

Design for City Making Research Lab

DxCM is a design-fuelled, urban-oriented research lab fostering social innovation, political experimentation, practical agency, and radical imagination. Working at all scales and across disciplinary limits, it explores the diverse roles of design as a city making agent.

Nestled within Elisava's rich ecosystem, DxCM explores the intersection between design, architecture, and the city. It posits the relevance of researchers, professionals, faculty, students, and design schools to contribute to the material, social and cultural construction of the lived environment. DxCM works in close collaboration with civic organisations, public institutions, and private companies to further a critical, progressive, and exploratory urban agenda.

DxCM

Research axis

- /1** Disciplinary axis
- /2** Social axis
- /3** Foresight axis
- /4** Methodological axis

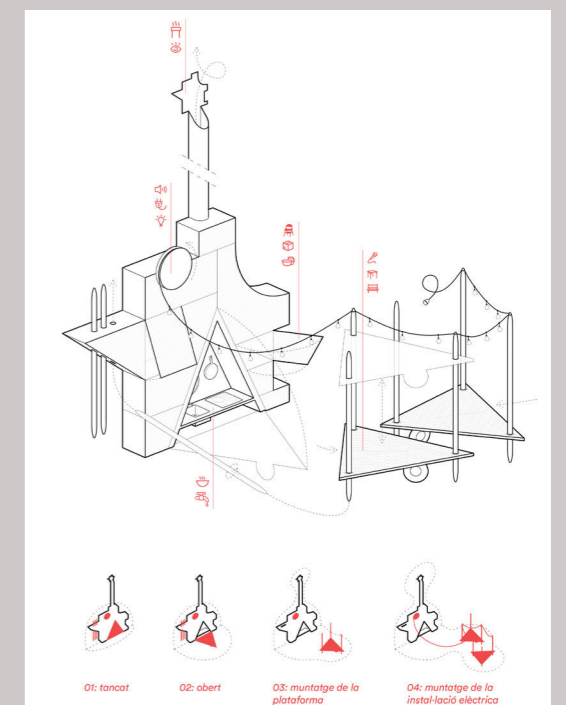
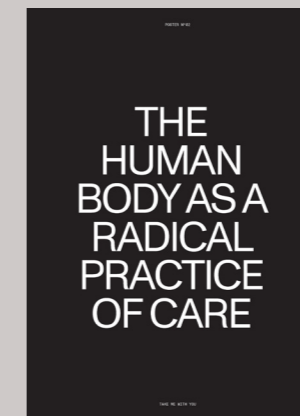
disciplinary axis

Expanded Architecture

Due to significant cultural, technological, economic and social changes, the discipline of architecture is expanding and can no longer be contained within its traditional bounds. The close association of architecture with building design is collapsing, and new subdisciplines are emerging. In the 1970s urban planning, in the 1980s landscape design, in the 1990s computational design, and so forth, have been eroding the monopoly of spatial design held by traditional architecture. Today, we speak of expanded architecture to refer to the myriad spatial design practices that can no longer be enclosed within traditional architecture. We claim that all spatial design practices that help transform our world and play a role in the material and relational construction of our habitats are indeed expanded forms of architecture, and they enrich its traditional disciplinary realm.

Research Threads:

- 01 Ephemeral Architecture
- 02 Design for Emergencies
- 03 Art, Action and Relational Spaces



Ephemeral Architecture



definition

Can temporary spatial design formats expand on the traditional toolkit of the spatial designer? Can temporality allow us to address contemporary challenges in architecture and the city in a different and more relevant way?

reference literature

Paez, Roger. "Time: Modes of Urban Temporality and the Value of Temporariness". Barcelona Superilla. Eds. Francesco Cocco and Massimiliano Scaglione. Trento/Barcelona: ListLab/Ajuntament de Barcelona, 2024. pp. 198-216. ISBN 978-88-3208-085-8 (English). <https://ajuntament.barcelona.cat/barcelonallibres/en/llobres/barcelona-superilla-9> Print.

Paez, Roger. "Co-Design Process", "Vora", "Raw" and "Shared Playscapes". *FURNISH: New Methodologies to Intervene in Public Space*. Ed. Inés Aquilué. Barcelona: Iniciativa Digital Politècnica, 2023. pp. 26-31. ISBN 978-84-19184-75-7, ISBN digital 978-84-19184-76-4. Legal Deposit DL B 10579-2023. <https://doi.org/10.5821/ebook-9788419184764>

Paez, Roger. "Ephemeral Architecture and Social Purpose". *IF – Social Design for Sustainable Cities*. Eds. Satalecka, Ewa, Piechota, Jan and Marjatta Itkonen, Warsaw: Polish-Japanese Academy of Information Technologies (PJAIT) and EUNIC Warsaw, 2020. pp. 29-33, pp. 236-247. ISBN 978-83-66831-00-1. <https://issuu.com/if-socialdesignforsustainablecities/docs/if-book-issuu> . Print.

Montes, Toni, Roger Paez, eds.. *Design Strategies for Temporary Intervention in Public Space*. Barcelona: Elisava, 2013. Print. ISBN 9788461634811. Legal Deposit B86112013. Bilingual Catalan/English.

