

- Abowd, G. D., Dey, A. K., Brown, P. J., Davies, N., Smith, M., & Steggles, P. (2001). Towards a Better Understanding of Context and Context-Awareness. I H.-W. Gellersen (Red.), *Handheld and Ubiquitous Computing* (Bd. 1707, s. 304–307). Berlin, Heidelberg: Springer Berlin Heidelberg.
Hentet fra http://link.springer.com/10.1007/3-540-48157-5_29
- Agervold, M. (Red.). (1990). De psykiske belastninger i arbejdet. I *Arbejdspsykologi: arbejde, arbejdsmiljø og arbejdsorganisation* (1. udg, 2. opl, s. 182–199). København: Munksgaard.
- Albrechtslund, A.-M. B., & Albrechtslund, A. (2014). Social media as leisure culture. *First Monday*, 19(4). <https://doi.org/10.5210/fm.v19i4.4877>
- Alexander, J. C., & Thompson, K. (2008). *A contemporary introduction to sociology: culture and society in transition*. Boulder: Paradigm Publishers.
- Alrø, H. (1995). I forlanger for lidt af jer selv. *Nomad*, 3(2), 7–27.
- Alrø, H., Dirckinck-Holmfeld, L., Aalborg Universitet, & Institut for Kommunikation. (1997). Video mellem samtale og observation. I *Videoobservation* (s. 73–100). Aalborg: Aalborg Universitetsforlag : Institut for Kommunikation : Distribution Aalborg Universitetsforlag.
- Alrø, H., & Kristiansen, M. (1988). *Kan du se, hvad jeg sagde?: mennesker ansigt til ansigt*. Roskilde: Holistic.
- Alrø, H., Kristiansen, M., Aalborg Universitet, & Institut for Kommunikation. (1998). *Supervision som dialogisk læreproces*. Aalborg: Aalborg Universitetsforlag : Institut for Kommunikation : Distribution: Aalborg Universitetsforlag.
- Alrø, H., M. Kristiansen, Rom, G, & Nielsen, M. (2006). Et dialogisk perspektiv på kommunikation og hjælpesamtaler. I *Kommunikation i sundhedsvæsenet* (s. 201–254). København: Munksgaard.
- Alvesson, M., Bridgman, T., & Willmott, H. (Red.). (2009). *The Oxford handbook of critical management studies*. Oxford ; New York: Oxford University Press.

- Alvesson, M., & Deetz, S. (2000). *Doing critical management research*. London ; Thousand Oaks, Calif: Sage Publications.
- Andersen, John Edelsgaard. (1985). Adverbier – sprogvidenskabens stedbørn. *Selskab for Nordisk Filologi*, 45–54.
- Andersen, S., & Grønkjaer, N. (2008). *Som dig selv en indføring i etik*. Aarhus: Aarhus Universitetforlag. Hentet fra <http://site.ebrary.com/id/10607705>
- Andersen, T. (2007). Hvordan hænger dit sprogsammen. I *Sæt ord på!* Odense: Syddansk Univ.-Forl.
- Andersen, T. F. (2012). Når selvet hænger til tørre i nettet [Blog]. Hentet 1. april 2016, fra <http://www.kommunikationsforum.dk/tem-frank-andersen/blog/naar-selvet-haenger-til-toerre-i-nettet>
- Andersen, Tem Frank, & Jensen, T. (2015). Where ever I lay my device, that's my home - Revisiting the concept of domestication in the Age of Mobile Media and Wearable Devices. *Akademisk kvarter*, 11, 212–231.
- Andersen, Torben. (1982). Modalpartikler og deres funktion i dansk. *Danske Studier*, 1982, 86–95.
- Anderson, S. P. (2011). *Seductive interaction design: creating playful, fun, and effective user experiences*. Berkeley, CA: New Riders.
- Antaki, C., Billig, M., & Potter, J. (2003). Discourse Analysis Means Doing Analysis: A Critique Of Six Analytic Shortcomings. Hentet fra <http://extra.shu.ac.uk/daol/articles/v1/n1/a1/antaki2002002-paper.html>
- Antoniou, A. (2015). *Micro-augmentations: situated calibration of a novel non-tactile, peripheral museum technology*.
- Apple Inc. (2017). macOS Human Interface Guidelines. Hentet 9. april 2017, fra <https://developer.apple.com/library/content/documentation/UserExperience/Conceptual/OSXHIGuidelines/>

