About the Contributors

**Dew Harrison** is Professor of Digital Media Art at the University of Wolverhampton, where she is Chair of the University Professoriate and Director of the CADRE research centre. With a BA in Fine Art, an MSc in Computer Science, an MA in the History and Theory of Contemporary Art, and a PhD from the Planetary Collegium, CAiiA, in Interactive Art, her practice undertakes a critical exploration of Conceptual Art, semantic media, and intuitive interfaces, which bridge the virtual to the real world. She often works collaboratively and considers digital curation as a form of art practice. Her early work in hypermedia articulates the creative thinking of Marcel Duchamp as the initiator of conceptual practice. More recent works concern the application of human-like behaviours to virtual objects and have extended from exploring the ideas of Duchamp to that of the “big idea” of Darwin culminating in the “Shift-Life” hands-on interactive installation commissioned for the Darwin bicentenary 2009. She continues to exhibit internationally and has over 70 publications to date spanning digital art, media art history, new media theory, interactive games, museology, and consciousness studies.

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**Michelle Aebersold** is a Clinical Assistant Professor and Director of the Clinical Learning Center. Her program of scholarship focuses on the science of learning applied in simulation to align clinician and student practice behaviors with research evidence to improve population health. She has worked extensively with virtual environments, learning technologies and high-fidelity simulation. She was a recent presenter at TEDxUofM-on simulation in nursing education, her talk was titled. “One patient… so many lives!”

**Maha Al Merekhi** is the Director of Strategic Planning in Qatar Foundation. Ms. Maha studied Economics at Qatar University and she currently pursues her Master’s Degree at Hamad Bin Khalifa University, Faculty of Islamic Studies, Public Policy in Islam Program.

**François Allard-Huver** is interested in questions dealing with transparency policies and communication strategies in European and French Institutions, especially risk assessment authorities like EFSA (European Food Safety Authority) or ANSES (the French Agency for Food, Environmental and Occupational Health & Safety). His dissertation deals with transparency, GMOs and pesticides controversies in the public sphere. He is interested in the question of frankness (parrhesia in Foucauldian theory) in the public sphere, as well as in the digital media strategies of risk assessment authorities and civil society actors.
About the Contributors

Garfield Benjamin is a digital artist and cultural theorist working with new conceptions of the relation between consciousness and technology. Having previously studied electroacoustic composition and mixed media digital art with BEAST at the University of Birmingham, Garfield Benjamin has been undertaking a doctoral studentship in the Centre for Art, Design, Research and Experimentation at the University of Wolverhampton, where he has recently submitted a thesis entitled ‘The Cyborg Subject: Parallax Realities, Functions of Consciousness and the Void of Subjectivity’. His digital art practice involves interactive works, avatar-mediated spaces and computer animation, incorporating a remediation of cultural artefacts from both the arcane and the ultramodern, fusing alchemy with ‘geek’ culture and an often harsh, fractal, digital aesthetic. Research interests include the work of Žižek and Deleuze, the philosophy of quantum physics, science fiction, computer games and digital art theory.

Paul Chilsen started in Film and TV in Los Angeles, but left to pursue graduate school at Columbia College Chicago where he made the Student Academy Award-nominated short Gross Ratings. Paul was a Follet Fellow at Columbia and did postgraduate work at UW-Madison. He has directed and written feature films, documentaries, and Emmy Award-winning TV. A filmmaker and published author, he has taught at Columbia, Northwestern and Carthage. Through the Rosebud Institute and Carthage, his focus is defining and using digital media to enhance screen media literacy.

Lily Cusshernery is an Assistant Professor of Management at Stony Brook University. Her research focuses on 1) the process by which leaders overcome failures and 2) the dynamics of innovative teams. Her primary research examines the consequences of leader mistakes and mistake recovery on leader-follower relationships. Her innovation research includes constructs such as team member influence, team climate, and malevolence. Dr. Cushernery received her PhD in Industrial-Organizational Psychology from Penn State University.

Denise Doyle is an Artist-Researcher, and Senior Lecturer in Digital Media at the University of Wolverhampton, and Adjunct Professor in Virtual Worlds and Digital Practice, Ontario College of Art and Design University (OCAD U), Toronto, Canada with a background in Fine Art Painting and Digital Media. During her PhD research she developed an art laboratory space in the virtual world, Second Life, to investigate creative practice in virtual world spaces. Denise has published widely on the subject of the virtual and the imaginary, the experience of the avatar body in virtual worlds and game spaces, and the use of virtual worlds for creative practice. She sits on two editorial boards: the International Journal of Performance Art and Digital Media (Routledge) and the Journal of Gaming and Virtual Worlds (Intellect). Her research interests include: virtual worlds, art-sci dialogues, interactive film, philosophies of the imagination, practice-based research methods, phenomenological research methods, and digital narratives. She is currently developing a project entitled Astronauts and Avatars exploring bodies in real and virtual space.

