

Contributors

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Michael Eppelheimer has sixteen years of experience as a professional graphic designer in both print and screen-based media. A native of the Chicago area, Michael obtained his BFA in Graphic Design in 1991 from the University of Illinois at Chicago. Shortly after that he headed for Brissago, Switzerland, to attend the Yale Summer Program in Graphic Design. His early professional experience was in the corporate world of Chicago graphic design and in 1995, the renowned and rigorous studies of the Basel School of Design's Advanced Class lured him back to Switzerland.

From 1999 to 2007, he has worked in Basel, Switzerland, as Creative Director of Day Software and principal partner at Eppelheimer Graphic Design. Michael's professional experience includes work with a wide array of clients and studios in America and Europe in such areas as corporate identity, product branding and packaging, trade fair exhibits, software interfaces and websites. In August 2007 he returned to the U.S. to begin teaching graphic design at the Kansas City Art Institute.

Shelley Evenson is an associate professor that teaches graduate and undergraduate courses in interaction design, and is a voting faculty member in the Human-Computer Interaction Institute (HCI). Her current interests include design languages and strategy, organizational interfaces, what lies beyond human-centered design, and design for service.

Daniel Fallman is an associate professor in the Department of Informatics at Umeå University, Sweden, and the Research Director at Umeå Institute of Design where he leads Umeå Design Research Group, a multidisciplinary design research studio seeking confluence between industrial design, interaction design, and HCI. His own research is currently focused on sketching techniques for interaction designers.

Jodi Forlizzi is an associate professor of Design and Human-Computer Interaction and the A. Nico Habermann Junior Faculty Chair of Computer Science at Carnegie Mellon University. Her research and design focuses on assistive, aesthetic, and social products, and the role of design research in HCI.

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Esko Kurvinen is a research scientist at the Helsinki Institute for Information Technology HIIT. He has worked as designer, researcher and consultant in process industry and in the area of mobile communication. His research interests relate to interpersonal communication and social interaction in technology mediated or technology intensive environments and situations.

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Notes to Contributors

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Manuscripts, including text, endnotes, long quotations, tables, illustrations and captions, should be typed double-spaced with approximately 250 words per page. The preferred length is a maximum of 5,000 words, or 20 pages, of text. Pages should be numbered consecutively, including separate pages following the text for endnotes and illustration captions.

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