

## Your Questions, Answered

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What is this magazine?

AMBIDEXTRIOUS is a magazine for the wider design community, which includes engineers and ethnographers, psychologists, and philosophers.

The editors of AMBIDEXTRIOUS are students, staff, and alumni of Stanford University.

What can I do to help?

Lots of things! You should subscribe, first of all, to become a member of the AMBIDEXTRIOUS community, and encourage others to do the same. You can tell us which bookstores in your area would be good to stock AMBIDEXTRIOUS in.

You can also write for AMBIDEXTRIOUS; we accept contributions of all types and are always looking for great stories.

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How do you make money?

Money?

## CONTRIBUTORS

Our contributors are forward-looking characters, but who knows what sort of robots they will be in the future ...



### Alison King

is a recent graduate of Stanford's Joint Program in Design. She enjoys talking to people about the future of collaboration, revolutionary roosters, and post-modern souvenirs.



### Bill Cockayne

helps companies across the globe to innovate faster and more effectively by rebuilding (and re-discovering) critical research capabilities. He is currently working on a book series about the new research imperative.



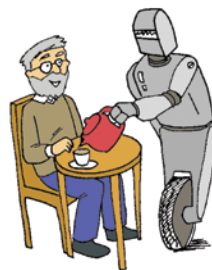
### Susie Wise

is a new mama doing doctoral research in the learning sciences. In the future she will teach her daughter about art and design.



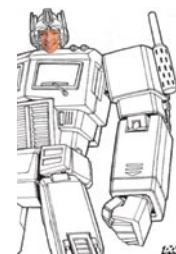
### John Feland

is a husband, father, friend, educator, designer, engineer, farmer, officer, thespian, innovation architect, cook, writer, force multiplier, and so very tired.



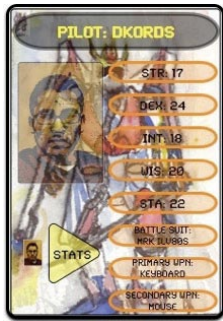
### Don Norman

can't seem to keep a job. He has tried being a Professor of Cognitive Science (UCSD), being an industry executive (VP at Apple Computer), starting a company (Nielsen Norman group), and now, teaching design at Northwestern University. Oh yes, and he likes to write books.



### Blaine E. Brownell

is an architect, materials researcher, and current Fulbright Fellow with the Tokyo University of Science in Japan. Author of *Transmaterial: A Catalog of Materials that Redefine our Physical Environment*, he is an advocate of harnessing materials expertise to transform the way we make buildings and products.



### David J. Kordsmeier

is a failed artist and graphic designer (he forgot to submit his portfolio to design school). He now codes mercilessly and spends his free time bridging The Digital Divide.



### Terry Winograd

has been teaching and writing about human-computer interaction design for many years. He is a founding faculty member of the Stanford d.school.



### Michael Bernstein

is a Ph.D. student in Computer Science at MIT focusing on human-computer interaction. His interests are information workspaces, physical computing, and household cleaners.



### Neeraj Sonalkar

is a Stanford Ph.D. student looking into how designers can work together in teams to solve messy problems like world poverty and a raccoon in your fridge.



### Angie Heile

is a graphic designer in Palo Alto. She envisions a future in which cars purify water and wars are replaced by break-dance throwdowns.



### Jorge Cham

draws the comic strip "Piled Higher & Deeper" at <http://www.phdcomics.com>.



### Tod E. Kurt

is the author of the book *Hacking Roomba*. He's a co-founder of ThingM, a device studio that explores ubiquitous computing.



### Joseph "Jofish" Kaye

is a graduate student in information science at Cornell University. He thinks people do all sorts of interesting things if you look carefully enough.



### Dwayne Godwin

is an Associate Professor of Neurobiology at Wake Forest University School of Medicine. He studies the basic mechanisms underlying how the brain internally reconstructs reality and how the brain gives rise to the mind.



### Mike Lin

is a design engineer and founder of Vestal Design Atelier, a web, interaction, and product design firm. He is also a lecturer in the Civil and Environmental Engineering Department at Stanford University where he teaches a course entitled "Sustainable Design Studio."



### Kara Krumpe

is a human-centered designer and researcher at IDEO's Zero20 Practice in Palo Alto. Zero20 offers kid-centric design services to the grown-ups who create products, environments, and experiences for babies, children, and teens.



### Mike Kuniavsky

is a writer and designer exploring the intersections of high technology and everyday life. He is a cofounder of ThingM, a ubiquitous computing user experience research and design company. He blogs at <http://www.orangecone.com>.