Hanaa Elghaish is a researcher. She got a Master of Art in public Policy in Islam and a Diploma in Islamic Studies in Qatar Faculty of Islamic Studies, which is a member of of Hamad Bin Khalifa University in Qatar. Dr. Hanaaâ€™s main research interests are in political/social studies (particularly connections between good governance, Arab societies problems and Islamic values as a framework). She is the author of The Role of Arab Youth Effectiveness in Evolution of Arab Spring (Doha, 2013), and co-editor with Dr.Evren Tok and Rachael Calleja of Arab Development Aid and the New Dynamics of
Multilateralism: Towards better Governance (European Scientific Journal, 2014). Before being a public policy researcher, Dr. Hanaa used to be a dental surgeon; she is graduated in Dental College, Alexandria University, Egypt, where she got a Master degree in dental surgery.

**Joshua Fairchild** earned his doctorate from Penn State University, where he studied leadership and innovation in the workplace, with an emphasis on the role of teams in the creative process. He has authored or co-authored a number of manuscripts, book chapters, and conference presentations on these topics. His current research centers on how teams navigate the creative process, how individuals appraise novel products, and how technology impacts creativity and innovation.

**Nicholas Gilewicz** is a doctoral student at the Annenberg School for Communication at the University of Pennsylvania. He researches the history of journalism, how journalists construct the social meaning of their work through journalism products, and how to theorize new frameworks with which to analyze texts and communities produced by digital communication. He holds a master’s degree in journalism from Temple University, and a bachelor’s degree in the humanities from the University of Chicago.

**Ian Gwilt** is a Professor in the Art and Design Research Centre at Sheffield Hallam University, England. He has a PhD from the University of New South Wales, Sydney Australia, which examined the theory and practice of mixed-reality art. He also holds an MA in Interactive Multimedia (MAIMM), jointly conferred by the University of Balears (UIB) in Spain, and the Royal College of Art (RCA) London, and a BA Hons in Communication Media (Educational Media Design) from Manchester Metropolitan University. Current areas of research include practice and theory into visual communication design and social innovation, information visualization, augmented reality artifacts and locations, interactive installations, the design of hybrid environments and experiences for museum interaction and other educational contexts including design in the healthcare environment. He is also interested in how we can incorporate visual communication design practices into interdisciplinary research teams and in better defining design research practices. He is a member of council for the Design Research Society. His own practice reflexively uses the visual language of the computer graphical user interface to explore the role that digital technologies have taken in our everyday social, cultural and creative environs. He works across a number of media often combining analogue and digital forms including painting, digital print, video, interactive installation and Rapid Prototype sculptures. He has been making and writing about new media art since the mid 1990s and has exhibited at a number of international new media events and galleries. Originally from the UK, he lived and worked in Australia and New Zealand for a number of years where he began to develop his research/practice around augmented reality and the graphical user interface.

**Jung Hoon Han** is an Urban Planner and Convenor of Smart Cities Research Cluster (SCRC) in Faculty of the Built Environment at University of New South Wales, Sydney Australia. He began at UNSW in January 2011 after holding lecturing and researching positions at Griffith University (2009-2011) and the Australian Housing and Urban Research Institute at the University of Queensland, Australia (2004-2009). He has led the Smart Cities Research Cluster, one of the five major research clusters in the Faculty of Built Environment, UNSW, which was established in 2009 under the Faculty research strategy to promote a high performance research intensive culture. His research interest focuses on the spatial and temporal changes in urban service, digital technology and infrastructure in Australia. In particular he has investigated the ways in which planners should conceptualise, and respond to, constraints
and opportunities in cities. His current research focuses on the dynamic changes in housing market and the spatial politics of urban land use and development in Australia and China. Dr Han’s impact and contribution to the field is reflected in his recent publication record, which includes over 70 refereed publications with over 200 citations.

Scott Hawken is an Urban Designer, Landscape Architect and Landscape Archaeologist. His work uses a synergistic approach integrating advanced geospatial technologies with innovative fieldwork methods. Research subjects include the mapping and analysis of Southeast Asian urban settlements in both contemporary and medieval contexts.

Rachel Heinen is currently a psychology student at Creighton University in Omaha, NE, where she researches creativity, teamwork, and leadership in organizations. After graduation, she plans to enroll in a PhD program in I-O psychology.

