About the Contributors

Phil Turner is a senior lecturer in the School of Computing at Napier University. He has a first degree and a PhD in psychology and an MSc in computing science. Phil has some 20-years experience in the domain of human computer interaction in industry and academia, and has published extensively. His current work concerns the application of philosophical concepts to develop explanatory frameworks for human computer interaction.

Susan Turner is a senior lecturer in the School of Computing at Napier University. Susan has experience in the teaching and research of the human aspects of computing across a variety of domains, and a number of related publications. She has a PhD in design and computing, an MSc in information technology, and a first degree in psychology. Currently, she is working on discourse analytic methods for studying the experience of technology.

Elisabeth Davenport is professor of Information Management at Napier University, Edinburgh, Scotland, where she has led and been engaged in numerous research projects in this domain. Her research focus is the interaction of texts, tasks, and technologies in academic and professional domains, and in social contexts outside the workplace such as the home, or the political process, and she has an extensive publications history in these areas. She is also Visiting Scholar in the School of Library and Information Science at the University of Indiana.

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John Willy Bakke works as a research scientist at Telenor Research and Innovation, where his primary areas of research are flexible work arrangements, and user interpretations and user acceptance of technologies. Recent projects include studies of teleworking, the role of ICTs and workplace design for work task execution and collaboration, and trust and social capital in distributed groups. He has published a number of articles and papers in these areas, and is also the editor and coeditor of books on telework, distributed work, and workplace design.

David Benyon has been professor of Human-Computer Systems at Napier University, Edinburgh since 1996. His background is in computing, cognition, and the application of artificial intelligence techniques to human-computer interaction. He has published widely on human-computer interaction, interaction design, and on applying new theories of cognition to design. The book Designing with Blends: Conceptual Foundations of Human-Computer Interaction and Software Engineering by Manuel Imaz
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and David Benyon, was published by MIT press in 2006. David Benyon is also one of the authors of one of the major textbooks in HCI, *Designing Interactive Systems* (Benyon, D., Turner, P., & Turner, S. Addison-Wesley, 2005).

**Stephen Boyd Davis** has worked and taught in digital media since 1984. At Middlesex University, with his colleagues, he founded one of the first Masters programmes in the world dealing with interactive media, whose graduates have had influence worldwide. As Reader in Interactive Media, he runs the Lansdown Centre for Electronic Arts, a University Research Centre. He shares the Centre’s commitment to continuous innovation, but also sets new media practices in wider historical contexts. His wide-ranging interests include novel forms of interaction and the spatiality of media. Originally a textile designer, Stephen retains an interest in design for pleasure rather than just for utility.

**Cheryl Campanella Bracken** (PhD, 2000, Temple University) is an associate professor in School of Communication at Cleveland State University in Cleveland, OH, USA. Her research interests include psychological processing of media. She is intrigued with the strong impact that television, video games, and other forms of media have on people’s perceptions. Her specific research interests include (tele)Presence, and the impact of media form variables (i.e., image quality and screen size) on audiences’ perceptions of media content. Dr. Bracken has published in *Media Psychology; Journal of Communication; Journal of Broadcasting and Electronic Media, and Human Communication Research*. She has coedited two issues of the journal *Presence: Teleoperators and Virtual Environments* in 2003, and has another special issue expected in 2008.

**Fiona Carroll** graduated with a BA in ceramic design (1996) and a Graduate Diploma in art and design teaching (1998) from Limerick Institute of Technology. She then went on to gain a MSc in interactive media, at Limerick University, in 2002. She is currently completing a part-time PhD with the School of Computing at Napier University, Edinburgh, whilst also working as an e-learning/graphic designer at Swansea University. Her main research interest is in experience design, particularly the design of technology that enhances educational experiences. Her current focus is on the visual aesthetic, and how new media can be aesthetically designed to enhance the user’s experience.

