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Massimo Botta is head of the Master of Advanced Studies in Interaction Design program and head of the Interaction Design Lab at SUPSI. He received a PhD in Industrial Design and Multimedia Communication from the Politecnico di Milano and has worked at Domus Academy Research Centre and Philips Design, developing EU and R&D research projects on the integration between the technological development and design of interactive products and services. He carries on theoretical, research, and teaching activities in the fields of interaction design, user-centred interfaces, interaction modalities, design methodologies, knowledge organization, and information visualization. He is a board member of the Swiss Design Network (SDN) on design research, as well as peer reviewer—assessing university-level Italian scientific research in the industrial design field—for the National Agency for the Universities and Research Institutes (ANVUR).

Martin Wiedmer

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Martin Wiedmer is an architect (HTL) and design researcher. In 2012 he was appointed Vice Dean for Research and MA programs at the Lucerne School of Art and Design, Lucerne University of Applied Sciences and Arts. From 2006 to 2012 he was head of the Institute for Research in Art and Design IDK at the University of Applied Sciences (FHNW) and lecturer in the “Masterstudio” program, both in Basel. Prior to that he was a lecturer for CAAD at the Institute for Interior Design and Scenography at the same university. From 2004 to 2010 he was a board member of the SDN, and in 2010 he became its president. Since 2002 he has served as project manager of various design research projects in the field of mixed reality with a strong methodological interest in research as art/design. He is co-editor of *Prespecifics: some comparatistic investigations on research in design and art* (2008) and other publications.

Peter Troxler

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Peter Troxler is Research Professor at Rotterdam University of Applied Sciences on the topic of the Manufacturing Revolution. His focus is the impact of readily available direct digital manufacturing technologies—specifically as they apply to the design and manufacturing practice of ‘fabbers’ and ‘makers’ on the creative and manufacturing industries—and the emergence of networked cooperation paradigms and business models based open source principles. Peter is an industrial engineer by training (PhD 1999 from ETH Zurich). He worked in factory automation, attaching robots and automatic tool changers to CNC milling machines, before pursuing his career as a business consultant and later as a research manager at the University of Aberdeen in knowledge technologies and knowledge management. Peter has acquired notable experience and standing in community building by working with his own fringe theatre company in Lucerne, Switzerland, organizing arts festivals in Switzerland and Scotland, and as the community representative for Knowlegeboard, the largest community of knowledge management researchers in the mid-2000s, among other collaborations. Since 2007 he has been involved in Fab Labs in various ways, initially as a project manager of the Fab Lab Amsterdam, then as co-organizer of the international Fab Lab workshop and symposium in Amsterdam in 2010, and by supporting new Fab Labs getting started in Switzerland (Lucerne) and the Netherlands (Rotterdam).

In 2012/13 he was the president of the International Fab Lab Association. Troxler was also the executive editor of the book *Open Design Now. Why Design Cannot Remain Exclusive* (Amsterdam: BIS publishers, 2011).

Jörn Messeter

Department of Industrial Design

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Jörn Messeter holds a PhD in informatics (2000) with a focus on computer-supported collaborative learning. His current focus in research and teaching is mobile and ubiquitous computing—more specifically, place-centric perspectives on digital media—and participatory approaches to interaction design.

He has published about 20 peer reviewed scientific articles. He has taught interaction design at bachelor-level university courses since 1990, and at master-level university courses since 1995. He has also been an interaction design consultant for companies including Sony Ericsson, Epsilon, Inxl, and Edison Solutions.

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Paul Rodgers has had a distinguished and extensive career in design research. He has over 20 years’ experience in product design research, working with a range of commercial, public, and third-sector organizations such as BAE Systems, Caterpillar, NCR, National Museums Scotland, the Design Council, Newcastle YMCA, and Gateshead Carer’s Association. He has led as Principal Investigator several research projects, including an EPSRC-funded Innovative Media for a Digital Economy pilot program project, an AHRC-funded ICT Methods Network project, and a number of design projects funded by the Scottish Government and The Lighthouse (Scotland’s National Centre for Architecture, Design, and the City). He is currently leading another AHRC-funded project entitled “We are all Designers” that is exploring notions of disciplinarity in contemporary design practice. Rodgers has published more than 125 papers in book chapters, journals, and conferences. He sits on the editorial review board of many international design conferences, including the Design Research Society (DRS), International Association of Societies of Design Research (IASDR), Design Computing and Cognition (DCC), International Conference on Design Creativity (ICDC), and Engineering and Product Design Education (EPDE). He is also a member of the editorial board of the international journals *Design Studies* and *Design Creativity and Innovation* (Taylor & Francis), and is a regular reviewer for other journals, including the *Journal of Engineering Design*.