- Arth, C., Grasset, R., Gruber, L., Langlotz, T., Mulloni, A., Schmalstieg, D., & Wagner, D. (2015). *The History of Mobile Augmented Reality - Developments in Mobile AR over the last almost 50 years* (s. 1–30). Computer Graphics & Vision.
- Asmuss, B., & Steensig, J. (2003). *Samtalen på arbejde konversationsanalyse og kompetenceudvikling*. Frederiksberg: Samfundslitteratur. Hentet fra <http://site.ebrary.com/id/10425893>
- Asmussen, K. (1990). *En god historie: om at forvandle en stak oplysninger til en journalistisk artikel*. København: Forl. Grafisk Litteratur.
- Bager, A., & Mølholm, Martin. (2016). Intersection of a Foucauldian and a Bakhtinian analysis of work life discourses: An ethics of dispositif and dialogue. *Tamara, Special issue on Employees and Corporate Community Representations*. Hentet fra <http://tamarajournal.com/>
- Bager, A. S. (u.å.). Dialogue on Dialogues - Multivoiced Dialogues (Dialogism) as Means for Co-Production of Knowledge in and on Leadership Communicative Practices. *Akademisk kvarter*, 6, 146–159.
- Baron, N. S. (2008). *Always on language in an online and mobile world*. Oxford; New York: Oxford University Press. Hentet fra <http://www.ebrary.com>
- Barthes, R. (1997). Towards a Psychosociology of Contemporary Food Consumption. I C. Counihan & P. Van Esterik (Red.), *Food and culture: a reader* (2nd ed). New York: Routledge.
- Barthes, R. (2004). Billedets retorik. I *Visuel Kommunikation I*. Medusa : [sælges på internettet].
- Bates, T. (2015). *Teaching in a digital age*.
- Baym, N. K. (2010). *Personal connections in the digital age*. Cambridge, UK ; Malden, MA: Polity.
- Beck, P. R., & Sammons, H. G. (1975). A stabilising factor for gamma-glutamyl transpeptidase in urine. *Clinica Chimica Acta; International Journal of Clinical Chemistry*, 65(3), 351–359.
- Becker Jensen, L. (1994). *Ud af elfenbenstårnet: fortællerteknik for fagfolk der vil skrive en god historie* (2. udg). Frederiksberg: Samfundslitteratur.

- Bell, G., & Dourish, P. (2005). Yesterday's tomorrows: notes on ubiquitous computing's dominant vision. *Personal and Ubiquitous Computing*, 11(2), 11 sider. <https://doi.org/10.1007/s00779-006-0071-x>
- Berg, Per Oluf. (2001). Fra image til aura. I *Æstetisk kommunikation* (s. 71–83). København: Handelshøjskolens Forlag.
- Berg Sørensen, T. (1994). *Sociologien i hverdagen: Indføring i nyere gruppesociologi*. Risskov: Forl. Gestus.
- Berger, P. L., & Luckmann, T. (1987). *Den samfundsskabte virkelighed: en videnssociologisk afhandling*. København: Lindhardt og Ringhof.
- Bergström, G., & Boréus, K. (2000). Innehållsanalys. I *Metodbok i samhällsvetenskaplig text- och diskursanalys* (s. 49–89). Lund: Studentlitteratur.
- Bitzer, L. F. (1968). The Rhetorical Situation. *Philosophy & Rhetoric*, 1, 1–14.
- Bjerg, L. (2004). *Som man spørger -: det journalistiske interview*. Frederiksberg: Roskilde Universitetsforlag.
- Björnberg, A. (1994). Structural relationships of music and images in music video. *Popular Music*, 13(1), 51. <https://doi.org/10.1017/S026114300000684X>
- Bjørner, T. (2010). *Den oplevede virkelighed: 11 eksempler på kvalitativ metode i praksis*. Aalborg: Aalborg Universitetsforlag.
- Blach, T., & Højberg, J. (1989). Image og profilering. I *PR: håndbog i information og public relations* (s. 71–83). København: Borgen.
- Blackler, F. (1995). Knowledge, Knowledge Work and Organizations: An Overview and Interpretation. *Organization Studies*, 16(6), 1021–1046. <https://doi.org/10.1177/017084069501600605>
- Blomberg, J., & Karasti, H. (Red.). (2013). Ethnography. Positioning ethnography within Participatory Design. I *Handbook of participatory design* (s. 86–116). New York: Routledge.