**Richard Coyne** has authored several books with MIT Press and Routledge on the implications of digital technologies for cultural understandings of space and spatiality. Recent projects include examinations of non-place, branded meeting places and the role of the human voice in digitally mediated environments. He researches and teaches in design, theory, digital media, and sound design. His work is richly multidisciplinary and collaborators include musicians, sociologists of technology, and urbanists. He is an architect and head of the School of Arts, Culture and Environment at the University of Edinburgh.

**Laura Daley** is a PhD student in the Lincoln Social Computing (LiSC) Research Centre at the University of Lincoln. She has a background in psychology, and her current research interests lie in developing an understanding of how technology mediates the use of spatial and directional language, especially in the case of special populations such as people with Aspergers.

**Sándor Darányi** is associate professor at the Swedish School of Library and Information Science (SSLIS). He graduated from Eötvös Loránd University, Budapest, Hungary, with a PhD in library and information
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science in 1989, and earned his candidate of Science degree in 1994, both in the field of computational ethnography. He has been on Programme Committees of relevant scholarly conferences (ACM SIGIR MF/IR 2004-2005, ICTIR 2007). His research interests include machine learning for document classification, the representation of language change and analogical knowledge representation.

Alan Dix is professor in the Department of Computing, Lancaster University, UK. He was a mathematician by training, and mathematics is still his first love, but he has worked in human-computer interaction since 1984, has published over 250 articles, and is author of one of the key textbooks in the area. He has worked in several universities, agricultural engineering research, local government, and hi-tech start-ups. His interests are eclectic: formalisation and design, physicality and digitality, the economics of information, structure, and creativity, and the modelling of dreams. Recently, he and a colleague have developed technology for autonomous pixels that can configure, in turn, any surface or space into a two- or three-dimensional display.

Lynne Hall is a principal lecturer leading Interaction Design & Media in the School of Computing and Technology at the University of Sunderland. Her field of experience is in designing and evaluating innovative virtual environments, with over 40 publications in journals and conferences in this area. She was the project director of the Digital Media Network and is currently the Deputy Coordinator for the FP6 eCIRCUS project. She has responsibility for promoting, managing, and disseminating business and community engagement in the School of Computing and Technology.

Elin K. Jacob earned her doctorate at the University of North Carolina-Chapel Hill. She is currently associate professor and director of the Doctoral Program in the School of Library and Information Science at Indiana University Bloomington, where she teaches courses in representation and organization, indexing, metadata, and ontologies. Her research interests include theories of classification and categorization; the design, implementation, and evaluation of ontologies and metadata schemes; the influence of context and organization on perceptions of information; and, most recently, the potential application of user-generated folksonomies in the development of controlled vocabularies.

Tom Erik Julsrud works as a research scientist at Telenor Research and Innovation, and is also associated to the Norwegian University of Science and Technology (NTNU). His research areas of interests include social networks; distributed work; workplace changes; trust in organizations; and organizational social capital. He has coauthored books on telework and distributed work, and has published several articles and papers on collaboration in distributed and virtual teams. His latest work focuses, in particular, on the development of trust in virtual environments and distributed groups.

Jon Kerridge is professor of Computing at Napier University, Edinburgh and a fellow of the British Computer Society. His research is focussed on pedestrian modelling and wireless communication, where he has led a number of productive funded projects and published widely.

Anne Sofie Laegran completed her PhD thesis, entitled Connecting Places Internet Cafes as Technosocial Spaces, at the Norwegian University of Science and Technology in 2003. She has published in New Media and Society, Journal of Rural Studies, Geoforum, Norwegian Journal of Geography and provided chapters to several edited collections. Working interdisciplinarily within cultural geography
and technology studies, she has continued doing research on information technology and everyday life at NTNU and the University of Edinburgh, where she is now based.