reference projects



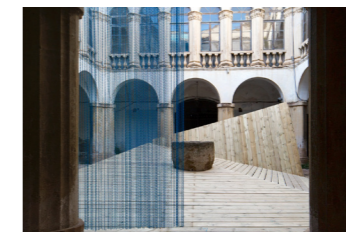
[Soundit Stage.](#)
Barcelona.
2023-24



[Can Guineu. Pati.](#)
Sant Sadurn d'Anoia.
2020-21

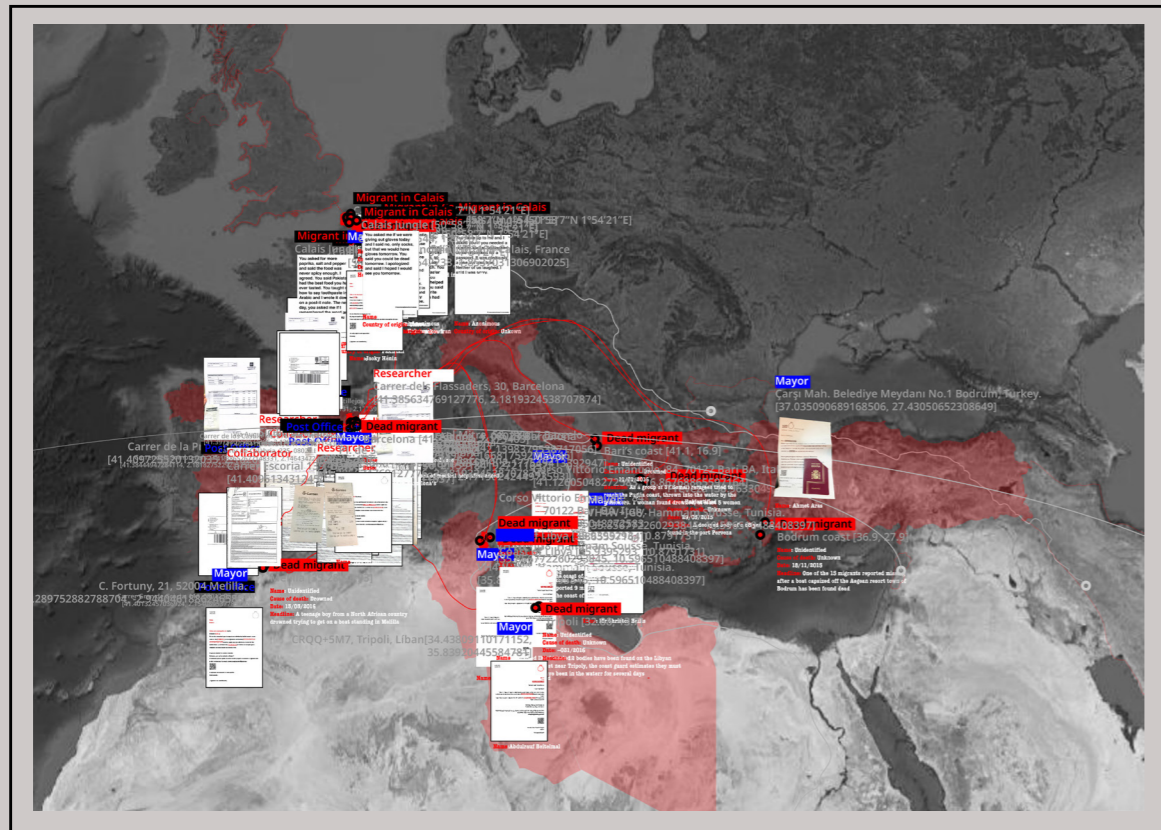


[Ocupar el centre de la paraula](#)
Plaça Reial, Barcelona.
2021-22



[Can Guineu. Claustre.](#)
Sant Sadurn d'Anoia.
2021-22

Design for Emergencies



Disciplinary axis

definition

Can temporary space design become a key player in emergencies (e.g., natural disasters, forced displacement, refugee crisis, climate crisis, health crisis)?

reference literature

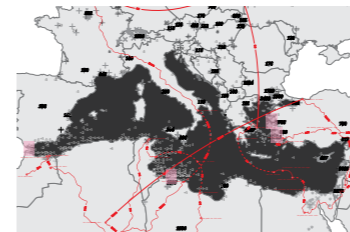
Valtchanova, Manuela, Montes, Toni, and Roger Paez. *Portable Public Space: Atlas of the Mediterranean as a Contested Territory of Survival*. Barcelona: Elisava, 2025. DOI: https://doi.org/10.46467/Elisava_Portable-Public-Space-3

Paez, Roger, Claret, Curro, Montes, Toni, and Mar Gené. *Portable Public Space: New Public Space Formats for the Navire Avenir Rescue Ship*. Barcelona: Elisava, 2023. ISBN 978-84-09-43018-5. DOI: https://doi.org/10.46467/Elisava_Portable-Public-Space-2

Paez, Roger, Manuela Valtchanova, Saúl Baeza, Marc Aliart, and Ber Arce. 2022. *Portable Public Space: Embodied Responses to the Mediterranean Refugee Crisis*. Barcelona: ELISAVA Barcelona School of Design and Engineering. DOI: https://doi.org/10.46467/Elisava_PortablePublic-Space

Paez, Roger, and Manuela Valtchanova. 2022. 'Affective Bodies: Intimate Design Practices to Reinvent the Everyday'. *Temas de Disseny, 38 Caring Through Design: From Personal to Planetary Wellbeing (2022)*: pp. 92-115. DOI: <https://doi.org/10.46467/TdD38.2022.92-115>

reference projects



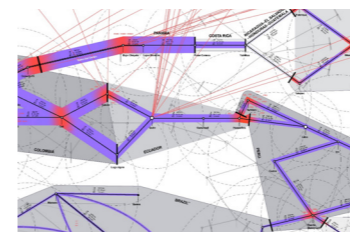
Navire Avenir. Part III.
Portable Public Space
MEATS 2023-24



Navire Avenir. Part II
Mediterranean Rescue
Boat, 2023
MEATS 2022-23



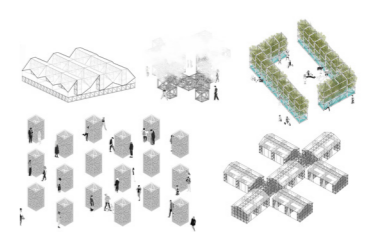
Navire Avenir. Part I.
Portable Public Space
MEATS+COM 2022-23



Las Reinas Pepiadas.
Migration mapping.
MEATS 2024-25



Now You See Me Moria
School Kit
Multiple site, 2022



Shower Power
Barcelona/The World.
MEATS 2018-19

Art, Action and Relational Spaces



Disciplinary axis

definition

Which relations can we establish between these three spheres? What role can design play as articulation between art, action and space, and what kind of city would that entail?

reference literature

Paez, Roger, and Manuela Valtchanova. 2022. "Art and Design: How Artistic Practices Enrich Design Education". In *JIDA: textos de arquitectura docencia e innovación* 9, edited by Berta Bardí i Milà and Daniel García-Escudero, 39–57. Barcelona: Ru Books, IDP-UPC.