- Boehm, B. W. (1988). A spiral model of software development and enhancement. *Computer*, 21(5), 61–72. <https://doi.org/10.1109/2.59>
- Bohme, G. (1993). Atmosphere as the Fundamental Concept of a New Aesthetics. *Thesis Eleven*, 36(1), 113–126. <https://doi.org/10.1177/072551369303600107>
- Bom, M., Andersen, M., Jerichow, R., Danmark, & Forsknings- og Innovationsstyrelsen. (2011). *Viden skaber vækst: 12 fortællinger om virksomheder, der har benyttet Videnskabsministeriets innovationstilbud og -puljer*. Kbh: Forsknings- og Innovationsstyrelsen.
- Bonde, A. (2010). Multimodal emergens via musik - Eksemplificeret ved en reklamefilm og en dokumentarfilm [Emergent forms of meaning-making using music in multimodal compositions - Exemplified through a television commercial and a television documentary]. *MedieKultur: Journal of media and communication research*, 26(48), 20. <https://doi.org/10.7146/mediekultur.v26i48.2121>
- Bonderup Dohn, N., & Hansen, J. J. (2016). Didaktik, design og digitalisering. I *Didaktik, design og digitalisering* (1. udg., Bd. 2016, s. 43–61). Samfundslitteratur.
- Borchmann, T., & Pedersen, B. T. (2008). *Intimideringskommunikation*. Aalborg: Aalborg Universitetsforlag. Hentet fra <http://aauforlag.dk/Shop/skriftserier/intimideringskommunikation.aspx>
- Bordwell, D., & Thompson, K. (2013). *Film art: an introduction* (10th ed). New York, N.Y: McGraw-Hill.
- Boswijk, A., Peelen, E., & Olthof, S. (2012). *Economy of experiences* (3. ed). Amsterdam: European Centre for the Experience and Transformation Economy.
- Bourdieu, P., Szeman, I., & Kaposy, T. (2010). The forms of capital. I *Cultural theory: An anthology* (s. 81–93). Oxford: Wiley-Blackwell.
- Brandt, E., Binder, T., & Sanders, E. (Red.). (2013). Tools and techniques. Ways to engage telling, making and enacting. I *Handbook of participatory design* (s. 145–180). New York: Routledge.

