

Vejlederliste: Digital design & Informationsvidenskab

Navn / Name	Forskningsområder / Research areas	E-mail	Katrinebjerg (Building and room)
Daniela Agostinho	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	Wiener-123
Anders Albrechtslund	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	Wiener-121
Christian Ulrik Andersen	Software studies Interface criticism & aesthetics Digital art & culture Computer games	cua@cc.au.dk	Wiener-226
Michael Mose Biskjær	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	Wiener-135
Claus Bossen	Antropologi; Arbejdsgangs-analyse; 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	Wiener-226
Morten Breinbjerg	Digital sound and Music, Interaction design (audio), Soundscape studies, Sound in computer games and other audio-visual media	mbrein@cc.au.dk	Wiener-026
Martin Brynskov	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	brynskov@cavi.au.dk	Wiener-031

Peter Dalsgaard	Interaction design; Human-Computer Interaction; design processes and theory; creativity; participatory design	dalsgaard@cavi.au.dk	Wiener-241
Peter Danholt	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.)	pdanholt@cc.au.dk	Wiener-125
Christian Dindler	UX, Design in Industry, Interaction Design and Children, Design Theory, Interaction Design, Participatory Design, Human-Computer Interaction	dindler@cc.au.dk	Wiener-237
Eva Eriksson	Interaction design, Human-computer Interaction, Participatory design, Child-computer interaction, Design methodology	evae@cc.au.dk	Wiener-130
Shuang L. Frost	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	Wiener-121
Kim Halskov	Interaction design, Design creativity, Design thinking, Design Theory, Human-Computer Interaction, User experience design	Halskov@cavi.au.dk	Wiener 138
Marie Koldkjær Højlund	Soundscape, lydkunst, lydmiljøer, lydkultur, stilhed/støj, klima og støj, støjproblematikker, lydvandring, lyd/design, lyd/musik og sundhed, interaktionsdesign og lyd, musikproduktion, teknologi og musik/lyd, lytning	musmkh@cc.au.dk	Bygning 5347, 224
Lone Koefoed Hansen	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	Langelandsgade 139, bygning 1580, lokale 339 (OBS: Kasernen)
Ole Sejer Iversen	Participatory Design, HCI, CSCW, Child-computer Interaction, User experience design, Design studies, Design theory, Interaction Design	oiversen@cc.au.dk	Wiener-035
Peter Gall Krogh	Interaction Design; Product Design; Service design; Aesthetics of products and interactions; What to design when design has already happened?;	pkrogh@cc.au.dk	Wiener-033

	Design4Health; IoT design; Design to unpack and understand practice and perceptions; Research through Design/ Constructive Design research.		
Peter Lauritsen	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	Wiener-133
Timo Leimbach	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	Wiener-127
Germán Leiva	Human-Computer Interaction, Interaction Design, Prototyping, Computational Thinking, Software Engineering, Mixed Reality, Augmented Reality, Virtual Reality	leiva@cc.au.dk	Bygning 5347, 242
Finn Olesen	Teknologifilosofi, sundheds- og velfærdsteknologi, postfænomenologi, STS-forskning & emotionsstudier	finno@cc.au.dk	Wiener-131
Jussi Parikka	Digital aesthetics, media theory and media archaeology, environmental humanities, critical posthumanities, visual culture and technology, critical data studies, speculative design, art and design methodologies.	parikka@cc.au.dk	Wiener-219
Søren Pold	Interfacekritik, digital æstetik, elektronisk litteratur, digital kultur, kritisk design, software studier/kultur	pold@cavi.au.dk	Wiener-223
Kasper Hedegård Schiølin	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	Wiener-119
Rachel C. Smith	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	Wiener-219
Winnie Soon	Research through creative practice, Artistic research/practice, critical technical practice, Machine learning, Software/Data infrastructure/Algorithmic	wsoon@cc.au.dk	Wiener-218

	Studies, Automation, Open Source/Computational/Digital Culture, Chatbots, Censorship, Humanistic/Aesthetic Programming, Coding literacy, Computational/Internet/Software/Media		
Magdalena Tyzlik-Carver	Critical data studies, software studies, posthuman curating, decolonising practices, posthumanities, 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	magdatc@cc.au.dk	Wiener-125
Peter Bjerregaard Vahlstrup	Programming, web, systemudvikling	imvpbv@cc.au.dk	Wiener-235
Pablo Rodrigo Velasco González	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	Wiener-117