Valtchanova, Manuela. 2022. Architecture of Action. [Doctoral Dissertation, University of Barcelona]. <http://hdl.handle.net/10803/675874>

Rahola Matutes, Stella, and Roger Paez. *Beautiful Failures*. Barcelona: Fundació Mies van der Rohe, (2022). ISBN 978-84-123670-4-1.

Paez, Roger, ed.. *Només paper*. Barcelona: Cercle Artístic Sant Lluc, 2019. ISBN 978-84-09-10465-9.

reference projects



Moving Paper
Cercle Artístic Santlluc
MEATS 2018-19



Paper Geographies
Cercle Artístic Santlluc
MEATS 2017-18



Llacuna
Llum BCN 2017
MEATS + GDIS 2017-18



Chased
Vibra Festival, Girona
MEATS 2018-19



Anima
Llum BCN 2019
MEATS+ GDIS 2019-20



A Nature
Llum BCN 2020
MEATS+ GDIS 2020-21

social axis

Collaborative Design

Questions of ethics, politics, techniques and practices coalesce in the trend toward collaborative design. Contemporary designers no longer respond to a classical autarkic authorial figure but rather explore novel forms of authorship and co-responsibility more attuned to our contemporary world. From open-source culture to engaged activism, design plays a significant role in shaping our current and future modes of governance.

CD focuses on design formats that promote a collaborative approach to rethinking, designing, producing and managing our urban milieux. From service design to interactive formats, from design activism to public space interventions, the focus on collaboration addresses an urgent need to facilitate bridging diversities, interweaving people and places, and making a lasting positive effect in the city.

Research Threads:

- 01 Co-creative Design Formats
- 02 Active Public Space and Social Impact
- 03 Playable City



Co-creative Design Formats



Social axis

definition

Can we go beyond participatory formats and address design authorship crisis in a proactive manner? What sort of design can be possible when dealing in collaborative formats?

reference literature

Paez, Roger, Manuela Valtchanova, Xevi Bayona, Curro Claret, Toni Montes, and Lio Huntjens. 2021. *Civic Placemaking 2: Disseny, Espai Públic i Cohesió Social. Raval, Barcelona*. Barcelona: ELISAVA Barcelona School of Design and Engineering. https://doi.org/10.46467/ElisavaResearch_CivicPlacemaking2.

Paez, Roger, Manuela Valtchanova, Toni Montes, and Rodrigo Aguirre. 2019. *Civic Placemaking: Disseny, Espai Públic i Cohesió Social. Marianao, Sant Boi de Llobregat*. Barcelona: ELISAVA Barcelona School of Design and Engineering. https://doi.org/10.46467/ElisavaResearch_CivicPlacemaking

Aquilué, Inés, ed. *FURNISH: New Methodologies to Intervene in Public Space*. Barcelona: Iniciativa Digital Politècnica, 2023. ISBN 978-84-19184-75-7, ISBN digital 978-84-19184-76-4. Legal Deposit DL B 10579-2023. <https://doi.org/10.5821/ebook-9788419184764>.

reference projects



[Civic Placemaking 1](#)
Sant Boi de Llobregat, 2019
Elisava Research



[Civic Placemaking 3](#)
Granollers, 2022
Elisava Research



[Raw](#)
NEB XKIC
Barcelona, 2022
Elisava Research



[Shared Playscapes](#)
Furnish Kids
Barcelona, 2022
Elisava Research

Active Public Space and Social Impact



Social axis

definition

Can we think public space as an environment that actively contributes to fostering better relations between citizens?
Can we rethink public space as a dynamic system to agonistically articulate dissent and generate communities?

reference literature

Paez, Roger, Manuela Valtchanova, Josep Perelló, Ferran Larroya, and Eloi Sanchez. 2022. *Civic Placemaking 3: Disseny, Espai Públic i Cohesió Social. Primer de Maig, Granollers*. Barcelona: ELISAVA Barcelona School of Design and Engineering. <https://doi.org/10.46467/ElisavaResearch/CivicPlacemaking3>

Paez, Roger, and Manuela Valtchanova. "Affective Bodies: Intimate Design Practices to Reinvent the Everyday", *Temes de Disseny*, 38 Caring Through Design: From Personal to Planetary Wellbeing (2022): pp. 92-115. Print ISSN: 2604-9155. Online ISSN: 2604-6032. DOI: <https://doi.org/10.46467/TdD38.2022.92-115>

Valtchanova, Manuela, and Roger Paez. "The City of the Other: Aesthetics of the Accident and Architecture of Action". *Conference Proceedings of the Seventh International Conference on Architecture—Challenges in Architecture, Urban Design and Art*, Belgrad, June 7-8, 2019. Ružica Bogdanović, ed., STRAND Sustainable Urban Society Association (June 2019): pp. 121-139. ISBN 978-86-89111-21-7. COBISS.SR-ID 276915980. <https://raumplan.iaus.ac.rs/bitstream/handle/123456789/500/proceedings.pdf?sequence=1&isAllowed=y>. Print.

reference projects



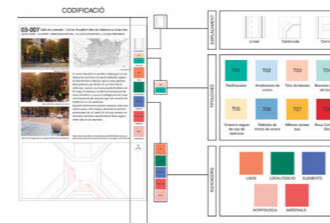
Ocupar el Centre amb la Paraula
MODEL Festival d'Arquitectures de Barcelona 2022
Elisava Research



DAT/ Civic Placemaking 3
Granollers, 2022
Elisava Research



Far Away So Close/ Civic Placemaking 2
Olot, 2020
Elisava Research



Sindicatura de Greuges
Barcelona, 2020
Elisava Research



What Money Cannot Buy
LlumBcn 2018
MEATS 2018-19

Playable City



Social axis

definition

Games and play are great social mediators. Can positing the city as a playable environment contribute to generate new design formats and new forms of social interaction?

reference literature

Miquel, Ariadna, Casorrán, Sílvia, Kostandinovic, Neda, Paez, Roger, and Emma Cortés. "A city perspective: How to make it happen like Barcelona?". *Nature-Based Play: Fostering connections for children's wellbeing and climate resilience*. Eds. Sara Candiracci, Larissa Miranda Heinisch, Daša Moschonas and Spencer Robinson. London: Arup, 2022. pp. 24-28. ISBN 978-0-9929501-4-9. Print. <https://www.arup.com/perspectives/publications/promotional-materials/section/nature-based-play>

Paez, Roger. "Darth Vader en pantuflas: infancia y juego como activadores del espacio doméstico confinado". *La ciudad dentro de casa: Formas de habitar y entender 'lo doméstico'*. Ed. Urbanbat. Bilbao: Urbanbat, Oficina de Innovación Urbana, 2020. pp. 80-92. ISBN 978-84-09-26711-8. Legal Deposit BI-1969-2020. Print.

