

Contributors

Daniel Cardoso Llach is assistant professor in the Department of Architecture at The Pennsylvania State University, where he teaches courses on the history and theory of computational design and fabrication media, and on creative computing. He holds an SM and PhD in Design and Computation from the Massachusetts Institute of Technology (MIT) and a BArch from Universidad de los Andes, Bogotá. His book *Builders of the Vision* (Routledge, 2015) combines design, computation and STS methods to trace the intellectual history of Computer-Aided Design and digital fabrication technologies. Beginning in the fall of 2015, he will join the faculty at the Carnegie Mellon University School of Architecture.

Clive Dilnot is professor of Design Studies at New School University, New York. Recent publications include *Design and the Question of History* (2015) (with Tony Fry and Susan Stewart); *Pirelli Work*, (Steidl 2007) (with Chris Killip); *Ethics? Design?* (2005). He is the editor of a forthcoming reader on the work of John Heskett, *Design History Economics* (2015), and is preparing for the publication of Heskett's seminar on design and economics, "Design and the Creation of Value" (2016).

Daphne Fecheyr-Lippens is a biomimicry fellow in the Integrated Bioscience PhD program at the University of Akron. Her doctoral research focuses on understanding structural coloration (colors without pigment) of CaCO₃-based materials such as avian eggshells, to inform eco-friendly and innovative applications. Daphne received the Biomimicry Specialist certificate (2012) and has a BSc and MSc in Biotechnology from the University of Ghent, Belgium.

Renate Gokl is the cover designer for this issue of *Design Issues* vol. 31, no. 3 (Summer 2015). Renate's career spans twenty-five years as both a designer and educator. Her work focuses on typography and book design—primarily for cultural and educational institutions—and is known for its resonant information structures. She is an associate professor at the School of the Art Institute of Chicago and serves as the chair of the Visual Communication Design department. She holds an MFA from the Rhode Island School of Design and a BFA from the University of Illinois at Urbana-Champaign.

Raiford Guins is associate professor of Culture and Technology at Stony Brook University. He is Principal Editor with the *Journal of Visual Culture*, Curator of the William A. Higinbotham Game Studies Collection, and co-editor with Henry Lowood of the Game Histories book series with MIT Press. His most recent book is *Game After: A Cultural Study of Video Game After* (MIT Press, 2014), and he's currently researching a book entitled, *Atari Modern: A Design History of Atari's Coin-Operated Video Game Cabinets, 1972–1979*. His writings on game history also appear in the following journals and magazines: *The Atlantic*, *Cabinet*, *Design and Culture*, *Design Issues*, *Game Studies*, *Journal of Visual Culture*, and *Reconstruction: Studies in Contemporary Culture*.

Bor-Kai Hsiung is a biomimicry fellow in the Integrated Bioscience PhD program at the University of Akron. His doctoral research focuses on questions about the evolution of structural colors in spiders. Bor-Kai is a biomimicry specialist (2011, BSP, Biomimicry 3.8), has a MS in Biomedical Science from UC, Riverside; a MS in Life Sciences from NTHU, Taiwan; and a BS in Applied Chemistry from NCTU, Taiwan.

Elvin Karana is assistant professor in the Department of Design Engineering (DE) at Delft University of Technology (DUT), The Netherlands. Her research interests include *materials driven design*, *understanding and mobilizing materials experience in design*, and *designing with bio-based materials*. She recently led a nationally funded project on Meanings of Bio-Plastics, and is a principal researcher/task leader of a European Project (FP7) on Smart Material Interfaces. She is published in *Materials and Design Journal*, *International Journal of Design*, *Journal of Cleaner Production*, and *Design Issues*. Elvin is main editor of *Materials Experience: Fundamentals of Materials and Design* (Elsevier, 2014). She is the developer and coordinator of the materials library 'Made Of...'—a permanent exhibition at DUT (<http://www.io.tudelft.nl/madeof>).

Emily Kennedy is a biomimicry fellow in the Integrated Bioscience PhD Program at the University of Akron. Her doctoral research focuses on development and validation of pathways to biomimetic solutions that can be readily implemented by innovation teams. Emily has a BA in International Relations (Minor: Environmental Studies) from Colgate University and is a certified Innovation Engineering Black Belt.

Lucy Kimbell is associate fellow at Said Business School, University of Oxford and principal research fellow at the University of Brighton. She has published on design thinking and design for service. Lucy's work appeared in the interdisciplinary exhibition *Making Things Public* (2005) curated by Bruno Latour and Peter Weibel. The research discussed in this paper took place while she was head of social design at The Young Foundation, London.

