## Contributors

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Özgün Dilek is an assistant professor at Eskisehir Technical University, Turkey. Her research interests include diverse practices of making and theories on things. She is currently conducting research on how critical making approaches could change the design processes and outcomes.

J. Igor Fardin is a doctoral student at the Politecnico di Torino in the Urban and Regional Development program. His research focuses on the notion of play relative to the bodily and spatial dimensions of urban practices through a historical and theoretical perspective. His interests include critical theory and contemporary history as well as art, design, and architecture history and theory.

**Richard Herriott** is an associate professor of design at the Design School Kolding, Kolding, Denmark. He holds a PhD in design from the Aarhus School of Architecture and a BA (Earth Science) from Trinity College, Dublin (1992). In 1999, Herriott graduated from the Coventry School of Art & Design MA Automotive Course. He is the author of *The Aesthetics of Industrial Design* (Taylor & Francis, 2021).

**Cigdem Kaya** is chair of the Industrial Design Department at Istanbul Technical University. In 2020, she was awarded the Research Encouragement Award by the METU Prof. Dr. Mustafa N. Parlar Education and Research Foundation—one of the most prestigious national research awards—for her research on social innovation and sustainability. Kaya's research has been funded by Fulbright and Marie Curie programs.

**Moohan Kim** is an associate professor in the Landscape Architecture Department at Kongju National University. For over 20 years, he has been a noteworthy landscape architect and researcher in Landscape Architecture.

Anita Kocsis is a professor and director of Design Factory Melbourne, Swinburne University, Melbourne, an experimental co-creation platform, and one of the three core founders of the 33+ international Design Factory Global Network. Anita's 15+ years of creative practice at the intersection of art, design, and science in academia and enterprise strives toward brokering and boundary spanning through experience research to improve transdisciplinary practices. **Sujeong Lee** is a Landscape Architecture doctoral course student at Kongju National University. Her research topic is a therapeutic garden design based on qualitative evidence and artworks.

**Dina Lutfi** is a graphic designer and artist. She holds a BS in Visual Communication from the American University of Sharjah; an MA and an EdD both in Art and Art Education from The University of the Arts and Teachers College, Columbia University; and an MFA in Graphic Design from the Vermont College of Fine Arts. Lutfi is an assistant professor of Graphic Design at IAU in Saudi Arabia.

**Timothy Samara** is the cover designer for this issue of *Design Issues* (volume 39, number 3 Summer 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.

Sabina Sieghart is a designer, lecturer, and design researcher. She has been working for 25 years in the industry on high-profile corporate design projects. Since 2003 Sabina has been teaching typography and editorial design. In 2016 she started her career as a design researcher and is currently a PhD candidate and FWO fellow at READSEARCH in Hasselt, Belgium. As a DIN (German Institute for Standardization) committee member, she is substantially responsible for the formulation of the visual guidelines of the DIN SPEC 33429 Leichte Sprache (easy-to-read language).

Linus Tan is a lecturer in architecture at the School of Design and Architecture at Swinburne University of Technology, Melbourne. His research expertise is on the theory of Reflective Practice and Team Learning, to help team members leverage their tacit knowledge in team design processes. He also researches on design cognition, behavior, and machine learning for design processes.

**Jongeun Yang** is a master course student of Landscape Architecture at Kongju National University. His research investigates Points Cloud Data for the landscape design process.