Tim Hopper is an associate professor in the School of EPHE, Faculty of Education. He received his Masters and PhD from the University of Alberta. Dr. Hopper’s scholarly work focuses on teacher education in physical education. His research explores the use of complexity thinking as a theoretical frame. He is currently involved in two externally funded research grants with Dr Kathy Sanford, (1) Electronic-portfolio development in three professional programs, and (2) Youth Civic Engagement: Real Life Learning through Virtual Games Environments.

Sam Hunter is an associate professor of psychology in the Industrial and Organizational Psychology program area at Penn State University. He is the director for the Leadership and Innovation Lab at PSU. Sam received his PhD in Industrial and Organizational Psychology from the University of Oklahoma in 2007. His research interests include leadership, innovation, and managing unique workforce populations such as those on the autism spectrum.

Cheris Kramarae is senior courtesy research associate, Center for the Study of Women in Society, University of Oregon, USA, where she also served as director. She is a former director of women’s studies at the University of Illinois, USA, and an international dean at the International Women’s University, in Germany. She has taught and collaborated on research with colleagues in England, the Netherlands, Germany, South Africa, China, India, and France. Her current research areas include gender and technology, education, and discourse analysis. She and Dale Spender are editors of the 4 vol. Routledge International Encyclopedia of Women: Global Women’s Issues and Knowledge.

Carl Lee earned his BA degree in Mathematics from Yale University with conditional certification to teach secondary math, and his MS and PhD degrees in Applied Mathematics from Cornell University. He joined the Department of Mathematics at the University of Kentucky in 1980, where he is now Professor. He is presently a Chellgren Endowed Professor associated with the University of Kentucky Chellgren Center for Undergraduate Excellence. His research interests include polyhedra, discrete geometry, and mathematics education. He has served as a PI or co-PI for a variety of NSF grants, including a Center for Learning and Teaching (ACCLAIM), a Math Science Partnership (AMSP), and a DRK-12 project on Geometry Assessments for Secondary Teachers, and he collaborates in many projects on the teaching and learning of mathematics.
**Salvatore A. Leone** is currently studying Industrial-Organizational psychology at Creighton University in Omaha, Nebraska. Working with Dr. Joshua Fairchild, I am a part of the Creativity, Teamwork and Leadership research lab within the university psychology department. My research interests are currently focused on leadership emergence and virtual work environments, but also include personality and motivational factors in work settings, and the role incentives play in the modern workplace.

**Jason McSparren** is a second year PhD. student in the Global Governance and Human Security program at John W. McCormack School of Policy and Global Studies at the University of Massachusetts, Boston. His research interests include the international political economy (IPE) of the Gulf States and natural resource governance in Africa.

**Liz Merkel** has a Masters in Curriculum and Instruction from the University of Victoria. She worked with Dr. Sanford on numerous projects over four years and continues to implement research into her classroom teaching. She is an elementary school teacher but is currently working at Woosong University in South Korea.

**Fatema Mohamed** is a teaching assistant in the Department of International Affairs at Qatar University. She has a Master’s Degree in Public Policy in Islam, Faculty of Islamic Studies (2014), and a Bachelor of Art Degree in International Affairs, Qatar University (2010).

**Margaret Mohr-Schroeder** is an Associate Professor of Middle/Secondary Mathematics Education at the University of Kentucky. Since her arrival to UK, Dr. Mohr-Schroeder has been involved in over $13 million in NSF funding, expanding STEM Education through various initiatives including the creation of a STEM Education major, and has been instrumental in garnering internal and external funding to support transdisciplinary teacher preparation. When she is not boating, camping, or using her mathematical and engineering design abilities to remodel her home, she enjoys researching informal learning experiences for preservice teachers and increasing STEM interest in underrepresented populations.

**Lorna Moore** is a video performance artist and works with real-time video technology. She received her doctorate at the University of Wolverhampton, UK. Her research explores ways to suspend the corporeality of participants’ within the digital Other as an In[body] experience – to be in the body of the artwork/subjects in the moment afforded by real-time video technologies. Her practice is concerned with creating inter-corporeal experiences between subjects and the artwork using head mounted display systems and bio-sensing technology. Her work has been exhibited nationally and internationally where she has collaborated with many artists and co-ordinated a number of art festivals. Dr Moore has currently returned from an art residency in Italy.

