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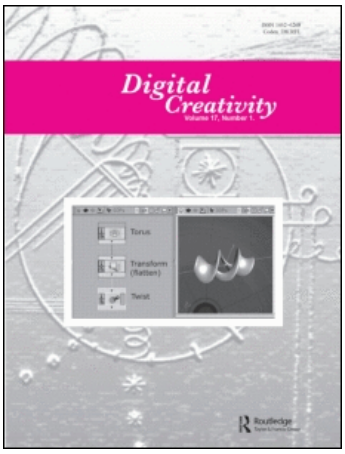
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Editorial

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We would like to take this page of introduction to welcome new members to our editorial board: Michael Nitsche, Stanislav Roudavski, Marian Ursu, Emma Westecott and Dag Svanæs. Hailing from North America, Australia, Great Britain and Norway, these new members represent diverse backgrounds and fields of expertise, each insightful to the topics discussed by Digital Creativity. We look forward to collaborating with them. We would also like to thank the members who are leaving for their contribution and efforts on behalf of the journal.

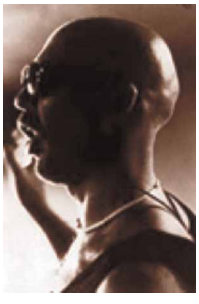
Like the editorial board, the editorial team is also welcoming new members. Joining Lone Malmborg, Tony Brooks and Sue Gollifer are Tanja Andersen and Julia Sussner. We have included short biographies below of our team, to bring us all to the same page.

More changes will be coming through the pipeline and we look forward to sharing them with you.

Tanja Belinda Andersen is presently a PhD student at the IT University in Copenhagen, Denmark. Her research is focused on designing technologies for seniors, focusing mainly on mobility and travelling. Tanja has a background in ethnographic research and has sought to combine ethnographic context awareness with participatory design methods in order to create user-friendly, innovative concepts. She has among other things worked as a freelance ethnographer at the Copenhagen Institute of Interaction Design, where she researched the lives of seniors in order to provide a new understanding of old age as inspiration for new design solution.



Tony Brooks is Associate Professor in Aalborg University Esbjerg, Denmark, where he lectures and is part of the management team of Medialogy education. He is Director of the SensoramaLab complex, leading a team of post-doc researchers. Since 1987, he has developed *SoundScapes*, a motion-sensitive interactive multimedia environment that is based upon sourcing movement data from within a 3D volumetric sensor space to control virtual interactive space. Co-chair of various international conferences, notably *ICDVRAT2006* and *ICAT2007*, in 2006 he established *ArtAbilitation*® as an international conference event. *ArtAbilitation*® has rapidly grown into an acknowledged 'movement' with keynote lectures, international workshops and professional symposiums ongoing. His most recent work was featured in the first space art exhibition *SPRITE SAT*.



Sue Gollifer is a principal lecturer at the University of Brighton, UK. She is the Course Leader for an MA in Printmaking and Professional Practice and Digital Media Arts. She has been a professional artist/printmaker for over 30 years. Since 1995 she has played a significant role in an international conference, *Computers in Art and Design Education* (CADE). She is the curator at *ArCade I–V*, a series of exhibitions of digital fine-art prints held in conjunction with the conference. She has been assistant editor of the journal *Digital Creativity* and curator of its visual section,

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'Artist Space', since 2000. In 2004 she was the Art Gallery Chair for the *ACM SIGGRAPH* conference. She is on a number of national and international committees, including a Director of the Design and Artists Copyright Society (DACS), the College Arts Association (CAA) and the Director of the ISEA Headquarters.



Lone Malmborg is an Associate Professor of interaction design at the IT University of Copenhagen, Denmark. She is a member of the Innovative Communication group. Before joining ITU, she developed and headed a study programme in interaction design at Malmö University, Arts and Communication, Sweden and established and headed the research group Creative Environment at the same university. Her main research interests are in areas like kinaesthetic interaction, interaction design, mobile interaction, design methodology and senior design. She has been a co-editor of the international journal *Digital Creativity* since 1998. She was conference chair of *CADE2004*.



Julia Sussner recently completed her PhD in Architecture and the Moving Image at the University of Cambridge, under the supervision of Maureen Thomas. Her research focuses on interactive storytelling and the potential for architectural design and theory to make digital interactions more meaningful and engaging. She has been a reviewer for *Digital Creativity* since 2006.

