

Vejlederliste: Digital design & Informationsvidenskab			
Navn / Name	Forskningsområder / Research areas	E-mail	Katrinebjerg (Building and room)
Agostinho, Daniela	Art & digital culture, critical data studies, feminisms, arts-based research methods, curating, museums, gender & technology, decolonial/post-colonial studies, decolonial methodologies, digital archives, feminist ethics, data justice.	dagostinho@cc.au.dk	Building 5347 (Wiener) Room 123
Albrechtslund, Anders	Overvågning, data, børn og unge, privatliv, teknologifilosofi, etik, sociale medier, STS, kvalitative metoder, fænomenologi/ Surveillance, Data, Children and Young People, Privacy, Philosophy of technology, Ethics, social media, STS, Qualitative methods, Phenomenology.	alb@cc.au.dk	Building 5347 (Wiener) Room 231
Andersen, Christian Ulrik	Software studies Interface criticism & aesthetics Digital art & culture Computer games	cua@cc.au.dk	Building 5347 (Wiener) Room 221
Biskjær, Michael Mose	Creative processes in art, design, innovation, and entrepreneurship. Methods for supporting, developing, and assessing creativity and innovation. Design thinking, methods, and theory. Constraints, problem solving, decision making, ideation. Individual and collaborative creative interaction.	mmb@cc.au.dk	Building 5347 (Wiener) Room 135
Bossen, Claus	Antropologi; Arbejdsgangsanalyse; Actor-netværks teori (ANT); Computer-Supported Cooperative Work (CSCW); Data; Etnografi; Data og critical data studies; Evaluering; Kvalitative metoder; Organisationer; Organisations & it; Participatory Design; præstationsmålinger og indikatorer; Social Construction of Technology (SCOT); Science-Technology-Society (STS); Sundhed; sundheds-it; Symbolsk Interaktionisme	clausbossen@cc.au.dk	Building 5347 (Wiener) Room 226
Breinbjerg, Morten	Digital sound and Music, Interaction design (audio), Soundscape studies, Sound in computer games and other audio-visual media	mbrein@cc.au.dk	Building 5347 (Wiener) Room 136
Dalsgaard, Peter	Interaction design; Human-Computer Interaction; design processes and theory; creativity; participatory design	dalsgaard@cavi.au.dk	Building 5347 (Wiener) Room 133
Danholt, Peter	Organisation & it (IS, CSCW, PD MM.), sundheds-it, data og samfund, socialt arbejde, kvalitative metoder og etnografi, STS (ANT, feministisk STS, teknologistudier, posthumanisme, infrastrukturstudier mm.), videnskab og	pdanholt@cc.au.dk	Building 5347 (Wiener) Room 227

	politik, designprocesser og politik, klima og det antropocæne, governmentality (styring, indikatorer, præstationsmåling mv.))		
Dindler, Christian	UX, Design in Industry, Interaction Design and Children, Design Theory, Interaction Design, Participatory Design, Human-Computer Interaction	dindler@cc.au.dk	Building 5347 (Wiener) Room 018 - 020
Eriksson, Eva	Interaction design, Human-computer Interaction, Participatory design, Child-computer interaction, Design methodology	evae@cc.au.dk	Building 5347 (Wiener) Room 130
Fog, Bjarke	Digital & computational literacy; computational empowerment & 'digital dannelse'; human-computer interaction; technological mediation; Internet protocols and their politics; software; databases; computational media; literate computing; programming; prototyping	bfog@cc.au.dk	Building 5347 (Wiener) Room 132
Frost, Shuang L.	Digital platforms (gig economy, E-commerce), Artificial Intelligence and Culture, Algorithmic Life and Datafication, Future of Work, Community-based Innovation, Female Startups and Entrepreneurship, Ethnographic methods and Anthropological Approaches, Text Analysis, International Contexts.	shuangfrost@cc.au.dk	Building 5347 (Wiener) Room 121
Halskov, Kim	Interaction design, Design creativity, Design thinking, Design Theory, Human-Computer Interaction, User experience design	Halskov@cavi.au.dk	Building 5347 (Wiener) Room 118
Hansen, Lone Koefoed	Design, kritisk design, feminisme, intersektionalitet, inklusion, womens health og teknologi til handicap, alt med brugerundersøgelser, interviews og anvendelse af grounded theory, praksisbaseret forskning, æstetik, digital kunst, aktivisme, UX, design thinking, designanalyse, sociale medier	koefoed@cavi.au.dk	Building 5347 (Wiener) Room 218
Højlund, Marie Koldkjær	Soundscape, lydkunst, lydmiljøer, lydkultur, stilhed/støj, klima og støj, støjproblematikker, lydvandringer, lyd/design, lyd/musik og sundhed, interaktionsdesign og lyd, musikproduktion, teknologi og musik/lyd, lytning	musmkh@cc.au.dk	Building 5347 (Wiener) Room 131
Iversen, Ole Sejer	Participatory Design, HCI, CSCW, Child-computer Interaction, User experience design, Design studies, Design theory, Interaction Design	oiversen@cc.au.dk	Building 5347 (Wiener) Room 018-020
Jensen, Rikke Hagensby	Sustainable Interaction Design, HCI, energy data studies, critical and sustainable computing, environmental data practice, Research through Design,	rhj@cc.au.dk	Building 5347 (Wiener) Room 041