Paez, Roger. "Design with Children: Exploring Cities as Playgrounds". Roca Gallery – Sharing Knowledge on Architecture and Design, 16 Dec. 2019. Ed. Diane Gray. www.rocagallery.com/design-with-children.

reference projects



Raw
NEB XKIC
Barcelona, 2022
Elisava Research



Shared Playscapes
Furnish Kids
Barcelona, 2022
Elisava Research



VORA/ FURNISH
Barcelona, 2020
Elisava Research+GDIS



Chased
Vibra Festival, Girona
MEATS 2018-19

foresight axis

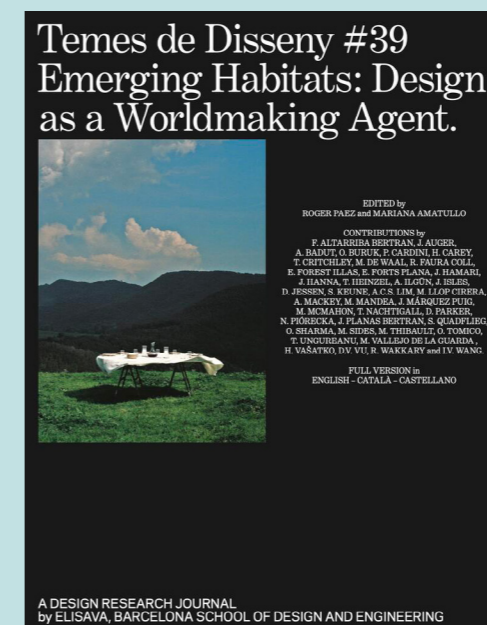
Urban Futures

Globally, more people live in urban areas than in rural areas, with 55% of the world's population residing in cities in 2018 (approx. 4.2 billion people). By 2050, 68% of the world's population is projected to be urban (approx. 6.7 billion people). Due to worldwide exponential population growth and urbanization, cities are, and will increasingly be, of crucial importance. Cities are, simultaneously, the biggest problem and the biggest opportunity for future humankind and beyond.

UF posits design as a relevant stakeholder in exploring emerging habitats and actively rethinking contemporary and future cities. Encompassing design disciplines from urbanism and architecture to interaction and service design, it deals with speculative urban horizons to be addressed from a design perspective.

Research Threads:

- 01 Urban Plugins
- 02 Emerging Habitats
- 03 Future Urban Speculation



Urban Plugins



definition

Can we upgrade existing urban fabrics through small-scale add-ons, catalysers, modifiers or enhancers? Can we contribute to urban resilience through software or hardware micro-design components?

reference literature

Manzini, Ezio, Fuster, Albert and Paez, Roger. *Plug-ins: Design for City Making in Barcelona*. New York, Barcelona: Actar, (2022). ISBN 978 1 63840 044 8, LCCN 2022943160.

reference projects



[Ocupar el Centre amb la Paraula](#)
MODEL Festival d'Arquitectures de Barcelona 2022
Elisava Research



Community Plug-ins
MEATS 2019-20
Balwant Sheth School of Architecture (Mumbai)