Matthew Kolodziej is a professor of art and one of the principal investigators of the Biomimicry research and Innovation Center (BRIC) at the University of Akron. He earned a BA in economics from the University of Chicago in 1988 and an MFA in painting from Rhode Island School of Design in 1993. He is a recipient of Pollock-Krasner and Fulbright grants. The transitory quality of space and perception is a central theme in his paintings. He uses images of architecture and landscape to explore the presence of change. His work has been exhibited around the country and abroad. <http://www.mattpaint.com/>

Craig Martin is senior lecturer in Design Cultures at The University of Edinburgh. As a design theorist and cultural geographer his research interests range across the politics of distribution and consumption, vernacular design, new materialities, open design, and design atmospherics. His writings have been published in journals such as *Society and Space*, and *Environment and Planning A*, and in various edited books including *Architecture in the Space of Flows* (Routledge).

Michele Mauri is a PhD student in Design at Politecnico di Milano. He collaborates with Density-Design Lab on data visualization and information design projects. Previously, he worked as research fellow at CRISP, a statistics research lab. His research focuses on the design role in the process of data gathering, analysis and dissemination.

Axel Meunier is the project manager of the EMAPS project. After a Master's degree in Science and Technology Studies at EHESS, Paris, he has participated in a research project on the history of low doses of radiation as a public health issue at the University of Strasbourg, and worked as manager of several European projects. In parallel, he is a member of several art collectives (i.e., *Save As Draft*, *Quartier Général*) which address public issues from the angle of representation, and create collective experiences of our attachments to non-humans.

Peter H. Niewiarowski is a professor of Biology and Integrated Bioscience and one of the principal investigators of the Biomimicry Research and Innovation Center (BRIC) at the University of Akron. He has a BS in biology from Marlboro College and a PhD in Ecology and Evolution from the University of Pennsylvania. His research interests span population biology and life history evolution in reptiles and amphibians and include a current major focus in biomimicry in general and gecko adhesion in specific.

Karin Nugis is a graduate student in art history at the Estonian Academy of Arts. She has a special interest in the identity construction processes and in the fine boundaries between art, crafts, and design. Her research is focused on the history of design exhibitions during the Soviet period.

Owain Pedgley is a senior lecturer in Industrial Design at the University of Liverpool, UK. His principal research and educational expertise centers on how materials can be used to positively affect product interaction, product personality and user experiences. Owain has extensive experience coordinating student project-based innovation partnerships with firms including Nokia, Bosch Siemens Hausgeräte and Vitra. Prior to his academic career, he practiced product design in the sports equipment and musical instrument sectors, and co-founded the guitar innovation venture "Cool Acoustics."

Donato Ricci is a Communication designer and a researcher in the area of data & information visualization. Currently, he is a PostDoc researcher and design lead at SciencesPo|médialab, where he conducts researches about the use of visualization in human and social sciences. Since 2005 he has been involved in the development of the DensityDesign Lab, where he started and deepened his interest in exploring the role of visual languages to increase public engagement in complex social issues by using digital data available on the net.

Valentina Rognoli is assistant professor in The Design Department, at the School of Design, at Politecnico di Milano (Italy), where she conducts research activity in the field of materials and design. After two years at Enzo Mari's studio in Milan, Valentina focused her PhD research on materials and their expressive-sensory dimension, and developed an "Expressive-Sensorial Atlas of Material" to improve materials education in the field of design. She contributed to define the concept of materials experience and tinkering with materials. Her current research topics delve into materials and their relationship with user experience, education, additive manufacturing, sustainability, DIY, imperfection and repair. She has published fundamental books and articles in the domain of materials and design.

Pino Trogu is assistant professor of Information Design at San Francisco State University, where he teaches drawing, exhibit design, and data visualization. He holds an MFA in graphic design from the Rhode Island School of Design, where he was a Fulbright scholar; a BFA in graphic design from Istituto Superiore Industrie Artistiche, Urbino, Italy; and a Diploma in industrial design from Istituto Statale d'Arte Oristano, Sardinia, Italy.

Tommaso Venturini is professeur associé [associate professor] and coordinator of the research activities at the Sciences Po médialab. His research activities focus on digital methods, environmental debates and social modernization. He is leading scientist of the projects EMAPS and MEDEA and teaches courses in Controversy Mapping, Digital Methods, Data Journalism and STS at graduate and undergraduate level.

James "TJ" Wang is professor of architecture at the National Taipei University of Technology. He is author of *Challenging ICTs Applications in Architectural, Engineering, and Industrial Design Education* (IGI Press, 2012), as well as three chapter books (Ashgate Press, 2011; Nova Press, 2012; and IGI Press, 2014) respectively. His current book project involves the development of design learning environments that are sensitive to culturally ethical issues and the development of context-recognition pedagogies and design strategies for ubiquitous computing environments in the traditional design studio. He has published and lectured internationally on these topics.