- Braverman, H. (1974). Scientific Management. I *Labor and monopoly capital: the degradation of work in the twentieth century* (25th anniversary ed). New York: Monthly Review Press.
- Brenner, C. (1971). *Psykoanalysens grundbegreber*. København: Hans Reizel.
- Breum, T. (1993). Fortælling & Forførelse. I *Den gode fortæller* (s. 32–68). Kbh.: Frydenlund.
- Bringhurst, R. (2012). *The elements of typographic style*. Seattle, Wash.: Hartley & Marks.
- Bruner, J. (2012). Kultur, bevissthed og uddannelse. I *49 tekster om læring* (s. s. 14). Frederiksberg: Samfundslitteratur.
- Brügger, N., & Vigsø, O. (2002). *Strukturalisme*. Frederiksberg: Roskilde Universitetsforlag.
- Buchanan, R. (1992). Wicked Problems in Design Thinking. *Design Issues*, 8(2), 5–21.
<https://doi.org/10.2307/1511637>
- Buchanan, R. (2001). Design Research and the New Learning. *Design Issues*, 17(4), 3–23.
<https://doi.org/10.1162/07479360152681056>
- Buhl, C., & Eiberg, K. (2008). Branding og brandingstrategier. I *Integreret markeds kommunikation* (s. 41–55). København: Samfundslitteratur.
- Burris, B. H. (1998). Computerization of the Workplace. *Annual Review of Sociology*, 24(1), 141–157.
<https://doi.org/10.1146/annurev.soc.24.1.141>
- Buxton, B. (2007). *Sketching user experiences: getting the design right and the right design* (Nachdr.). Amsterdam: Morgan Kaufmann.
- Bygholm, A., & Nyvang, T. (2009). An Infrastructural Perspective on Implementing new Educational Technology: The Case of Human Centered Informatics. I *Analysing Networked Learning Practices in Higher Education and Continuing Professional Development* (s. 29–44). Rotterdam: Sense Publishers.
- Büscher, M., & Urry, J. (2009). Mobile Methods and the Empirical. *European Journal of Social Theory*, 12(1), 99–116. <https://doi.org/10.1177/1368431008099642>

- Carlsen, M. (1997). *På skriftens vinger: om at formidle det svære*. Kbh.: Akademisk Forlag.
- Carroll, J. M. (2000). Five reasons for scenario-based design. *Interacting with Computers*, 13(1), 43–60.
[https://doi.org/10.1016/S0953-5438\(00\)00023-0](https://doi.org/10.1016/S0953-5438(00)00023-0)
- Carroll, J. M., & Rosson, M. B. (2003). Design Rationale as Theory. I *HCI Models, Theories, and Frameworks* (s. 431–461). Elsevier. Hentet fra
<http://linkinghub.elsevier.com/retrieve/pii/B9781558608085500150>
- Casey, C. (1999). “Come, Join Our Family”: Discipline and Integration in Corporate Organizational Culture. *Human Relations*, 52(1), 155–178. <https://doi.org/10.1177/001872679905200109>
- Castañeda, A. (2016, marts 29). Klapsammenmaden er tilbage. Hentet 29. marts 2016, fra
<http://www.audrey.dk/index.php?siteID=8&blogID=33>
- Chandler, D. (2007). *Semiotics: the basics* (2nd ed). London ; New York: Routledge.
- Chatman, S. (1978). Elementer af en narrativ teori. I *Narratologi* (s. 99–105). Aarhus: Aarhus Universitetsforl.
- Chayko, M. (2002). From Cave Paintings to Chat Rooms: The Sociomental Foundation of Connectedness. I *Connecting: how we form social bonds and communities in the Internet age* (s. Kap. 2). Albany, NY: State University of New York Press.
- Christensen, J. R., Hansen, K. R., Fogt, J., & Frost, P. (2008). Den ekstra åbne tekst: fra forankring til brugergenererede paratekster. *Mediedidaktik i dansk. Frederiksberg Seminariums skriftserie*, (1), 36–54.
- Christensen, Lars H. (2005). *Domesticering af Medieteknologier - et kritisk introducerende skrift til medieforskningens domesticeringsteori*. Aalborg: Aalborg Universitet.
- Christensen, Lars Thøger, Cheney, G., Hatch, M.J., & Schultz, M. (2000). Self-Absorption and Self-Seduction in the Corporate Identity Game. I *The Expressive Organization*. Oxford: Oxford University Press.