[Can Guineu. Pati.](#)
Sant Sadurní d'Anoia.
2020-21



[Can Guineu. Claustre.](#)
Sant Sadurní d'Anoia.
2021-22

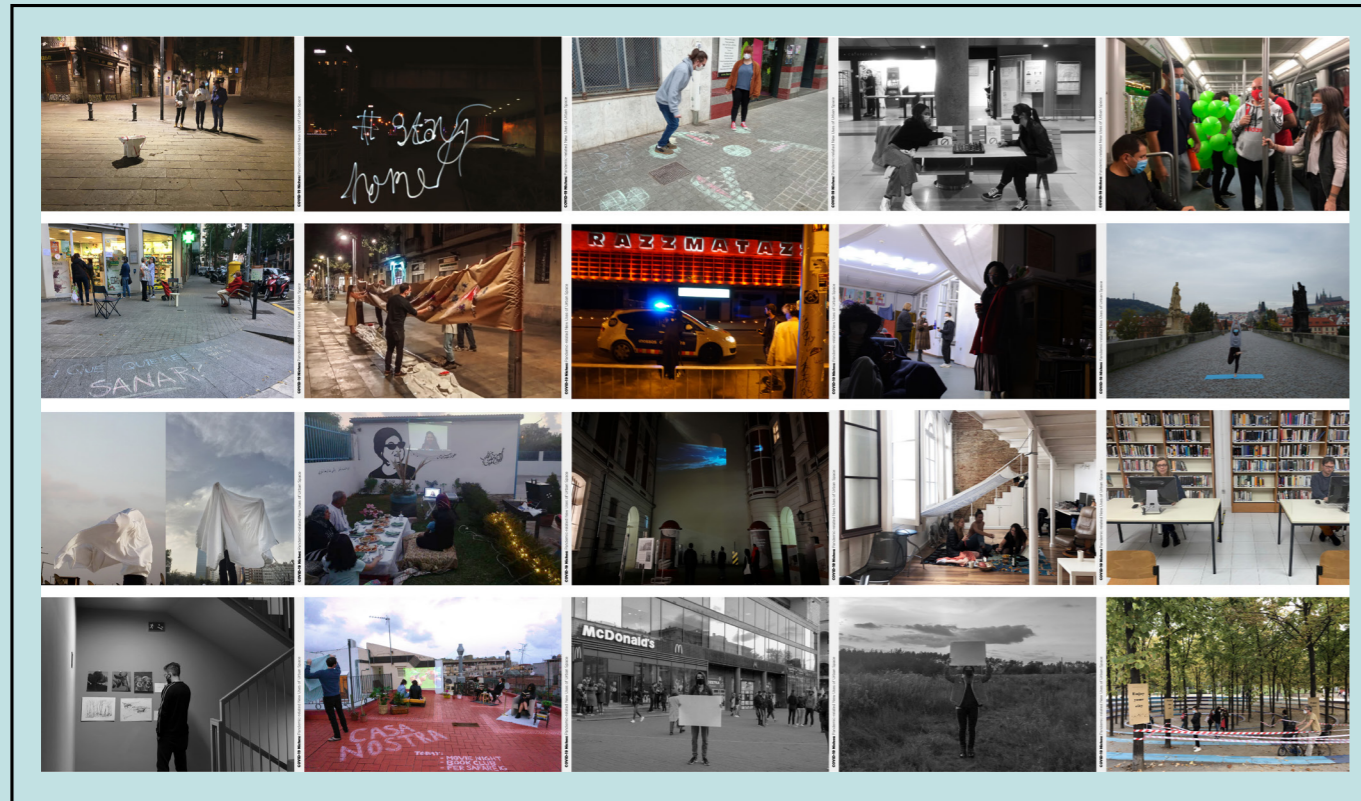


[VORA/ FURNISH](#)
Barcelona, 2020
Elisava Research+GDIS



[Alice](#)
LlumBcn
MEATS+GDIS 2018-19

Emerging Habitats



definition

Can design explore its worldmaking potential, proliferating diverse versions of the world to enrich our understanding of it and enhance our conceptual and technical capabilities for transforming it? More importantly, can it maintain and even multiply plural worlds in the face of global homogenisation?

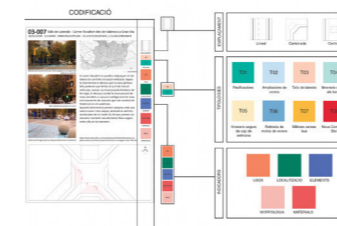
reference literature

Paez, Roger; Amatullo, Mariana. "Emerging habitats: Design as a Worldmaking Agent". *Temes de Disseny*, 2023, Num. 39, pp. 8-19, <https://doi.org/10.46467/TdD39.2023.8-19>.

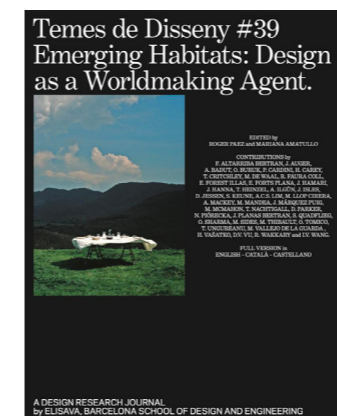
Paez, Roger, and Manuela Valtchanova. "Harnessing Conflict: Antagonism and Spatiotemporal Design Practices", *Temes de Disseny*, 37 Invisible Conflicts: The New Terrain of Bodies, Infrastructures and Communication (2021): pp. 182-213. Print ISSN: 2604-9155. Online ISSN: 2604-6032. DOI: <https://doi.org/10.46467/TdD37.2021.182-213>

Gené, Mar, and Eloi Sánchez. "La clase creativa generadora de identidad de lugar" in *Questiones Publicitarias*, 2025, Vol 8, Issue 35, p11. <https://doi.org/10.5565/rev/qp.403>

