagineNATIVE Film + Media Arts Festival 2017. She is a 2018 Guggenheim Fellow and was inducted into the Global Women in Games Hall of Fame in 2020.

**James Malazita** is a co-guest editor for this special issue, Critical Game Design. He is an assistant professor of Science & Technology Studies and the associate director of the Games & Simulation Arts & Sciences Program at Rensselaer Polytechnic Institute in Troy, NY. His work examines game engines and design through a feminist technoscience studies lens.

**Colin Milburn** is Gary Snyder Chair in Science and the Humanities and a professor of Science and Technology Studies, English, and Cinema and Digital Media at the University of California, Davis. His research focuses on science, literature, and media technologies. His books include *Nanovision: Engineering the Future* (2008), *Mondo Nano: Fun and Games in the World of Digital Matter* (2015), and *Respawn: Gamers, Hackers, and Technogenic Life* (2015).

**Josh Aaron Miller** is a PhD candidate studying game-user interaction and transformational games at Northeastern University, advised by Seth Cooper. His work synthesizes game design principles with the psychology of learning and motivation to create seamless and engaging user experiences in non-game contexts. He specializes in complex learning games for higher education.

**Casey O'Donnell** [he/him] is a co-guest editor for this special issue, Critical Game Design, and an associate professor in the Department of Media and Information at Michigan State University. His research examines the creative collaborative work of (video)game design and development. This research examines the cultural and collaborative dynamics that occur in both professional "AAA" organizations and formal and informal "independent" game development communities. His book, *Developer's Dilemma* was published by MIT Press (2014).

**Rebecca Rouse** is an associate professor (Biträdande Professor) in Media Arts, Aesthetics, and Narration in the Division of Game Development at the University of Skövde, Sweden. Rouse's research focuses on investigating new forms of storytelling with new technologies such as immersive and responsive systems via queer, critical, feminist perspectives and methods.

**Timothy Samara** is the cover designer for this special issue of *Design Issues* (vol. 39 no. 1 Winter 2023). He is a New York-based graphic designer who splits his time between consulting, writing, and teaching. He is currently a visiting assistant professor at SUNY Purchase College and an adjunct at Parsons/The New School of Design, New York. Samara has authored ten books, which have been translated into ten languages, and are used by students and practitioners around the world.

**Justin Siegel** is an associate professor of Chemistry, Biochemistry, and Molecular Medicine at the University of California, Davis. His scientific focus is the design and discovery of enzymes that are of interest to modern society. He is a founding member of nine companies (Bio Architecture Labs, PvP Biologics, Digestiva, Peak B, New Syn, Vinzymes, PrismBio, Barnstorm Ventures, SFS Advisors) and five consortiums (Rosetta Commons Board, FoodShot Global, Innovation Institute for Food and Health, D2D Cure, AI Institute for Next Generation Food Systems).

**Kara Stone** is a Canadian artist and scholar creating work about psychosocial disability, feminism, and the environment. She designs videogames, interactive art, and experimental video. Her work has been featured in *VICE*, *The Atlantic*, *Wired*, and more. She is currently an assistant professor at Alberta University of the Arts.

**Gracie Lu Straznickas** is a Human-Centered Design PhD candidate at DePaul University. Straznickas researches and designs to better understand and unpack the relationship between the lived experience of disability and games. Her current research is focused on chronic pain and video games. Straznickas published "Not Just a Slice: Animal Crossing and a Life Ongoing" in *Loading Journal*—an article about her experience with disability.

**Melissa Wills** is a visiting scholar in the Department of Science and Technology Studies at the University of California, Davis. She completed her PhD in English at UC Davis in 2021. Her research addresses the relationship between the life sciences and science fiction. Her current book project, *Ruptures: Life without Germs in the Microbiome Era*, examines microbiology's debt to the imagination of germ-free worlds.

**Joshua Wood** is an assistant teaching professor in the Department of Writing Studies, Rhetoric, and Composition at Syracuse University. He holds a PhD in Rhetorics, Communication, and Information Design from Clemson University. His work explores the role of race and identity in games and game design.