- Ciulla, J. (2000). Taming the Worker. I *The Working Life. The Promise and Betrayal of Modern Work*.
New York: Three Rivers Press.
- Clegg, Stewart, Courpasson, David, & Phillips, Nelson. (2009). Power to and Power Over. I *Power and Organizations* (s. 191–227). London: SAGE Publications Ltd.
- Cockton, G. (2014). Usability Evaluation. I *The Encyclopedia of Human-Computer Interaction* (2nd Ed.). Århus: The Interaction Design Foundation. Hentet fra https://www.interaction-design.org/encyclopedia/usability_evaluation.html
- Cohn, M. (u.å.). Agile Topics. Hentet 17. februar 2017, fra <https://www.mountaingoatsoftware.com/agile>
- Cohn, M., & Martin, R. C. (2006). *Agile estimating and planning*. Upper Saddle River, NJ: Prentice Hall Professional Technical Reference.
- Collin, F., & Køppe, S. (Red.). (2014). *Humanistisk videnskabsteori* (3. udg). København: Linghardt og Ringhof.
- Collinson, D. L. (2003). Identities and Insecurities: Selves at Work. *Organization*, 10(3), 527–547.
<https://doi.org/10.1177/13505084030103010>
- Conole, G., Dyke, M., Oliver, M., & Seale, J. (2004). Mapping pedagogy and tools for effective learning design. *Computers & Education*, 43(1–2), 17–33. <https://doi.org/10.1016/j.compedu.2003.12.018>
- Cook, N. (1994). Music and meaning in the commercials. *Popular Music*, 13(1), 27.
<https://doi.org/10.1017/S0261143000006826>
- Cooren, F. (2015a). *Organizational discourse: communication and constitution*. Cambridge, UK ; Malden, MA: Polity Press.
- Cooren, F. (2015b). What is (organizational) discourse? How is this book organized? I *Organizational discourse: communication and constitution* (s. 1–16). Cambridge, UK ; Malden, MA: Polity Press.
- Cotterill, S., John, P., Richardson, L., Moseley, A., Stoker, G., Wales, C., & Smith, G. (2011). *Nudge, nudge, think, think: using experiments to change civic behaviour*. London: Bloomsbury Academic.

- Crabtree, A., Rouncefield, M., & Tolmie, P. (2012). *Doing design ethnography*. London ; New York: Springer.
- Creswell, J. W. (2003). *Research design: qualitative, quantitative, and mixed method approaches* (2nd ed). Thousand Oaks, Calif: Sage Publications.
- Dahl, Poul Nørgård, & Alrø, H. (1996). "Det man siger er man selv?" - om interpersonel psykodynamik i organisationskommunikation. I *Organisationsudvikling gennem dialog* (s. 173–209). Aalborg: Aalborg Universitetsforlag.
- Dalmonte, R., & Baroni, M. (Red.). (1992). Towards a Sign Typology of Music. I *Secondo convegno europeo di analisi musicale: atti*. Trento: Dipartimento di storia della civiltà europea, Università degli studi di Trento.
- Dansk Erhverv. (u.å.). *Networked Business Factbook EU-DK 2012/13*. København. Hentet fra https://www.networkedbusiness.org/~-/media/documents/networked%20business%20factbook_2012_13_online.ashx
- Daidsen, J., & Christiansen, E. (2014). Mind the hand: A study on children's embodied and multimodal collaborative learning around touchscreens. *Designs for Learning*, 7(1). <https://doi.org/10.2478/dfl-2014-0010>
- Davidson, D., Carnegie-Mellon University, & Entertainment Technology Center. (2010). *Cross-media communications: an introduction to the art of creating integrated media experiences*. [Pittsburgh, Pa.]: ETC Press.
- Davis, J. (2009). Design methods for ethical persuasive computing (s. 1–8). Præsenteret ved Persuasive Technology: Proceedings of the 4th International Conference, Claremont, California: ACM Press. <https://doi.org/10.1145/1541948.1541957>