reference projects

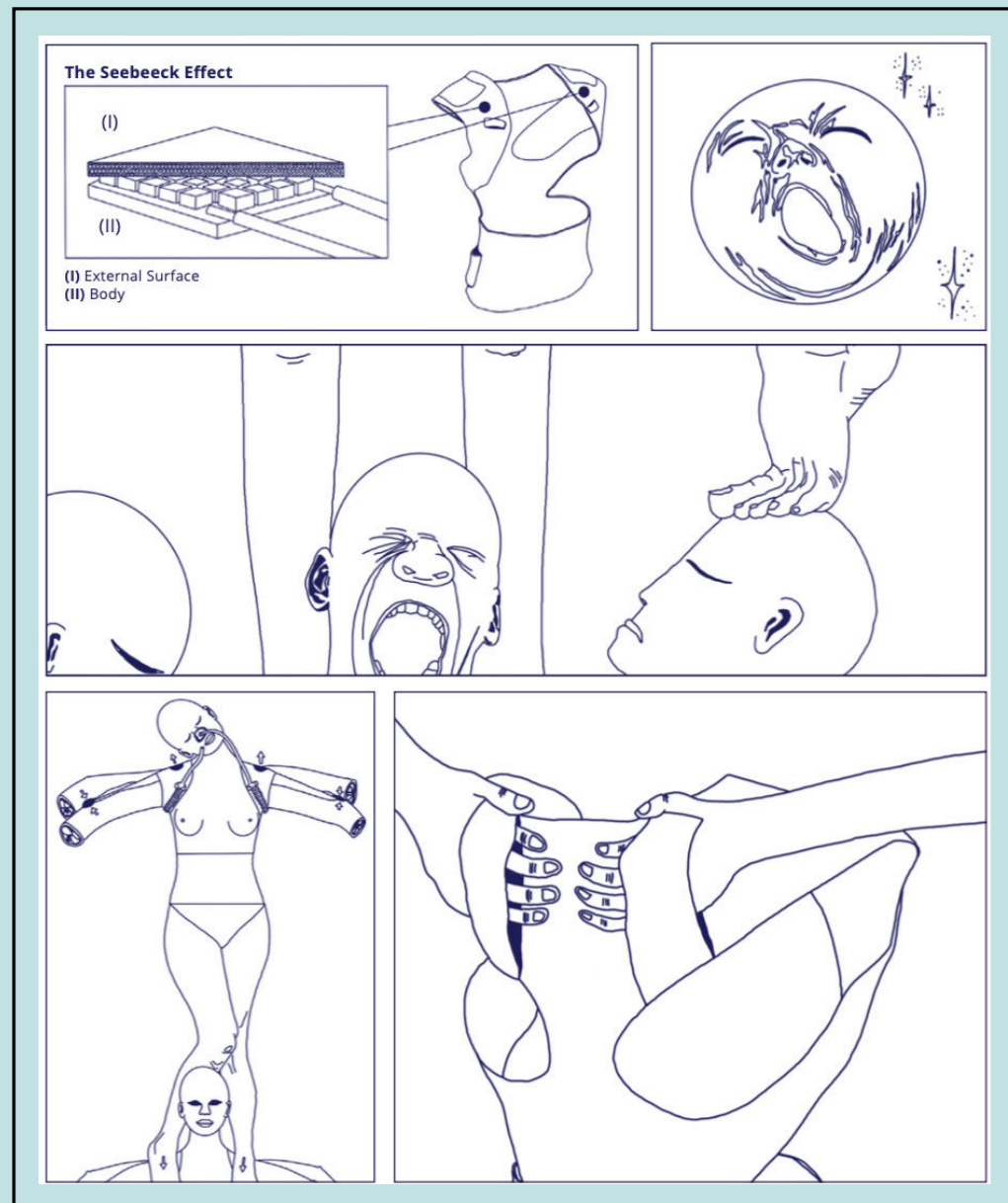


Sindicatura de Greuges
Barcelona, 2020
Elisava Research



[Temes de Disseny 39](#)
Emerging Habitats
Elisava Research

Future Urban Speculation



Foresight axis

definition

Can we use speculative design strategies to explore the future of our urban milieux?

reference literature

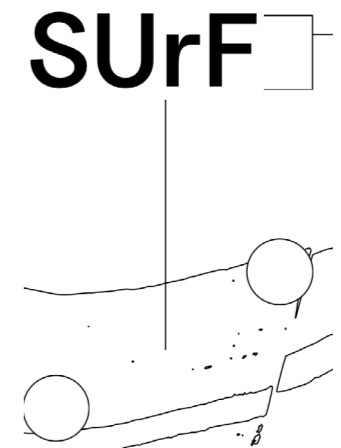
Paez, Roger. "Game-Based Practices for Radical Urban Visions." *Handbook of Research on Promoting Economic and Social Development through Serious Games*, edited by Oscar Bernardes and Vanessa Amorim. Hershey, PA: IGI Global Engineering Science Reference, 2022. pp. 429–523. ISBN13: 9781799897323, ISBN10: 179989732X, EISBN13: 9781799897347. DOI: 10.4018/978-1-7998-9732-3.ch022. Print. <https://www.igi-global.com/chapter/game-based-practices-for-radical-urban-visions/300641>

"Accidents urbans: estratègies de disseny espacial per repensar la relació entre matèria, individu i ciutat" [Urban accidents: spatial design strategies to rethink the relationship between matter, individual and city], Mar Gené i Cuairan PhD Dissertation, 2024-ongoing.

reference projects



Speculative Urban Futures
Final Graduate Projects
Elisava Research +GDIS
2022-23



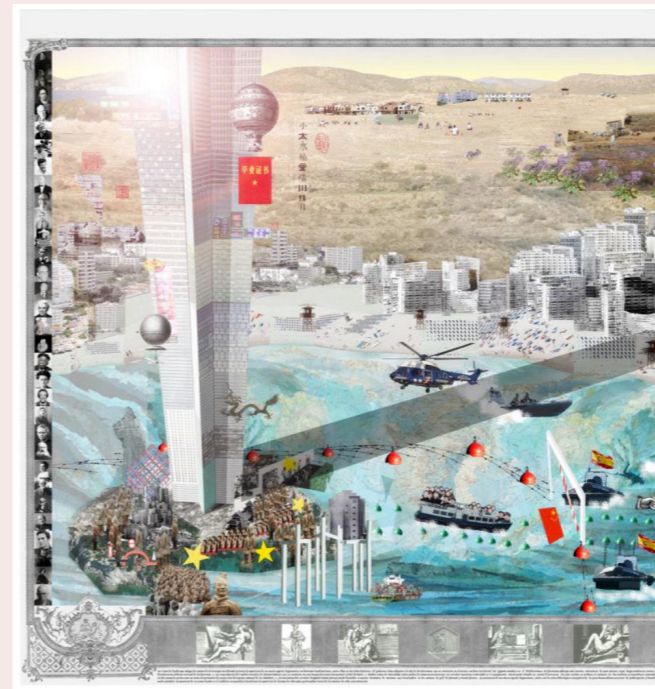
[Speculative Urban Futures](#)
Erasmus +, 2023-26
Elisava Research



Horizon 2080: A Game based Design Workshop for Future Cities
Workshop at RMIT, 2019
Elisava Research

methodological axis

Design Methodologies



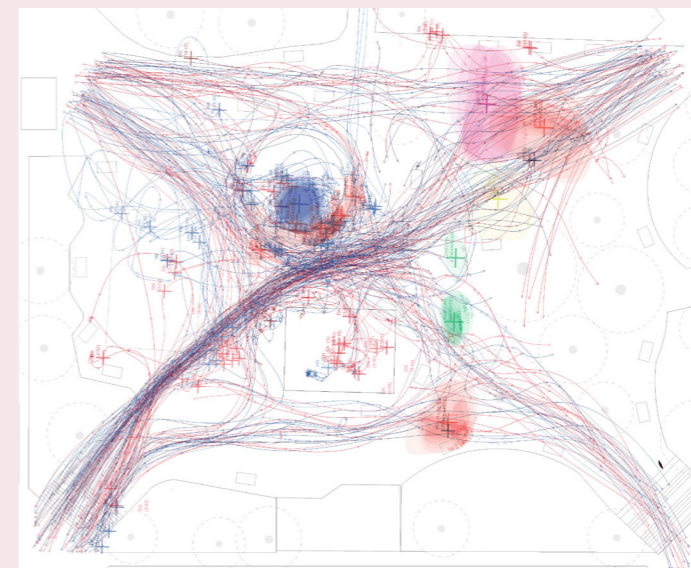
Design operates between culture and technique. How we articulate these two poles is implicit in the design methodologies that are mobilized. When it comes to dealing with cities, design methodologies – i.e., how we design our cities, in our cities, and for our cities – are rapidly changing. If we wish to remain a relevant practice, we need to update the tools, methods and more fundamentally the methodology we use in design for city making.

DM focuses on investigating novel design approaches to the lived environment.

