

All four authors are based at the [Dept. of Digital Design and Information Studies](#) at Aarhus University, Denmark, and part of interdisciplinary research environments on participatory design, child-computer interaction, computer supported cooperative work, Science-Technology-Society Studies, and [computational empowerment in education](#).

*Rachel Charlotte Smith* is associate professor. Her research focuses on participatory and design anthropological modes of research, sustainable social change and futures, in relation to computational empowerment and digital technology in everyday life.

*Claus Bossen* is associate professor. His research focuses on participatory design, healthcare and IT, Science-Technology-Society Studies, and most recently data work. With a background in anthropology he favors direct engagement with people and organisations in conducting research.

*Christian Dindler* is associate professor of participatory interaction design. His research focuses on computational empowerment and how digital technology and design processes create effects for the people and organisations involved.

*Ole Sejer Iversen* is professor in interaction design and director of Center for Computational Thinking & Design. His research is in the intersection of child-computer interaction and participatory design with a strong focus on how we engage children and youth in the design of digital technology.