	Design Interventions & everyday life, social practice theory and change.		
Lauritsen, Peter	Overvågning, børn, udsatte borgere, velfærd, social it, sundheds it, data, organisationsetnografi, organisation og it, ANT, STS, demokrati, kvalitativ metode, sociale medier, borger- og brugerinddragelse	peter@cc.au.dk	Building 5347 (Wiener) Room 036
Leimbach, Timo	Project management, Portfolio management, Business and IT, Platforms, Business development, IT and innovation, STS, Foresight, STI (science, technology and innovation) policy, economics of information, Change management, Innovation management	Timo.leimbach@cc.au.dk	Building 5347 (Wiener) Room 127
Leiva, Germán	Human-Computer Interaction, Interaction Design, Prototyping, Computational Thinking, Software Engineering, Mixed Reality, Augmented Reality, Virtual Reality	leiva@cc.au.dk	Building 5347 (Wiener) Room 137
Meyer, Astrid	omsorg, pleje, ældre, sporingsteknologier, sundhedsteknologier, kvalitative metoder, etnografi, overvågning, STS / care, elderly, tracking technologies, health care technologies, qualitative methods, ethnography, surveillance, STS.	asme@cc.au.dk	Building 5347 (Wiener) Room 234
Nouwens, Midas	Digital regulation, data protection, critical data studies, geopolitics of technology, computational methods, collective organizing, power and liberation	midasnouwens@cc.au.dk	Building 5347 (Wiener) Room 122
Parikka, Jussi	Digital aesthetics, media theory and media archaeology, environmental humanities, critical post humanities, visual culture and technology, critical data studies, speculative design, art and design methodologies.	parikka@cc.au.dk	Building 5347 (Wiener) Room 219
Pedersen, Jonas Frich	UX design Interaction design Creativity and Innovation Digital Creativity Support Design processes Mixed methods Prototyping	frich@cc.au.dk	Building 5347 (Wiener) Room 122
Pedersen, Asbjørn Malte	Data, dataficering og samfund, dataarbejde, organisationer og IT (IS, CSCW), arbejdspladsstudier, Science & Technology Studies (STS), aktørnetværksteori (ANT), Business Intelligence (BI), infrastrukturstudier, etnografi og kvalitativ metode, sundheds-IT	ampedersen@cc.au.dk	Building 5347 (Wiener) Room 228
Pelizza, Annalisa	Governmental information systems; Information infrastructures for population management; STS; the materiality of	apelizza@cc.au.dk	Building 5347 (Wiener) Room 233

	modern institutions; IT and organizations (in English)		
Pold, Søren	Interfacekritik, digital æstetik, elektronisk litteratur, digital kultur, kritisk design, software studier/kultur	pold@cavi.au.dk	Building 5347 (Wiener) Room 223
Riis, Morten Suder	Soundscape, lydkunst, lyddesign, interaktionsdesign og lyd, teknologi og musik/lyd, medie arkæologi, akusmatisk lyd	mr@cavi.au.dk	Building 5347 (Wiener) Room
Schiølin, Kasper Hedegård	Science and Technology Studies (STS) Philosophy of Technology Future-making/imaginaries Innovation and Governance Climate, sustainability and IT Issues around technology, power and politics Technology and Law Tech-industry (Silicon Valley etc.) Military technology Artificial Intelligence	imvksc@cc.au.dk	Building 5347 (Wiener) Room 119
Smith, Rachel C.	Human-centred design, participatory design, design anthropology, empirical research and societal change, multi-stakeholder collaboration, technology and design in education, automated urban futures, engaging technologies in museums, child-computer interaction	rsmith@cavi.au.dk	Building 5347 (Wiener) Room 042
Taranu, Michaela	Research areas: Child Computer Interaction, Co-design, Empirical Research Methodologies, Data Analyses, Ethics, Creative Process, Emotion Research, Mental Health	mihaela.taranu@cc.au.dk	Building 5347 (Wiener) Room 120
Tyzlik-Carver, Magdalena	Critical data studies, software studies, posthuman curating, decolonising practices, post humanities, critical computational culture, digital communication and culture, curating data, speculative design, machine vision, net art, network art, feminist methodologies, artistic research, curating as critical design method, digital intimacy, art and technology, art and data practices, gender and technology	magdata@cc.au.dk	Building 5347 (Wiener) Room 125
Velasco, Pablo	Digital studies, Critical Data Studies, Philosophy and Technology, Digital Methods, Software/Platform Studies, Science and Technology Studies, Alternative Digital Economy, Blockchain technology, FLOSS Software	pvelasco@cc.au.dk	Building 5347 (Wiener) Room 117