

## Vejlederliste: Digital design & Informationsvidenskab

Navn / Name	Forskningsområder / Research areas	E-mail	Katrinebjerg (Building and room)
<b>Anders Albrechtslund</b>	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.	<a href="mailto:alb@cc.au.dk">alb@cc.au.dk</a>	Wiener-121
<b>Christian Ulrik Andersen</b>	Software studies Interface criticism & aesthetics Digital art & culture Computer games	<a href="mailto:cua@cc.au.dk">cua@cc.au.dk</a>	Wiener-226
<b>Christian Dindler</b>	UX, Design in Industry, Interaction Design and Children, Design Theory, Interaction Design, Participatory Design	<a href="mailto:dindler@cc.au.dk">dindler@cc.au.dk</a>	Wiener-237
<b>Christian Remy</b>	Human-Computer Interaction, Interaction Design, Creativity, Sustainability, Creativity Support Tools, Sustainable Interaction Design, Ubiquitous Computing	<a href="mailto:remy@cc.au.dk">remy@cc.au.dk</a>	Wiener-236
<b>Claus Bossen</b>	Antropologi; Arbejdsgangs-analyse; Actor-netværks teori (ANT); Computer-Supported Cooperative Work (CSCW); 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	<a href="mailto:clausbossen@cc.au.dk">clausbossen@cc.au.dk</a>	Wiener-123
<b>Clemens Nylandsted Klokose</b>	Human-computer interaction. Interactive systems and systems development	<a href="mailto:clemens@cavi.au.dk">clemens@cavi.au.dk</a>	Wiener-239
<b>Eva Eriksson</b>	Interaction design, Human-computer Interaction, Participatory design, Child-computer interaction, Design methodology	<a href="mailto:evae@cc.au.dk">evae@cc.au.dk</a>	Wiener-227
<b>Finn Holger</b>	Teknologifilosofi, sundheds- og velfærdsteknologi, postfænomenologi, STS-forskning & emotionsstudier	<a href="mailto:finno@cc.au.dk">finno@cc.au.dk</a>	Wiener-131

<b>Kim Halskov</b>	Interaction design, Design creativity, Design thinking, Design Theory, Design spaces, HCI	<a href="mailto:Halskov@cavi.au.dk">Halskov@cavi.au.dk</a>	Wiener 233
<b>Lone Koefoed Hansen</b>	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	<a href="mailto:koefoed@cavi.au.dk">koefoed@cavi.au.dk</a>	Langelandsgade 139, bygning 1580, lokale 339 (OBS: Kasernen)
<b>Magdalena Tyzlik-Carver</b>	Digital Aesthetics, Software Studies, Critical data studies, posthuman curating, posthumanism, VR aesthetics, decolonising design, critical computational culture, machine vision, net art, network art, feminist methodologies, artistic research, curating as design method, digital intimacy, art and technology, art and data practices, gender and technology, ai and art and design	<a href="mailto:magdatc@cc.au.dk">magdatc@cc.au.dk</a>	Wiener-218
<b>Marie Koldkjær Højlund</b>	Soundscape, Lydkunst, lydmiljøer, lydkultur, stilhed/støj, klima og støj, støjproblematikker, lydvandringer, lyddesign, lyd/musik og sundhed, interaktionsdesign og lyd, musikproduktion, teknologi og musik/lyd, lytning	<a href="mailto:musmkh@cc.au.dk">musmkh@cc.au.dk</a>	Wiener-224
<b>Martin Brynskov</b>	Interaction technologies and their use at all scales (personal, organizational, societal); internet of things, smart cities & communities, strategic design of human and technical interfaces; cross-cultural service design; policy and business development	<a href="mailto:brynskov@cavi.au.dk">brynskov@cavi.au.dk</a>	Wiener-031
<b>Michael Mose Biskjær</b>	Creative processes in art, design, and innovation in a digital, interdisciplinary research perspective. Creative competencies and digital methods for supporting, developing, and assessing creativity. Design thinking, design methods, creativity constraints, creative problem solving, decision-making, ideation. Individual and collaborative creative interaction in analog, digital, and blended environments.	<a href="mailto:mmb@cc.au.dk">mmb@cc.au.dk</a>	Wiener-225

<b>Morten Breinbjerg</b>	Digital sound and Music, Interaction design (audio), Soundscape studies, Sound in computer games and other audio-visual media	<a href="mailto:mbrein@cc.au.dk">mbrein@cc.au.dk</a>	Wiener-026
<b>Ole Sejer Iversen</b>	Participatory Design, HCI, CSCW, Child-computer Interaction, User experience design, Design studies, Design theory, Interaction Design	<a href="mailto:oiversen@cc.au.dk">oiversen@cc.au.dk</a>	Wiener-231
<b>Pablo Velasco</b>	Data Studies, Critical Data Studies, Philosophy and Technology, Digital Methods, Software/Platform Studies, Science and Technology Studies, Alternative Digital Economy, Blockchain technology, FLOSS Software	<a href="mailto:pvelasco@cc.au.dk">pvelasco@cc.au.dk</a>	Wiener-117
<b>Peter Dalsgaard</b>	Interaction design; Human-Computer Interaction; design processes and theory; creativity; participatory design.	<a href="mailto:dalsgaard@cavi.au.dk">dalsgaard@cavi.au.dk</a>	Wiener-241
<b>Peter Danholt</b>	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 politik, designprocesser og politik, klima og det antropocæne, governmentality (styring, indikatorer, præstationsmåling mv.)	<a href="mailto:pdanholt@cc.au.dk">pdanholt@cc.au.dk</a>	Wiener-125
<b>Peter Lauritsen</b>	Overvågning, børn, udsatte borgere, velfærd, Social it, sundheds it, data, organisationsetnografi, organisation og it, ANT, STS, demokrati, kvalitativ metode, sociale medier, borger- og brugerinddragelse	<a href="mailto:peter@cc.au.dk">peter@cc.au.dk</a>	Wiener-133
<b>Peter Vahlstrup</b>	Programmering, Web, Systemudvikling	<a href="mailto:imvpbv@cc.au.dk">imvpbv@cc.au.dk</a>	Wiener-235
<b>Rachel C. Smith</b>	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	<a href="mailto:rsmith@cavi.au.dk">rsmith@cavi.au.dk</a>	Wiener-219
<b>Søren Pold</b>	Interfacekritik, Digital æstetik, elektronisk litteratur, digital kultur, kritisk design, software studier/kultur	<a href="mailto:pold@cavi.au.dk">pold@cavi.au.dk</a>	Wiener-223
<b>Timo Leimbach</b>	Project Management, Digital economy, business and IT, Business development, IT and innovation, STS, economics of	<a href="mailto:Timo.leimbach@cc.au.dk">Timo.leimbach@cc.au.dk</a>	Wiener-127

	information, forandringsledelse, innovationsledelse, case study		
<b>Winnie Soon</b>	Research through creative practice, Artistic research/practice, critical technical practice, Machine Learning, Software/Data/Infrastructure/Algorithmic Studies, Automation, Open Source/Computational/Digital Culture, Chatbots, Censorship, Humanistic/Aesthetic Programming, Coding literacy, Computational/Internet/Software/Media	<a href="mailto:wsoon@cc.au.dk">wsoon@cc.au.dk</a>	Wiener-218