- Deacon, D. (Red.). (2007). *Researching communications: a practical guide to methods in media and cultural analysis* (2nd ed). London : New York: Hodder Arnold ; Distributed in the U.S.A. by Oxford University Press.
- Deetz, S. (1996). Describing Differences in Approaches to Organization Science: Rethinking Burrell and Morgan and Their Legacy. *Organization Science*, 7(2), 191–207.
- Deetz, S., & McClellan G., J. (2009). Communication. I M. Alvesson, T. Bridgman, & H. Willmott (Red.), *The Oxford Handbook of Critical Management Studies* (Bd. 1–Book, Section, s. 433–453). Oxford: Oxford Publisher Press.
- Deetz, Stanley. (1998). Discursive Formations, Strategized Subordination and Self-surveillance. I A. McKinlay & K. Starkey (Red.), *Foucault, management and organization theory: from panopticon to technologies of self*. London ; Thousand Oaks, Calif: Sage Publications.
- Dewey, J. (2012). Barnet og læreplanen. I *49 tekster om læring*. Frederiksberg: Samfundslitteratur.
- Dijck, J. van. (2013). *The culture of connectivity: a critical history of social media*. Oxford ; New York: Oxford University Press.
- Dillenbourg, P., Baker, M., Blave, A., & O'Malley, C. (1996). The Evolution of Research on Computer-Supported Collaborative Learning. I *Learning in humans and machines: Towards an interdisciplinary learning science* (s. 189–211). England: Elsevier.
- Dillon, A., & Turnbull, D. (2005). Information Architecture. I *Encyclopedia of Library and Information Science*. London: Taylor & Francis Group.
- Djonov, E., & Van Leeuwen, T. (2011). The semiotics of texture: from tactile to visual. *Visual Communication*, 10(4), 541–564. <https://doi.org/10.1177/1470357211415786>
- Dourish, P. (2003). The Appropriation of Interactive Technologies: Some Lessons from Placeless Documents. *Computer Supported Cooperative Work (CSCW)*, 12(4), 465–490. <https://doi.org/10.1023/A:1026149119426>

- Dow, S. P., Glassco, A., Kass, J., Schwarz, M., Schwartz, D. L., & Klemmer, S. R. (2010). Parallel prototyping leads to better design results, more divergence, and increased self-efficacy. *ACM Transactions on Computer-Human Interaction*, *17*(4), 1–24.
<https://doi.org/10.1145/1879831.1879836>
- Dunne, A., & Raby, F. (2001). *Design noir: the secret life of electronic objects*. Basel: Birkhäuser.
- Eco, U. (1979). *A theory of semiotics*. Bloomington: Indiana University Press.
- Ellis, R. J., & Simons, R. F. (2005). The Impact of Music on Subjective and Physiological Indices of Emotion While Viewing Films. *Psychomusicology: A Journal of Research in Music Cognition*, *19*(1), 15–40. <https://doi.org/10.1037/h0094042>
- Engelbrechtsen, M., & Klastrup, L. (2010). Når handlingsrummet bliver en modalitet. Om spilæstetisk analyse af websites. I *Skrift/bilde/lyd: analyse av sammensatte tekster*. Kristiansand: Høyyskoleforlaget.
- Engeström, Y. (2000). Activity theory as a framework for analyzing and redesigning work. *Ergonomics*, *43*(7), 960–974. <https://doi.org/10.1080/001401300409143>
- Engeström, Y. (2011). From design experiments to formative interventions. *Theory & Psychology*, *21*(5), 598–628. <https://doi.org/10.1177/0959354311419252>
- Engeström, Y. (2012). På vej mod en nyformulering af den virksomhedsteoretiske tilgang. I *49 tekster om læring* (s. 443–466). Frederiksberg: Samfundslitteratur.
- Engeström, Y., & Sannino, A. (2010). Studies of expansive learning: Foundations, findings and future challenges. *Educational Research Review*, *5*(1), 1–24. <https://doi.org/10.1016/j.edurev.2009.12.002>
- Engeström, Y., & Sannino, A. (2011). Discursive manifestations of contradictions in organizational change efforts: A methodological framework. *Journal of Organizational Change Management*, *24*(3), 368–387. <https://doi.org/10.1108/09534811111132758>

