

AMBIDEXTROUS

We hope you've been enjoying this article from Ambidextrous!

It is part of our effort to provide a forum for the cross-disciplinary, cross-market community of people with an academic, professional and personal interest in design. Please support the community by becoming a subscriber!

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Your Questions, Answered

What is this magazine?

AMBIDEXTROUS is a magazine that illuminates the people and processes involved in design. It is a cross-disciplinary, cross-market forum for the wider design community, including engineers, ethnographers, psychologists, and philosophers.

The editors of AMBIDEXTROUS are students, staff, alumni, and friends of Stanford University's myriad design programs.

What can I do to help?

Lots of things! First of all, you should subscribe to become a member of the AMBIDEXTROUS community and encourage others to do the same.

You can tell us which bookstores in your area would be good places to stock AMBIDEXTROUS.

You also can write for AMBIDEXTROUS. We accept contributions from people of all backgrounds and are always looking for great stories.

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Geez, it's been over a year! How do I renew my subscription?

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How do you make money?

Money?

CONTRIBUTORS

Our family of contributors have come a long way and developed into a fine set of designers!

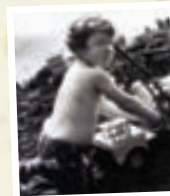
Kimiko Ryokai

is an assistant professor at the School of Information and Center for New Media at UC Berkeley. Her research focuses on building new expressive tools that take advantage of people's familiarity with the physical world.



David Baggeroer

is a designer, engineer, and entrepreneur. He spent most of his early childhood development playing in the dirt with trucks.



Steve Portigal

is the founder of Portigal Consulting, a boutique firm that helps clients to discover and act on new insights about themselves and their customers. He is an avid photographer who has a Museum of Foreign Grocery Products in his home.



Marek Michalowski

is a roboticist at Carnegie Mellon University's Robotics Institute with a background in computer science and psychology. Born in Poland, he grew up in New York and has been a visiting researcher in Japan and Korea.



Krista Donaldson

is a researcher at the Stanford Center for Design Research. When she travels she always takes a radio and her Pooh bear (yes, the same one!).



Emily Winifred Ford

is currently working as a product designer at IDEO in Munich, Germany. In her own time she blows glass, teaches classes, and works on independent projects in sustainability.



Liz Gerber

is a designer and social researcher. She is equally fascinated by the behavior of the people she observes to inform her designs and the behavior of herself and her colleagues when doing design work. She finds improvisational acts fascinating to observe.



Angie Heile

is a graphic designer in Palo Alto. She realized at her last eye exam that most of those machines are really fun, though she is always startled by the puffing one.



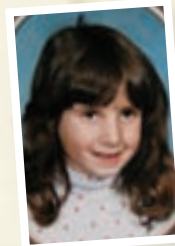
Jorge Cham

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



Bill Moggridge

designed the first laptop and co-founded IDEO. His recent book, *Designing Interactions*, interweaves the stories of interaction design pioneers with discussions of his approach to understanding people and prototypes.

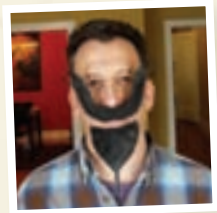


Daniela Rosner

is a graduate student at UC Berkeley's School of Information. She studies social interaction surrounding technology and handcraft.

Hugh Musick

is the Associate Director in charge of Facial Hair Operations for the IIT Institute of Design. He is developing a personal style that borrows heavily from gaucho fashion and Vegas-era Elvis.



Michael Bernstein

is a PhD student in computer science at MIT. He still looks like this.



Susan Wyche

is an industrial designer and social scientist pursuing a PhD in Human-Centered Computing. Her dissertation research examines "sacred interactions," or how to develop technology that supports users' religious and spiritual needs.



Jan Chong

is a software developer at Rearden Labs.

Michael Helms

is a doctoral candidate in the Stanford Mechanical Engineering department. He researches the noticing of anomalies in the practice of design. His daughter plays in cyberspace with her stuffed animal friends and creates virtual worlds for them, complete with skateboards and designer clothing.



Bill Cockayne

helps companies across the globe to innovate faster and more effectively by rebuilding (and re-discovering) critical research capabilities.



Lindsey Darby & Vinay Gupta

Lindsey lives and works in Florida and has strong interests in the environment and poverty alleviation. Vinay is a Scottish/Indian hybrid living in Iceland, with equal interests in software, engineering, technology and meditation.



Neeraj Sonalkar

is developing a research interest in human-human interaction at the Stanford Center for Design Research. The other things he is apt to develop are silent smiles, a French beard, and spicy curry.

Jaspal S. Sandhu

is a PhD candidate at UC Berkeley and a recent Fulbright scholar in Mongolia. He applies design research to problems in rural and international health. He has also worked on public health projects with rural populations in California, India, Guatemala, and Uganda.



Dwayne Godwin

is a neuroscientist at Wake Forest University School of Medicine. He's hopeful that his brain is still developing.