**Shaun Lawson** is a senior lecturer in the Dept. of Computing and Informatics at the University of Lincoln. His research interests lie mainly in the design and evaluation of human-interactive systems, including robotic systems and virtual companions. He has also published in areas such as technology and ageing, and in how computers mediate the use of directional language. He has a strong interest in animal behaviour, particularly in how dogs interact with humans and how this could be exploited when building artificial systems. He is codirector of the Lincoln Social Computing Research Centre (LiSC).

**Matthew Leach** recently completed his PhD, focusing on human interaction with Specknets. He graduated with a first class honours degree in virtual reality design from the University of Wolverhampton in 2003, and has worked on a number of commercial urban-redevelopment VR visualization projects.

**Iain McGregor** is a lecturer in sound design within the School of Computing at Napier University. He is currently finishing his PhD in soundscape mapping, and has had work presented at a number of acoustic ecology and auditory interface design conferences. Iain has worked for a number of years as a sound engineer and sound designer prior to becoming a lecturer. His main areas of interest are sound design for the film and games industries, as well as playing the cello and classical piano.

**Shaleph O’Neill** is currently the programme director and lecturer for the Interactive Media Design course at the University of Dundee. He has written numerous papers on issues of interactive media, largely from a semiotic perspective. He is also author of the book *Interactive Media: The Semiotics of Embodied Interaction*, published by Springer UK. His research interests include interactive media design, semiotics, phenomenology, and presence research.

**Martin Parker** makes music, designs sound, and creates interactive systems involving computers and live musicians. He studied composition at the University of Manchester, and completed a PhD in Composition at the University of Edinburgh in 2003. He is academic director of the University of Edinburgh’s MSc in sound design, and artistic director of Edinburgh's Dialogues Festival; http://www.dialogues-festival.org. He performs widely as a soloist with laptop, and is a member of concert remixing duo SNAIL. Some of his music is available on Ein Klang records, http://www.einklangrecords.com.

**Julian Warner** is a faculty member in information science at the Queen’s University of Belfast, Northern Ireland, where he teaches courses in the human aspects of modern information and communication technologies and in information policy. He has been a visiting scholar at the Universities of California at Berkeley, Illinois, and Edinburgh. He has research interests in information retrieval, the history of copyright, in the connections between writing and computing, and in understandings of information technology. He has published a number of journal articles in information science and three books, the first of which was translated into Japanese and selected as a recommended reading by Microsoft Japan.

**Delia Whitbread** is an artist/stained glass designer with a background in secondary and University level teaching. She originally graduated in English and Sociology from the University of York in 1973 but, after teaching for some years in South East Asia and London, retrained in Architectural Glass at Chelsea
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School of Art from 1985-87. In 1989, she was awarded an MA in Islamic and Traditional Art from the Royal College of Art for an MA by Project examining images of the feminine in religious iconography. From 1990, she was a Senior Lecturer in Architectural Glass at the University of Roehampton, also lecturing in Gender Studies and Art History. She completed her practise-based PhD in the School of ADM&C (Art, Design, Media and Culture) at the University of Sunderland in 2007.

Péter Wittek is a PhD candidate at the Department of Computer Science, National University of Singapore. He graduated from Budapest University of Technology and Economics, Budapest, Hungary, with an MSc in information management and an MSc in mathematics in 2005 and 2007, respectively, both dealing with the abstract representation of knowledge. His research interests lie in mathematical linguistics and machine learning in natural language processing and text classification.

Emile van der Zee is the editor of the interdisciplinary book series Explorations in Language and Space for OUP, focusing on the interface between language and spatial representation, and drawing from linguistics, computer science, cognitive psychology, philosophy, and neuroscience. He is the founder and director of the Research Centre for Comparative Cognition (RECOGNITION), consisting of 18 full-time members of staff, at the University of Lincoln, which focuses on our attempts to understand the evolitional aspects of human cognition such as perception, categorisation, attention, and communication. He is currently principal lecturer in the Dept. of Psychology at the University of Lincoln.