- Engeström, Y., Virkkunen, J., Helle, M., Pihlaja, J., & Poikela, R. (1996). Change laboratory as a tool for transforming work. *Lifelong Learning in Europe*, 1(2), 10–17.
- Erickson, F. (2004). Origins: A brief intellectual and technological history of the emergence of Multimodal Discourse Analysis. I *Discourse and technology: multimodal discourse analysis ; [selection of papers from the 2002 Georgetown University Round Table on Languages and Linguistics ; Georgetown University Round Table on Languages and Linguistics series]*. Washington, D.C: Georgetown Univ. Press.
- Etienne Wenger, Nancy White, John D. Smith, and Kim Rowe. (2005). Technology for communities. I *CEFRIO Book Chapter v 5.2* (s. 1–15). Hentet fra http://waterwiki.net/images/9/97/Technology_for_communities_-_book_chapter.pdf
- Ezzy, D. (1998). Theorizing Narrative Identity: Symbolic Interactionism and Hermeneutics. *The Sociological Quarterly*, 39(2), 239–252.
- Fafner, J. (2008). Retorikkens forarbejdningsfaser. I *Retorik: klassisk og moderne* (s. 23–37). København: Akademisk.
- Fairclough, N. (2005). Peripheral Vision: Discourse Analysis in Organization Studies: The Case for Critical Realism. *Organization Studies*, 26(6), 915–939. <https://doi.org/10.1177/0170840605054610>
- Falkheimer, J., & Heide, M. (2014). From Public Relations to Strategic Communication in Sweden: The Emergence of a Transboundary Field of Knowledge. *Nordicom Review*, 35(2). <https://doi.org/10.2478/nor-2014-0019>
- Fallman, D. (2008). The Interaction Design Research Triangle of Design Practice, Design Studies, and Design Exploration. *Design Issues*, 24(3), 4–18. <https://doi.org/10.1162/desi.2008.24.3.4>
- Finnegan, R. H. (2006). *Communicating: the multiple modes of human interconnection* (Reprint). London: Routledge.
- Fog, Klaus m.fl. (2002). *Storytelling: branding i praksis*. Frederiksberg: Samfundslitteratur.

- Fogg, B. J. (2002). Persuasive technology: using computers to change what we think and do. *Ubiquity*, 2002(December), 43–148. <https://doi.org/10.1145/764008.763957>
- Foucault, M. (1971). *Talens forfatning ; Forelæsningsrapport: Viljen til viden ; Nietzsche - genealogien, historien*. Kbh.: Hans Reitzel.
- Foucault, M. (1982). The Subject and Power. *Critical Inquiry*, 8(4), 777–795.
- Foucault, M., & Gordon, C. (1972). The Confession of the Flesh (conversation with Grosrichard, et al.). I *Michel Foucault - Power/Knowledge: selected interviews and other writings 1972-1977*, (s. 194–228). Harlow: Pearson Education Limited.
- Foucault, M., & Gordon, C. (1977). Truth and Power (interview with Alessandro Fontana & Pasquale Pasquino). I *Michel Foucault - Power/Knowledge: selected interviews and other writings 1972-1977*, (s. 109–133). Harlow: Pearson Education Limited.
- Fuglsang, L., & Bitsch Olsen, P. (2004a). Hermeneutik - Forståelse og fortolkning i samfundsvidenskaberne. I *Videnskabsteori i samfundsvidenskaberne: på tværs af fagkulturer og paradigmer* (s. 309–347). Frederiksberg: Roskilde Universitetsforlag.
- Fuglsang, L., & Bitsch Olsen, P. (2004b). *Videnskabsteori i samfundsvidenskaberne: på tværs af fagkulturer og paradigmer*. Frederiksberg: Roskilde Universitetsforlag.
- Ganglbauer, E. (2009). Possibilities of Psychophysiological Methods for Measuring Emotional Aspects in Mobile Contexts. I *Mobile HCI'09 Workshop: Measuring Mobile Emotions*. Bonn, Tyskland.
- Gardan, L. et. al. (2014). *Geodemografisk klassifikation generation 5* (s. 6–12). Geomatic A/S.
- Garrett, J. J. (2002). *The elements of user experience: user-centered design for the Web* (1st ed). Indianapolis, Ind: New Riders.
- Gee, J. P. (2014). *An introduction to discourse analysis: theory and method* (Fourth edition). New York: Routledge.

