

## Contributors

**Canan Akoglu** works as associate professor at Design School Kolding in Denmark. She has a background in architecture together with a PhD degree in industrial design from Istanbul Technical University. Her main research interests include participatory design, service design, social design in health and social care. Prior to her current position, Akoglu worked as the co-founder of the Department of Industrial Design at Ozyegin University in Istanbul.

**Nick Bell** is a communication designer in the early stages of a practice-led PhD at the Royal College of Art, London. His study explores open peer-driven design processes that nurture social commons for preventative mental health. For twenty years he has run a design studio specializing in interpretation design for museums. He is a member of AGI and Special Consultant to Eye, the international review of graphic design.

**Rachel Ivy Clarke**, formerly the cataloging librarian at the Fashion Institute of Design and Merchandising, is currently an assistant professor at the Syracuse University School of Information Studies. Her research focuses on the application of design methodologies and epistemologies to facilitate the systematic, purposeful design of library services and education. Her multiple-award-winning dissertation argues that librarianship is more appropriately viewed as a design field rather than a scientific one. She holds a BA in creative writing from California State University, Long Beach, an MLIS from San Jose State University, and a PhD from the University of Washington.

**Kathrina Dankl** is an associate professor at Design School Kolding Denmark and Managing Director of design consultancy Studio Dankl. She has a background in industrial design and design anthropology. Her primary research interests include participatory design and social design in health and ageing. Dankl's work has been shown at Design Biennales, for instance BIO26, and published in journals such as *Design Issues*, *The Design Journal* and *CoDesign*.

**Brian Dixon** is Course Director for the MFA Design at the Belfast School of Art, Ulster University in Northern Ireland. His research interests cohere around: the relevance of practice-orientated philosophies (e.g., pragmatism) for design research; the roles of design in human spatial understanding; and design pedagogy. He holds a PhD in design from Central Saint Martins, combined with a practice background in visual communications. His recent book, *Dewey and Design: A Pragmatist Perspective for Design Research*, presents a comprehensive account of the connection, both direct and possible, between Dewey's philosophy and design research.

**Andy Dong** is a professor of mechanical engineering with a courtesy appointment in the business school at Oregon State University. His research aims to explain the impact of design strategy on productivity and the betterment potential of new products. Andy combines design theory with insights from economics and cognitive psychology to help designers and firms discover, shape, and deliver new forms of value.

**Pawel Grabarczyk** is a philosopher working at IT University of Copenhagen. His research covers philosophy of language, philosophy of mind, and game studies. He has recently published a book on directival theory of meaning in Synthese Library series.

**Rachel Hellgren** is a design educator and researcher with a background in visual communications and design management. She composes the Books Received annotations for *Design Issues* and provides pre-production design support for selected cover submissions. Rachel is a Visiting Assistant Professor in the Emerging Technology in Business and Design department at Miami University in Oxford, Ohio. She also maintains a freelance design business. Her research interests include topics of compassion, improvisation, and character in relationship to equitable social systems, as well as the future of the liberal arts and design education. [rachelhellgren.com](http://rachelhellgren.com)

**Veli-Matti Karhulahti** is a senior researcher at University of Jyväskylä and an adjunct professor at University of Turku. He combines diverse research methodologies mainly in the fields of culture, games, and psychology. He recently published a book, *Esport Play: Anticipation, Attachment, and Addiction in Psycholudic Development* (Bloomsbury Academic, 2020).

**Maaik Kleinsmann** is a professor in Design for Digital Transformation at the Faculty of Industrial Design Engineering at Delft University of Technology. Her research aims to develop design strategies for digital transformation (in the healthcare domain). She received multiple prestigious research grants and is heading a design lab called CardioLab. Besides her work for TU Delft, she is co-director of the Design Society's Special Interest Group Health Systems Design. Kleinsmann has published her works in major design journals.

**Beauvais Lyons** is the cover designer of this issue (volume 37 number 2, Spring 2021) of *Design Issues*. He is a chancellor's professor at the University of Tennessee, Knoxville where he has taught printmaking since 1985. As director of the Hokes Archives, for more than four decades he has fabricated and documented ancient cultures, a collection of folk art, rare medical illustrations, lithographs of hybrid animals, and artifacts from an early 20th century circus. His prints are in numerous public collections including the Smithsonian American Art Museum, Washington, DC; the Whitney Museum of American Art, New York, NY; and the Philadelphia Museum of Art, Philadelphia, PA. Lithographs and taxidermy from his Association for Creative Zoology project, the "Fantastic Fauna-Chimeric Creatures" exhibition was on view at the Gregg Museum of Art and Design at North Carolina State University, July 18, 2019–January 26, 2020. See the virtual tour: <https://gregg.arts.ncsu.edu/exhibitions/fantastic-fauna-chimeric-creatures/>

**Enya Moore** is a design researcher, writer and educator. Her doctoral research at University of Technology Sydney (UTS) focuses on critiquing dominant design discourse at transnational design events. She teaches at UTS and University of Sydney. Moore has published in *Design and Culture*, *Plot(s) Journal of Design Studies*, and *Australasian Journal of Popular Culture* as well as contributing to several international design magazines.

**Diana Cristóbal Olave** is an architect and design scholar, currently pursuing a joint PhD in Architecture and Interdisciplinary Humanities at Princeton University. Her research interests bridge histories of science and technology with design and architecture, with a focus on techniques of calculability, standardization, and visualization. As a Fulbright Fellow she graduated from the MSc in Advanced Architectural Design at Columbia Graduate School of Architecture. She has practiced as an architectural designer in New York, Spain, and the Netherlands, and taught in a number of schools of architecture. She is a founding partner of the architecture collective Knitknot.

**Dirk Snelders** is professor of Organizing Product and Service Design at TU Delft. Over the years, his research interests have moved from the function of design in relation to aesthetics and branding, to the organization and professionalization of design in service industries.

**Katerina Lynn Stanton** is a PhD student in the School of Information Studies at Syracuse University, where she also earned an MS in Library and Information Science. Her doctoral research focuses on the convergence of sociomaterial design, information, and invisible infrastructures, inspired by professional experience at Cornell University Libraries. Prior to that, she earned her BA in Classics from Cornell University.

**D Wood** earned an MFA in furniture design from the Rhode Island School of Design and a PhD in Design Studies from the University of Otago, New Zealand. She is an independent craft scholar whose artist profiles and exhibition reviews have appeared in an international roster of art and design publications.