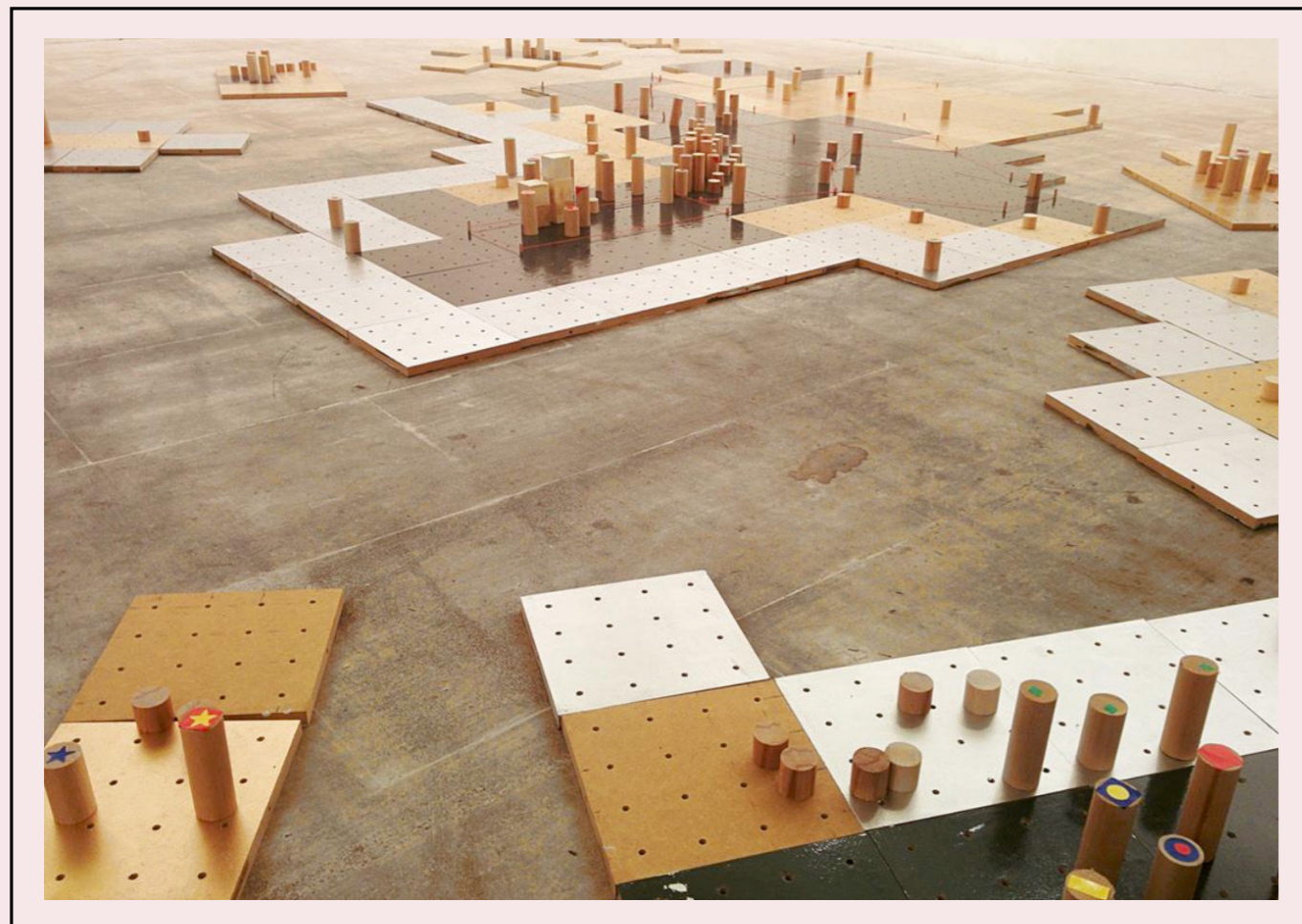


Research Threads:

- 01 Serious Games and Design through Play
- 02 Representing Complexity and Operative Mapping
- 03 More-than-human Approaches



Serious Games and Design through Play



Methodological axis

definition

Can we learn from game theory and game-based formats to apply them to design processes? Can we simulate scenarios and purposely respond to them through design?

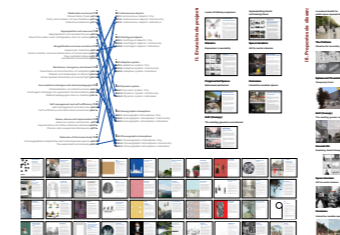
reference literature

Paez, Roger. "Design as Playground: Exploring Design Through Game-based Formats", *Space and Culture*, special issue: Cities as Playgrounds/ Playgrounds as Cities: Rethinking Urban Play, Civic Engagement and Socio Spatiality (2020): pp. XX. ISSN 1552-8308. DOI: XX. (PEER REVIEW ACCEPTED PUBLICATION PENDING)

Paez, Roger. "Game-Based Practices for Radical Urban Visions." *Handbook of Research on Promoting Economic and Social Development through Serious Games*, edited by Oscar Bernardes and Vanessa Amorim. Hershey, PA: IGI Global Engineering Science Reference, 2022. pp. 429–523. ISBN13: 9781799897323, ISBN10: 179989732X, EISBN13: 9781799897347. DOI: 10.4018/978-1-7998-9732-3.ch022 <https://www.igi-global.com/chapter/game-based-practices-for-radical-urban-visions/300641>

Elvira, Juan, and Roger Paez. "Design Through Play: The Archispiel Experience". VII Jornadas sobre Innovación Docente en Arquitectura / VII Workshop on Educational Innovation in Architecture (JIDA'19), Escuela Técnica Superior de Arquitectura de Madrid, November 14-15, 2019. Garcia Escudero, Daniel; Berta Bardi Milà, eds., Barcelona: UPC IDP; GILDA, 2019: pp. 386-401. ISBN 978-84-9880-797-4. ISSN 2462-571X. URL <http://hdl.handle.net/2117/171539>. DOI 10.5821/jida.2019.8349. Legal Deposit B 9090-2014.

