

Contributors



Katrien Dreesen studied Communication Sciences at Vrije Universiteit Brussel (VUB), Belgium. After her studies, she started working in the field of user research at the research group SMIT-IBBT. Since 2008, she is part of the research group Social Spaces, participating in several research projects, including the set-up of FabLab Genk.

Denny K. L. Ho is Associate Professor in the Department of Applied Social Sciences, Hong Kong Polytechnic University, where his research has focused on social policy and action research methodology. Since 2008 he has collaborated with Dr Yanki C. Lee on design methodology for social participation. His major interest is in the relationship of solution-focus methods with the study and practice of design.

Liesbeth Huybrechts (1979) did her PhD about the relation between digital media, art, design and participation. She is head of research of the research unit Inter-actions, and researcher and lecturer in higher art education in the Media, Arts and Design Faculty in Genk, LUCA School of Arts/KU Leuven, Belgium. Within this context she is associated with the research group Social Spaces, exploring the social meanings, uses and applications of art and design (www.social-spaces.be). She also is involved in research and in mentoring students within the context of Cultural Studies KU Leuven and the Design Academy of Eindhoven, the Netherlands.

Yanki C. Lee is director of EXHIBIT CIC (www.exhibit-goldenlane.com), a social design agency in London. With an MA in Architecture from the Royal College of Art and a PhD in design participation from Hong Kong Polytechnic University, Dr Lee does research in the field of design methodology for participation and social innovation. From 2000 to 2011 she was a research fellow at the Royal College of Art Helen Hamlyn Centre for Design, London, and creator of www.designingwithpeople.org, the result of EPSRC funded i~design research project (2006-2010). As holder of the UK's BIS UK – China Fellowship of Excellence 2011, Dr Lee is currently director of the social design research lab at the Hong Kong Design Institute. www.yankilee.com

Selina Schepers (1986) graduated in 2009 as a Master of Philosophy (mPhil) in Cultures of Arts, Science and Technology at the University of Maastricht, the Netherlands. Currently, as a researcher at the research group Social Spaces I CUO, she is engaged in various research projects. As of 2012, she also became the research coordinator of Social Spaces I CUO. At the Media, Arts & Design-faculty (campus C-mine) in Genk, Belgium, she coordinates several design research-related courses.

Jessica Schoffelen (1981) lectures on research methods in (media) design at the Media, Arts & Design Faculty (LUCA School of Arts, Genk, Belgium). She

was the coordinator of the bridging programme Communication & Media Design and of the postgraduate programme Social and Participatory Use of New Media. In her PhD research she explores how documentation of design projects can enable participation in the project (for which she is associated with the University of Hasselt). She is part of the research group Social Spaces and FabLab Genk.

Cristiano Storni is Lecturer in Interaction Design and Director of the MSc.\MA in Interactive Media at Computer Science and Information Systems department (Interaction Design Center, University of Limerick, Ireland). He holds a PhD in Information Systems and Organization from the Faculty of Sociology in the University of Trento, Italy. During his PhD, Cristiano has studied the impact of ICT on people, organizations and society. He particularly focused on Science and Technology Studies (STS), Actor Network Theory (ANT), Ethnography, Participatory and Interaction Design. His original background is in Communication Sciences with a focus on HCI and Cognitive Science (he is a graduate of the University of Siena, Italy). His research lies at the intersection of social science and design disciplines. His current research concerns design theory and practices, the social shaping of technology, especially ICT (with an interest on the notions of appropriation, participation, and empowerment) and in different application areas: Health Care, Web 2.0,

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open hardware and software, and social innovation.
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