**Alistair Payne** is the Head of the School of Fine Art at Glasgow School of Art. Previously he was the Undergraduate Programme Leader in Fine Art and before that MA Fine Art Course Leader and Senior Lecturer in Fine Art (Painting) at The University of Wolverhampton. He has also worked at Manchester Metropolitan University in the Painting Department (2002-2005) and as a Visiting Lecturer at different UK institutions. In 2006 he was awarded a PhD from Chelsea College of Art, he also has a BA Fine Art Degree from The University of Hertfordshire and an MFA from The University of Newcastle upon Tyne.
Elma Polanec, mag.paed., is a preschool teacher in the kindergarten “Little Sparrow”, Šenkovec, Croatia. For eleven years, she has been working with preschool children aged from three years till seven years. Also, she currently teaches preschool aged children basic English. In July 2014, she has finished the graduate study Early and preschool education at Faculty of Teacher Education, University of Rijeka. Her research interests are related to the computer games influence on children development.

Phillip Prager is Assistant Professor in Aesthetics at the IT University of Copenhagen, where he teaches practice-based digital art, film studies, media history and play theory. He holds a BA in History from Yale University (2001), and completed an MPhil in Architecture and the Moving Image (2004) and a practice-based PhD in Screen Media and Cultures at the Cambridge University Digital Studio (2009). He then embarked on a postdoctoral fellowship in cognitive aesthetics at the Minerva Foundation, UC-Berkeley (2010). Phillip’s work relates scientific research on creative cognition and play behavior to 20th and 21st century art. He is particularly interested in why outdated romantic, psychoanalytic and classical notions of creativity remain prevalent within art and media history even in the 21st century, and how a scientific understanding of creativity challenges the conventional interpretation of avant-garde art. He also works as a consultant and offers creativity workshops for the private sector.

Everardo Reyes (b. 1976, Mexico City) is Associate Professor in Information and Communication Sciences at the University of Paris 13 since 2011, where he is also member of the LabSic research center. Internationally, he is research member of the Software Studies Initiative. He received his PhD degree in 2007 from the University of Paris 8. His research areas combine methods from the cultural and scientific domains to study, analyze, experiment, and develop tools for understanding uses and implications of computation in digital images. He is affiliated to several international associations dealing with cognitive semiotics, digital art, arts and science, and digital humanities.

Kathy Sanford is Professor in the Faculty of Education at the University of Victoria. Her research interests include gender and literacy, alternative literacies, popular culture, and teacher education. She is currently working on research focused on Video Games in relation to youth civic engagement, and literacy learning and E-Portfolios development in three professional programs.

D. Craig Schroeder holds dual BS degrees in Physics and Mathematics from Centre College, a MS and PhD in Mathematics Education and an EdS in Educational Leadership from the University of Kentucky. He began teaching high school in Kentucky in 2002 and served as a middle school mathematics coach for a grant project in Fayette County in 2011-2012. He is presently a middle school mathematics and science teacher at Beaumont Middle School and director of the See Blue™ STEM Camp for middle school students. His interests include using technology effectively in the mathematics and science classroom, developing self-regulated learning, and helping students to explore and apply real-world STEM concepts in informal learning settings.

Marianne Selsjord, creative digital media artist and painter (www.marianne.selsjord.com/) and a passionate gardener, was a conservatorist of medieval polychrome sculpture, who taught traditional and modern painting techniques and Autodesk Maya at the Norwegian National Academy of the Arts. Her digital artwork has been shown at ‘Ultima’ Oslo Contemporary Music Festival; Samuel Dorsky Museum, New York; Federal Reserve System Fine Arts, Washington DC; Henie Onstad Art Centre, Gal-
leri Vanntårnet and Drøbak kunstforening: Varmbade, Norway. She created 3D projections for the dance performance on snow, Mot Himlaelite, Sauda and for Håndels Acis and Galatea (Oslo Baroque Opera). Marvellous Transformations (2013/4), comprising a 3D navigable environment, prints on aluminium, video of Kinabalu rainforest and 3D-printed sculptures, plus audio, was her final work. Marianne died of multiple myeloma in Spring 2014.

Maureen Thomas is a dramatist, director, and screenwriter, and has been experimenting with creative digital media, interactivity and the spatial organisation of narrative since 2000, as Senior Creative Research Fellow, Interactive Institute, Sweden; Visiting Artist, Media Lab, Helsinki and Senior Research Associate, Digital Studio, Cambridge (www.expressivespace.org), focusing on performance and engagement in integrated media. She is a Senior Research Fellow (Screen Media and Cultures) at Churchill College, Cambridge. Maureen has a particular interest in Nordic mythology, archetypal drama, the oral composition of sung tales and the arts of chance. As well as London (Southbank Centre) and Cambridge (International Film Festival; MIST), her work has been exhibited in Reykjavik (Rádhú), Copenhagen (Bella Centre), Stockholm (Fylkingen Centre for Music and Intermedia Arts) and Helsinki (Gloria Theatre).