His current research interests include hybrid creative practice, design disruption, design thinking, exploratory and experimental design research methodologies, design culture, and sociocultural studies of design, designers, and designing. He has published eight books on design: *Inspiring Designers* (London: Black Dog Publishers, 2004), a key book on the iconic influences of successful designers throughout the world; *Crossing Design Boundaries* (London: Taylor & Francis, 2005); *The Little Book of Big Ideas: Design*, (London: A. & C. Black, 2009); *Digital Blur: Creative Practice at the Boundaries of Architecture, Design and Art* (Oxford: Libri, 2010), with Michael Smyth; *Product Design* (London: Laurence King, 2011), with Alex Milton; *Interiors Education Futures: A Collection of Contemporary Insights* (Oxford: Libri, 2012); *Articulating Design Thinking* (Oxford: Libri, 2012); and *Research Methods for Product Designers* (London: Laurence King, 2013), with Alex Milton.

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Hennie Reynders is an architect and associate professor in the Architecture, Interior Architecture, and Designed Objects department at the School of the Art Institute of Chicago. As architect and designer, his work crosses disciplinary boundaries and includes art installations, product design, architecture, and landscape urbanism projects. His research and teaching focus on spatial relationships, citizen infrastructure, design theory, and interdisciplinary thinking and making at the intersection of art, design, and science—more specifically, as expressed in the relationship between structure and agency.

He has exhibited, lectured, and acted as moderator in Chicago, Barcelona, Edinburgh, Tokyo, Johannesburg, and other cities internationally. He holds a first professional BArch and second professional MArch degree in Architecture, Landscape Urbanism, and Activist Practice, as well as a PhD from the University of Edinburgh, Scotland.

Harah Chon

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Harah Chon is a fashion designer and PhD Candidate at The Hong Kong Polytechnic University, School of Design. She received a BFA from Parsons, The New School for Design, and an MBA from The Hong Kong Polytechnic University, Graduate School of Business. Her research focus is on design knowledge and culture in relation to fashion and design. She is particularly interested in the cultural transformation of young adults in mainland China and how their reevaluation of traditional Chinese values affects their perceptions and consumption behaviors toward fashion and design.

Jonathan Wray

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Jonathan Wray is currently a research associate in the Creative Industry Scientific Program (CRISP) at the Design Academy Eindhoven. His approach to design is through a strong research-based practice, finding design solutions through a methodical, user-centric approach, with a particular focus on human emotion, behaviour, and psychology.

Massimo Banzi

Arduino project

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Massimo Banzi is co-founder of the Arduino project and has worked for clients such as Prada, Artemide, Persol, Whirlpool, V&A Museum, and Adidas.

He spent four years as associate professor at the Interaction Design Institute Ivrea, and has taught workshops and been a guest speaker at many institutions, including the Architectural Association in London, the Hochschule für Gestaltung und Kunst Basel, Hochschule für Gestaltung Schwäbisch Gmünd, FH Potsdam, Domus Academy, Medialab Madrid, Escola Superior de Disseny Barcelona, ARS Electronica Linz, Mediamatic Amsterdam, and Doors of Perception Amsterdam. Before joining IDII he was CTO for the Seat Ventures incubator. He spent many years working as a software architect in Milan and London, on projects for clients like Italia Online, Sapient, Labour Party, BT, MCI World-Com, SmithKlineBeecham, Storagetek, BSkyB and boo.com.

Serena Cangiano

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Serena Cangiano carries out projects of design research at the Interaction Design Lab SUPSI with a focus on the design of social media platforms and open design. She teaches interaction design and interactive installation prototyping within the bachelor program in visual communication at SUPSI, and also works on the organization of the master program and summer schools in interaction design. She is currently a PhD candidate at University Iuav of Venice with a research focus on open design practices and new forms of customization for interactive artifacts.

Davide Fornari

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Davide Fornari holds a PhD in Design sciences from University Iuav of Venice and is a tenured teacher and researcher at the laboratory of visual culture at the University of Applied Sciences and Arts of Southern Switzerland (SUPSI) in Lugano, where he teaches interaction design and the history of graphic design. He is the coordinator of the Master of Advanced Studies in interaction design at SUPSI, and also coordinates the research project Mobile a2k: Culture and Safety in Africa, on the impact of public art on urban security in three African cities (Douala, Johannesburg, and Luanda), financed by the Swiss Network for International Studies.

Water Lilly

Cesare Griffa et *al.*

studiogriffa

Cesare Griffa is an architect and educator. He studied architecture at the Polytechnic of Turin and the Architectural Association in London, and gained further experience collaborating with Zaha Hadid Architects and Arata Isozaki & Partners. In 2006 he founded his own studio in Turin. He is visiting professor of architectural design at the Polytechnic of Turin, and has lectured about digital architecture in Italy and abroad. His publications include *La Città Digitale* (Rome: Meltemi, 2008). His work has been selected for many international competitions and exhibits, and is widely published. His current research includes the use of cutting-edge software and hardware technologies to explore socially and environmentally responsive “smart architectural creatures.”

