We work together on the *Grassroots Radio project* which seeks to lower the barriers for communities to have a community information platform/community radio through innovative low cost low tech solutions. **Sarah Robinson** is a postdoctoral researcher on the project since January 2019 and has a background in social, cultural and community psychology, community development and participatory action research. She is interested in communities, cultures and technology. **Nicola J. Bidwell** is a postdoctoral researcher on the project since September 2019 and specialises in interactions with technology for rural settings and indigenous and African cultures. She takes a critical design approach and has over 100 peer reviewed publications. **Laura Maye, Nadia Pantidi** and **Conor Linehan** are co-investigators. **Laura Maye's** is a lecturer at the School of Computer Science and Information Technology, University College Cork, Ireland. Her research involves exploring processes and techniques to enable civic participation in various contexts, including cultural heritage and healthcare. She is specifically interested in the methods, tools and techniques that enable participation and formation of shared languages across disciplines in co-design and innovation projects. **Nadia Pantidi** is a lecturer at the Computational Media Innovation Centre at Victoria University of Wellington, New Zealand. Nadia's research is positioned in the broader space of sustainability and HCI, with a particular focus on understanding people's interactions with technology in the real world; designing interventions and technologies that are sensitive to, and reflective of, the values, practices and experiences of end users and stakeholders. **Conor Linehan** is a senior Lecturer in HCI at the School of Applied Psychology University College Cork. His research involves the intersection of design and evaluation of technology for the promotion of education, health and well-being. He has worked on diverse research projects that explore design of educational games, pervasive games, vision therapy programmes, sleep monitors and online mental health interventions.