Evren Tok obtained his collaborative Ph.D degree from the School of Public Policy and Administration and Institute of Political Economy at Carleton University, Ottawa/Canada. He previously obtained his MA degree from the Institute of Political Economy at Carleton University. He was a research assistant under the supervision of Hany Besada at the North South Institute. He was designated as a distinguished research associate for the NSI in February 2012. He worked as a sessional instructor in the Department of Political Science and Department of Social Work at Carleton University, Koc University and Okan University, teaching courses on International Development, Political Economy, Public Opinion and Politics of Developing Countries between 2007 and 2012 Since January 2012, he has been affiliated as an Assistant Professor and Program Coordinator at Hamad Bin Khalifa University, Public Policy in Islam Program, Faculty of Islamic Studies, Doha/Qatar.

Joan Truckenbrod is an internationally known new media artist. She first digital artwork was computer drawing created in the mid 1970’s using Fortran programming. In 1988, she published the book Computer Imaging that illustrated creating artwork using these devices. She developed computer paintings following this early work, that involved fiber and photography. Currently she is creating video sculptures, juxtaposing handmade objects with video projection. Her recent book The Paradoxical Object: Video Film Sculpture discusses this work together with artists who have inspired her. Professor Truckenbrod is Professor Emeritus at The School of the Art Institute of Chicago, where she taught in the Art and Technology Department.

Dana Tschannen is a Clinical Associate Professor at University of Michigan School of Nursing and Program Lead for the Health Systems, Nursing Leadership and Effectiveness Science Program. My research area has included work environment characteristics (as related to patient outcomes), informatics, interdisciplinary collaboration, patient safety, and educational use of Simulation. I have developed several virtual simulations related to patient safety, conflict management, communication, adverse drug events, and priority-setting, which have been integrated into several quality improvement, academic, and practice initiatives.
About the Contributors

Sanja Tatalović Vorkapić, Ph.D., is assistant professor and currently teaches students at Faculty of Teacher Education, University of Rijeka, Croatia in: Developmental psychology, Psychology of early learning and teaching, General psychology, Emotional intelligence, Developmental psychopathology, Methodology of quantitative research, Positive psychology. Her contemporary research interests include biological basis of personality, personality of (pre)school teachers and child personality, contemporary issues from developmental psychopathology and methodology of quantitative research, positive psychology (well-being, optimism, life satisfaction, virtues) and (pre)school teachers’ professional development. She has published numerous psychology related articles and has been actively involved within various interdisciplinary research projects.

Angelique Williams (LLB BA) is a graduate lawyer at Lindsay Taylor Lawyers, a firm specialising in local government, planning and environmental law. Prior to this, Angelique worked as a Legal Researcher and sessional staff member in the Planning and Urban Development Program, Faculty of Built Environment, at the University of New South Wales.

Ross Winning was originally trained as a Sculptor and has a long-standing interest in making objects and producing short animated films. Now researches sound and animation and makes kinetic projects that combine real form in conjunction with motion and illusory figurative structures. Sculpture and various art works are located in private and public collections in the UK, Scandinavia and Japan. Interests in sound and music has also led to working as a professional musician for many years. Currently engaged in PhD study at The Animation Academy, LUSAD, Loughborough University. Teaches Animation and Drawing and is currently Departmental Head of Digital Media in the Faculty of Arts at the University of Wolverhampton, UK.

Suzette Worden is an Honorary Professor of RMIT University, Australia. Her current research considers the social implications of technology for design and new media. With a background in design history she has an interest in the materiality of design and continues to supervise doctoral research projects in a part-time role. From 2002-2011 she was Professor of Design at Curtin University, in Perth, Western Australia where previous research included an Australian Research Council Linkage project ‘Innovative Solutions for Wool Garment Comfort through Design’ (2007-2010). She also published on art/science projects concerned with geology, mineralogy and West Australian mining heritage. She has co-written three books; contributed chapters to seven; presented peer reviewed research papers at many international conferences; and co-curated exhibitions on design.

Wei Zhang is a professor of English linguistics at Peking University, China. She received a PhD from Columbia University. Her research interests include gender studies, language and new media, multilingual and digital literacy. She has published internationally in journals such as Discourse & Society, Women & Language, and English Today. Her recent article “‘SlutWalk’ on connected screens: Multiple framings of a social media discussion” (co-author with Cheris Kramarae) appears in the Journal of Pragmatics.