

Contributors

Derek Anderson is a metal artist and technical instructor in the School of Design, Northumbria University and a member of the British Artists Blacksmiths Association. As a graduate of Sheffield Polytechnic in silversmithing and jewelry design, his specialism is metalsmithing to produce natural realism through fabricating sheet metals. He is driven by the symbiotic relationship between maker and material—letting the metal be what it wants to be and working with it as is.

Richard Banks is principal design manager in Microsoft Research's Cambridge UK lab, where he works in the Human Experiences & Design group, focusing on the design of new user experiences for people's everyday lives. He is author of *The Future of Looking Back*, a book that focuses on new digital legacies and the effect they will have on how we reminisce about our lives.

Abigail C. Durrant is associate professor and Leverhulme Fellow in the School of Design, Northumbria University, UK. Her background is in Design (MA [RCA]) and Psychology (PhD) and her research primarily explores the design of digital systems and services to support identity management and self-expression, in differing cultural contexts and across the human lifespan. Her fellowship work investigates how design-led inquiry can deliver transferrable value within interdisciplinary research teams.

Gökhan Ersan is the cover designer for this issue of *Design Issues* 34, no. 1 (Winter 2018), and an assistant professor in the department of Art and Design at SUNY Binghamton. Ersan's academic and creative work explores relationships between technology and design. He collaborates with researchers to develop communication design that bridges humanities, natural sciences, and engineering.

Connor Graham is a senior lecturer at Tembusu College and a research fellow at the Asia Research Institute at the National University of Singapore. His research centers on living and dying in the times of the Internet, with a particular focus on new information and communication technologies. Recently he has been situating his research in Asia.

Gail Kenning is an artist and researcher at University of Technology Sydney (UTS); honorary reader in Design for Aging and Dementia at Cardiff Metropolitan University, Wales; artist in residence at the Systems and Cell Biology of Neurodegeneration Lab in the Division of Psychiatry Research at the University of Zurich; Design United Visiting Fellow at Eindhoven University of Technology, Netherlands; and visiting fellow at the Museum of Applied Arts and Science, Sydney. She is chief investigator on projects including Making It Together and Arts Access Evaluation with Art Gallery New South Wales and international co-investigator on an AHRC funded project: LAUGH.

David Kirk is professor of Digital Living in the school of Computer and Information Science at Northumbria University, UK. He has a background in Psychology, Ergonomics and Human-Computer Interaction. He is a chartered psychologist and associate fellow of the British Psychological Society, with expertise in human-centered design and technologies for domestic spaces and family life.

Jim Kosem is director of Halfman Design, a UK based Interaction Design Consultancy. Trained in fine art (graphic design at the Cleveland Institute of Art) and Interaction Design (RCA), Jim has worked as a producer, consultant, researcher, and designer for major tech clients and Government departments across the US, UK, and Europe.

Ștefania Matei is a research fellow at the Research Institute of the University of Bucharest. She has a PhD in Sociology at the Faculty of Sociology and Social Work, University of Bucharest. Her dissertation addresses the (re)definition of commemorative processes through interactive media. As a researcher in the program Innovation Labs by Tech Lounge, she studies different discourses used to approach technology in entrepreneurial practices. Her research interests focus on technological mediation and digital cultures.

Mike Michael is a sociologist of science and technology, and a professor in the Department of Sociology, Philosophy and Anthropology at the University of Exeter. His research interests have touched on the relation of everyday life to technoscience—the role of culture in biomedicine—and the interplay of design and social scientific perspectives. Recent major publications include *Innovation and Biomedicine: Ethics, Evidence and Expectation in HIV* (Palgrave, 2013), co-authored with Marsha Rosengarten, and *Actor-Network Theory: Trials, Trails and Translations* (Sage, 2017).

Wendy Moncur is an interdisciplinary professor with a joint appointment across DJCAD and the School of Nursing and Health Sciences, and is a member of the EPSRC Peer Review Associate College. She leads the Living Digital research group. The group's research is grounded in Human-Computer Interaction, and focuses on the design of technology to support being human in a Digital Age, particularly around significant life experiences.

William Odom is an assistant professor in the School of Interactive Arts and Technology at Simon Fraser University in Vancouver, Canada. He leads a range of projects themed in slow interaction design, the growing digitization of people's possessions, and methods for developing the practice of Research-through-Design.

Patrick Olivier is professor of Human-Computer Interaction at Newcastle University, UK. He is founder and director of Open Lab at Newcastle University's center for cross disciplinary research in human-centered digital technologies; and co-director of the EPSRC Center for Doctoral Training in Digital Civics and director of the EPSRC Digital Economy Research Center.

Stuart Reeves is EPSRC Senior Research Fellow in the School of Computer Science, University of Nottingham, UK. He is a member of the Mixed Reality Lab, and affiliated with the Horizon Research Institute and CDT. Stuart's research focuses on social and collaborative technologies, investigating how people use diverse kinds of interactive devices and systems in real world situations and places.

Karla Rothstein is a practicing architect and associate professor teaching at Columbia University's Graduate School of Architecture, Planning and Preservation. She is the founder and director of Columbia's trans-disciplinary DeathLAB and a member of the Columbia University Seminar on Death. Rothstein is also design director at LATENT Productions—an architecture, research, and development firm—engaged in the political and practical aspects of realizing built work, and the societal and cultural catalysts that promote positive change within communities.

Wally Smith is a senior lecturer in the School of Computing and Information Systems at the University of Melbourne. He works in the fields of human-computer interaction and science and technology studies, and has published widely on digital humanities, educational technology, health informatics, and deception between people and computers.

James Thomas has spent years working with artists, designers, makers, educators and researchers—all with whom have broadened his expertise. Originally from the field of software development, James works throughout the spectrum of digital artifice, from pure code to physical manufacture. His key interests lie in producing beautiful digital artifacts with atypical user interactions, ideally with a *social good* driving them and producing software to aid the creative and craft practitioner.

Cathy Treadaway is professor of Creative Practice at Cardiff School of Art and Design, Cardiff Metropolitan University, UK and a founder member of CARIAD (Center for Applied Research in Inclusive Arts and Design). She is a fellow of the Royal Society of Arts and fellow of the UK Higher Education Academy and visiting scholar at the University of Technology Sydney. Cathy is currently principal investigator on the LAUGH design for dementia international research project, funded by the UK Arts and Humanities Research Council.

Daisuke Uriu is assistant professor at Research Center for Advanced Science and Technology at the University of Tokyo. His concern is designing for people's memorialization, mourning, spiritual practices, and the everyday rituals that encompass them.

Elise van den Hoven is professor in the School of Software, Faculty of Engineering and Information Technology (FEIT) at University of Technology Sydney (UTS) and associate professor in the Department of Industrial Design at Eindhoven University of Technology (TU/e). Her research interests span different disciplines, including human-computer interaction, design and psychology, people-centered design, designing interactive systems, physical interaction, and supporting human remembering.

Ron Wakkary is professor in the School of Interactive Arts and Technology at Simon Fraser University. He is also professor and chair of the Impact of Interaction Design on Everyday Life in Industrial Design at Eindhoven University of Technology. His research investigates the changing nature of human-technology relations through design research in everyday living.

Jayne Wallace is professor of Craft and Wellbeing in the School of Design, Northumbria University. The potentials of craft and digital technologies for health are central to her work. She develops hybrid forms of physical-digital artifact, such as digital jewelry, to serve as a platform both for the exploration of new ways for the digital to support our sense of self and also as a provocative lens on our current assumptions of the materialities and meanings of the digital. She is co-founder of the *Journal of Jewellery Research* and Research Through Design conference.