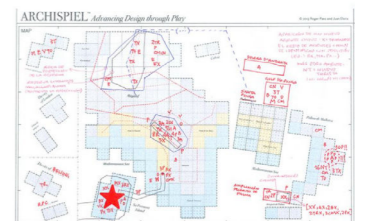
reference projects



Infrastructures for Public Space Interactions (IPSI)/ Civic Placemaking 2
Elisava Research



Community Plug-ins
MEATS 2019-20
Balwant Sheth School of Architecture (Mumbai)



Design Through Play: The Archispiel Experience
JIDA'19
Elisava Research

Representing Complexity and Operative Mapping



Methodological axis

definition

Can we understand how spaces perform and behave, rather than limit ourselves to understanding their physical makeup? Can we represent not only spatial structures, but also its interactions and its functions? If we were able to represent complexity through maps, diagrams, and other graphic formats, would we design better?

reference literature

Paez, Roger. *Operative Mapping: Maps as Design Tools*. New York: Actar, 2019. ISBN 978-1-948765-07-7.

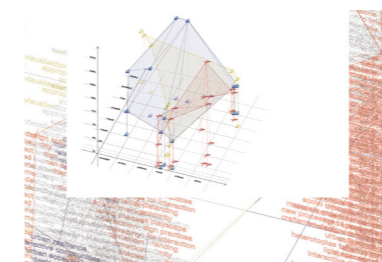
Paez, Roger, Valtchanova, Manuela, Larroya, Ferran and Josep Perelló. "Maps as Design Tools: Space, Time, and Experience". *The Routledge Handbook of Cartographic Humanities*. Eds. Tania Rossetto and Laura Lo Presti. Abingdon-on-Thames/New York: Routledge, 2024. pp. 172-181. ISBN 978-1-032-35593-1. LCCN 2023055432. DOI: <https://doi.org/10.4324/9781003327578-22> . Print.

Paez, Roger. "Mapas Lacunares: Activaciones Cartográficas del Espacio Vacío", *Cuadernos de Proyectos Arquitectónicos*, 5 (2015): 116-123, 155-157. ISSN 2171-956X ISSN@: 2174-1131. Legal Deposit M-31354-2010. http://polired.upm.es/index.php/proyectos_arquitectonicos/article/view/3056 .

Paez, Roger. "Derivas Urbanas: la Ciudad Extrañada". *R.I.T.A. (Revista indexada de textos académicos)*, num 1 (2014): pp. 120-129. ISSN 2340-9711. Legal Deposit M-35005-2013. <http://ojs.redfundamentos.com/index.php/rita/article/view/38> . Print.

Paez, Roger "Cartografías operativas y mapas de comportamiento". *Querido Público. El espectador ante la participación: jugadores, usuarios, prosumers y fans*. Eds. Bernat, Roger, Ignasi Duarte. Murcia: Fundación ICO, Centro Párraga, Eléctrica Producciones and CENDEAC, 2009. pp. 173-200. ISBN 978-84-96898-40-0. Legal Deposit MU-255-2009. <https://dialnet.unirioja.es/servlet/articulo?codigo=4256340> . Print.

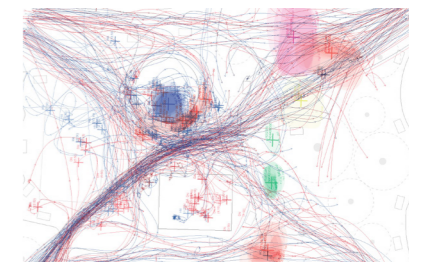
reference projects



Scales of Design Expansion
Plug-ins: Design for City Making in Barcelona
Elisava Research



Subjectives Cartographies/
Civic Placemaking 2
Raval, Barcelona
Elisava Research



En Mitjons a la Plaça
Civic Placemaking 1
Sant Boi de Llobregat
Elisava Research

More-than-human Approaches



Methodological axis

definition

Can we expand the notions of city, inhabitation, sociality, and politics incorporating more-than-human perspectives?
Can we actively decenter human agency as a way to access richer, more entangled ways of living?

reference literature

Valtchanova, Manuela. *Anarcheology of a Field* (2024)
<https://manuelavaltchanova.com/project/anarq>

Paez, Roger, and Stella Rahola Matutes. *Inviting Life*. Barcelona: Fundació Mies van der Rohe, 2024. ISBN 978-84-127721-2-8. DL B 1302-2024. Print.
<https://shopmies.com/en/fundacio-mies-van-der-rohe/514-inviting-life-stella-rahola-matutes-roger-paez.html>

Cristina Sanuy. *Apex* (2023). <https://www.elisava.net/en/projects/apex/>

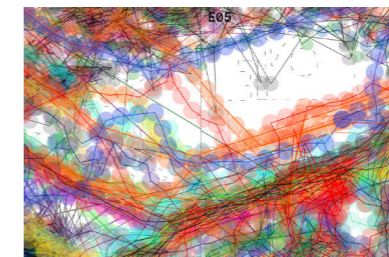
Sanuy, Cristina, Valtchanova, Manuela, and Roger Paez. "Above all that is below: The politics of the invisible", in *10th STS Italia Conference: Technoscience for Good*. Panel 66. More-than-(Just)-Human Politics of Relating (2025).
<https://stsitalia.org/wp-content/uploads/2025/05/Panel-66.pdf>

Paez, Roger, and Manuela Valtchanova. "Mycelial Meshworks: Towards a More-Than-(Just)-Human Approach to Mapping", in *10th STS Italia Conference: Technoscience for Good*. Panel 71. Mapping Public Space through Participatory Data Narratives and Cartographies (2025).
<https://stsitalia.org/wp-content/uploads/2025/05/Panel-71.pdf>

reference projects



Founding members of the DESIS Network Cluster - Design With All Beings: Expanded Communities of Social Innovation



[Anarcheology of a Field](#)
Sant Cugat
Manuela Valtchanova



Sobre(tot) el que hi ha sota.
Cocktail Parties amb urbanites animals invisibles
Master's Final Degree
Cristina Sanuy

DxCM

Online Repositories

[Design for City Making Elisava Research
MEATS+DxCM](#)

Roger Paez, DxCM Research Lab leader
rpaez@elisava.net

Manuela Valtchanova, senior researcher
mvaltchanova@elisava.net

Mar Gené, junior researcher
mariadelmar.genei@uvic.cat

Cristina Sanuy, junior researcher
cristina.sanuy@uvic.cat