

**Dan Collins**

Dan Collins is Professor of Intermedia in the School of Art at Arizona State University. He is co-director of the PRISM lab, an interdisciplinary 3D visualization and prototyping facility, and currently serves as president of the board of trustees of the Telluride Institute, a non-profit organization in Colorado devoted to watershed education. Collins' studio practice concentrates on the gap between the virtual space of the computer and the tangible reality of sculptural objects, an orientation that manifests as digital sculpture as well as interactive installations for art and education. He holds a bachelor's degree in Studio Art and Art History from the University of California, Davis, an MA in Art Education from Stanford, and an MFA in Sculpture and New Forms from University of California, Los Angeles. Collins received his PhD from Arizona State University in Interdisciplinary Humanities.

**David Prytherch**

David Prytherch is a senior research fellow in Haptics and Computer Interface Design in User-lab, a specialist user-centered research and development unit, at Birmingham Institute of Art and Design (BIAD). His research interests include haptic (tacit) learning and teaching; the role of haptics in skill development, particularly in the arts; haptic implications in activity satisfaction and motivation; and issues surrounding tool use and material embodiment. As an artist, Prytherch is a Fellow of the Guild of Glass Engravers and has exhibited in Japan, Europe, the United States, and Brazil. His work has been acquired by many private and public collections, including the Victoria and Albert Museum, London and the Corning International Museum of Glass, New York.

**Richard Buchanan**

Richard Buchanan is Professor of Design, Management, and Information Systems at the Weatherhead School of Management, Case Western Reserve University. He was head of the School of Design at Carnegie Mellon University from 1992 until 2002, establishing one of the first graduate programs in Interaction Design in the United States. He is well known for extending design thinking into new areas and media for aesthetic as well as practical purposes. He is editor of *Design Issues*, the international journal of history, theory, and criticism published by the MIT Press, as well as a former president of the Design Research Society, the international learned society of the design research community. He is a widely published author and a frequent keynote speaker in the United States and abroad. He received his AB and PhD from the Committee on the Analysis of Ideas and the Study of Methods at the University of Chicago.

**Kevin R. Klinger**

Kevin R. Klinger is Director of the Institute for Digital Fabrication (i.M.A.D.E) with the Center for Media Design at Ball State University, and Associate Professor of Architecture in the College of Architecture and Planning. He has served as a two-term President of the Association of Computer Aided Design in Architecture (ACADIA) from 2003 to 2005. His research focuses on the advancement of digitally driven design through the use of new technologies and techniques of digital fabrication. Klinger is co-editor of *Manufacturing Material Effects: Rethinking Design and Making in Architecture*, an examination of various levels of engagement of new forms of architectural production that bring designers deeper into the complexities of making, assembly, and material formulation.