

Contributors

James Bagrow is an associate professor in Mathematics & Statistics at the University of Vermont. He uses mathematical models and large-scale data analysis to study the underlying rules and organizing principles of complex physical and social systems. Other interests include dynamical systems, data science, and machine learning. He received his MS and PhD in Physics from Clarkson University.

Manuhua Barcham is Managing Director at Architekt—a strategic design and futuring firm. He has over twenty years of experience working across the Asia-Pacific, Europe, and North America for a wide range of clients including the United Nations, the Australian Federal Government, and Snap Inc.

Sebastian J H Bredie is internist and lecturer in Vascular Medicine at the Radboud University Medical Center, The Netherlands. He has published over 100 peer-reviewed papers in the field of cardiovascular risk management and digital technology supported innovation of hospital care. He is leading the continuous monitoring project at the Radboudumc.

Dennis Doordan is a design educator, critic, museum consultant, and co-editor of *Design Issues*. He has published books and articles on a wide variety of topics dealing with modern and contemporary architecture and design including political design, the impact of new materials, and exhibition design. He wrote the chapter “Developing Theories for Sustainable Design” for *The Handbook of Design for Sustainability* (Bloomsbury, 2013). His most recent publication is “Design Research Today: Challenges and Opportunities” in the August 2018 issue of *Archives of Design Research*. He is Professor Emeritus of Architecture and Design at the University of Notre Dame.

Wesley Goatley is a sound artist and researcher based in London, UK. His critical practice examines the aesthetics and politics of data, machine learning, and voice recognition technologies and the power they have in shaping the world and our understanding of it. His work is exhibited and performed internationally, including venues such as Eyebeam in New York, Berghain in Berlin, the Nam June Paik Art Center in Seoul, and the Victoria and Albert Museum in London.

Susan Johnson is an EPS Fellow at Case Western Reserve University’s Weatherhead School of Management. Her research focuses on communication in complex organizational environments and explores how both the social structure and participant actions evolve in shaping communication processes. Susan holds a PhD in Management from Case Western Reserve University, an MBA from Northeastern University, and BBA from Boston University.

Geke Ludden is head of Interaction Design and chair at the Department of Design, Production and Management of the University of Twente, The Netherlands and research fellow of the DesignLab. She studies how the design of products and services influences peoples’ behaviors and motivation—with a specific interest in how products and services can support healthy behaviors, and in how technology can engage people in therapy at home.

Sarah Edmands Martin is the cover designer for this issue of *Design Issues* (vol. 38, no. 1 Winter 2022). She is an assistant professor of Graphic Design at Indiana University in Bloomington. Martin is a 2020 Design Incubation Fellow, the author of two chapters in *Ethics in Design and Communication: New Critical Perspectives* (Bloomsbury 2020), and her design work has been recognized and published by Graphis, the Paris Design Awards, London International Creative, and the Creative Communication Awards.

John Meluso is the OCEAN Postdoctoral Fellow at the Vermont Complex Systems Center at the University of Vermont. His research examines organizations, communication, diversity, and design as complex systems through computational social science and mixed methodologies. He received his PhD in Design Science, Masters in Design Science, and Certificate in Complex Systems from the University of Michigan.

Rodrigo Najar is a PhD candidate in Strategic Design and a CAPES scholarship holder at Unisinos, Brazil. In his PhD thesis, “Design, Discourse and Power Relations: Designing with Neurodiversity,” he investigates a collective design project with autistic people. His primary research interests include collective design forms, social design, creativity, and play. He has developed Playstorming—a design method based on games and play.

Ruth M. Neubauer is a designer and design researcher in human-centered innovation. She has worked in the industry in Vienna, London, and Brighton. Ruth has a doctorate from Loughborough University in Design Innovation, and she has a degree in painting and graphic art from the Academy of Fine Arts Vienna. Her work is comprised of research and teaching at various universities: New Design University in Sankt Pölten (A), University of Art and Design Linz (A), and Loughborough University in London (UK).

Lauren Downing Peters is an assistant professor of Fashion Studies and director of the Fashion Study Collection at Columbia College Chicago. She holds a PhD in fashion studies from the Centre for Fashion Studies at Stockholm University and is currently finalizing her first book manuscript, *Fashion Before Plus-Size: Bodies, Beauty and the Birth of an Industry*.

Ruben Peters is a master graduate in Industrial Design Engineering from the University of Twente. Using design and design thinking, he is passionate about improving the experience of medical technology for humans.

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Harry van Goor is a professor of surgical education and innovator at the Radboud University Medical Center, The Netherlands. He is leading researcher in several technology tracks in the “less bricks, more bytes, different behaviour” program to improve care and wellbeing of patients, and of healthcare workers in- and outside the hospital.

Peter-Paul Verbeek is distinguished professor of Philosophy of Technology and co-director of the DesignLab of the University of Twente, The Netherlands. His research focuses on the philosophy and ethics of human-technology relations, with a special focus on responsible design. Research website: www.ppverbeek.nl

Mikael Wiberg is professor of Interaction Design at Chalmers University, and professor of Informatics at Umeå University, Sweden. He is the author of *The Materiality of Interaction – Notes on the Materials of Interaction Design* (MIT Press, 2018). Wiberg is a co-Editor-in-Chief for ACM Interactions, and he has published his research in several established design journals including *Design Issues*, *Design Studies*, and *International Journal of Design*.

D Wood has 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. Wood is the editor of *Craft is Political* (Bloomsbury Visual Arts, 2021).