**Consuelo Keller**

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Consuelo Keller grew up in Lugano and in 2004 gained her MA degree in Classical Archaeology, Ancient History and Near Eastern Archaeology from the University of Basel. As a student she worked as departmental assistant, participated in archaeological excavations in Switzerland, Italy, and Jordan, and collaborated with various museums and cultural institutions. After graduating she worked for ProSpect GmbH, a company specialized in services and communication in the cultural field. From 2008 to 2011 she was a scientific collaborator at the University of Basel on a project funded by the Swiss National Science Foundation (SNSF).

To deepen her strong interest in design-related disciplines, along with a professional internship in 2007–2008 she earned her postgraduate Master of Advanced Studies in Digital Design and Management from the University of Applied Sciences and Arts in Lucerne. She specialized in the fields of graphic and product design, with a focus on digital instruments for planning, production, and design management. This sparked her ongoing interest in the open source movement, digital fabrication and mass customization, interactive tools for museums and cultural sites, and human–machine interactions in general. She considers interaction design the ideal interdisciplinary field for combining her broad cultural, design, and technological interests and applying her disparate theoretical, methodological, and technical skills.

**Matteo Loglio**

SUPSI University of Applied Sciences and Arts of Southern Switzerland

Matteo Loglio is a young interaction designer. He studied industrial design at the Politecnico di Milano, where he participated in the opening of the first physical computing lab for designers. After completing his degree he went on to attend the Master of Advanced Studies in Interaction Design at SUPSI in Lugano, where he focused on the design aspects of code and electronics. He is now based in Turin, working for Officine Arduino, where he is working on Tinker-Kit!—a project that aims to make technology more accessible to non-technical users. Two of his projects were shortlisted for the 2013 Interaction Design Awards.

Zombie Attack:

4 Days Later

Alexis Morin, Clayton Cook,

Miguel Peres

Umeå Institute of Design

**Alexis Morin** is currently working toward an MFA in Interaction Design from the Umeå Institute of Design in Umeå, Sweden. Alexis is from Montreal, Canada, holds a BFA in Computation Arts, and has worked for several years in web design and programming shops in the Montreal area. After two 2011–2012 internships in Shenzhen, China, and Munich, Germany, he is ready to complete his MFA in Sweden. He is conversational in 6 languages and enjoys building tangible interactive objects.

**Clayton Cook** grew up near Washington, DC in the USA. After graduating from university in 1999 he moved to New York City, where he spent eleven years working professionally as a graphic designer specialized in corporate identity for interactive web and print communications. In 2010 he moved to Sweden, where he is currently pursuing an MFA in Interaction Design from the Umeå Institute of Design.

**Miguel Peres** has recently joined Research in Motion in Ireland as Senior Interaction Designer, and focuses his time researching new ways to enable people to interact with their virtual possessions. In his previous role, as a Design Lead in the Nokia Institute of Technology in Brazil, Miguel contributed to and guided the development of a wide range of products in areas such as home automation, media consumption, and sports tracking. Miguel was born in Brazil and has enjoyed life and work in 10 different cities across 5 different countries. He has a BFA in Art Education, a BDes in Graphic Design, and is currently working toward an MFA in Interaction Design from the Umeå Institute of Design.

Auditory Feedback for Walking

Andrés Villa Torres, Karmen Franinovic, Jan Huggenberg

Zürcher Hochschule der Künste, Interaction Design

**Andrés Villa Torres** started his career in Mexico, studying architecture at UNAM in 2004. After one year he transferred to the industrial design program at UAM Xochmilco. As a student he collaborated on several research projects, focusing primarily on ergonomics and health.

After finishing his bachelor’s degree in 2008 he went to work for Esrawe Studio, where he spent a year collaborating as furniture and interior designer and leading various design projects. He moved to Berlin in 2010, where he held an internship at Lunatic Interactive, invested time improving his music skills, and sharpened his ideas for his master’s degree proposal. In 2011 he moved to Zürich to enter the master’s program in interaction design at the ZHdK.

That same year he was an intern at Projektil, designing, producing and displaying visuals. He is currently finishing his master’s and working as research associate at the Design Research Institute of the ZHdK.

Colophon

**8th Swiss Design Network**

**Symposium**

***Disruptive Interaction***

**www.sdn2012.ch**

Lugano,

9 November 2012

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Massimo Banzi

Arduino project

Peter Troxler

Rotterdam University

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Speakers

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Acknowledgments

The organizers of the symposium would like to thank the paper reviewers, who reviewed the proposals and contributed

with valuable suggestions.

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