- Giddens, A. (1991). *Modernitet og selvidentitet: selvet og samfundet under sen-moderniteten*. Kbh.: Hans Reitzel.
- Giles, D. (2010). Ways of Thinking about Psychology and the Media. I *Psychology of the media* (s. 14–26). Houndmills, Basingstoke, Hampshire ; New York: Palgrave Macmillan.
- Goffman, E. (1992). *Vore rollespil i hverdagen*. København: Reitzel.
- Goffman, E., Goffman, Erving, Hviid Jacobsen, M., & Kristiansen, S. (2004). Om ansigtsarbejde. I *Social samhandling og mikrosociologi: en tekstsamling* (s. 39–75). Kbh.: Hans Reitzel.
- Goodwin, C. (2000). Action and embodiment within situated human interaction. *Journal of Pragmatics*, 32(10), 1489–1522. [https://doi.org/10.1016/S0378-2166\(99\)00096-X](https://doi.org/10.1016/S0378-2166(99)00096-X)
- Goodwin, Charles (Red.). (1998). Seeing as a Situated Activity: Formulating Planes. I *Cognition and communication at work* (1. paperback ed, s. 61–94). Cambridge: Cambridge Univ. Press.
- Gotved, S. (1999, Maj). *CYBERSOCIOLOGI - det samme på en anden måde* - (PhD). Sociologisk Institut, Københavns Universitet, København.
- Gram-Hansen, S. B., & Ryberg, T. (2013). Persuasion, Learning and Context Adaptation: *International Journal of Conceptual Structures and Smart Applications*, 1(2). <https://doi.org/10.4018/ijcssa.2013070104>
- Gram-Hansen, S. B., & Ryberg, T. (2015). Attention – Influencing Communities of Practice with Persuasive Learning Designs. I *Persuasive Technology* (s. 184–195). Chicago: Springer.
- Gram-Hansen, Sandra Burri, & Gram-Hansen, Lasse Burri. (2013). On the role of ethics in Persuasive Design. I *Ethcomp 2013 Conference Proceedings: Possibilities of Ethical Ict, 2013*. Kolding: Syddansk Universitetsforlag.
- Gravngaard, G. (2010). *Journalistik i praksis: valg og fravalg af nyhedsideer*. Frederiksberg: Samfundslitteratur.

- Grunwald, E., Smistrup, G., & Veirup, H. (1998). *Journalistens sprog: med et sprogligt serviceeftersyn* (2. udg). Århus: Ajour.
- Grøn, R. (2010). *Oplevelsens rammer: former og rationaler i den aktuelle formidling af skønlitteratur for voksne på danske folkebiblioteker*. Det Informationsvidenskabelige Akademi, Aalborg.
- Graakjær, N., Bredahl Jessen, I., Blach-Ørsten, M., & MÆRKK. (2015). *Selektion: om udvælgelse af medietekster til analyse*. Aalborg; Aarhus: MÆRKK ; Systime.
- Graakjær N.J., Hviid Jacobsen, M., Laursen, E., & Brødslev Olsen, J. (2013). Gruffeforskning. Amerikanske of europæiske perspektiver 1930-1970. I *Socialpsykologi: en grundbog til et fag* (s. 85–98). Kbh.: Hans Reitzel.
- Graakjær, N.J., Hviid Jacobsen, M., Laursen, E., & Brødslev Olsen, J. (2013). Grupper. Definitioner, strukturer og processe. I *Socialpsykologi: en grundbog til et fag* (s. 269–293). Kbh.: Hans Reitzel.
- Gudem, B. B., & Hopmann, S. (u.å.). Didaktik and/or Curriculum. I *An International dialogue* (Bd. 1998, s. 47–78). New York: Peter Lang.
- Habermas, J. (1992). *The Structural transformation of the public sphere: an inquiry into a category of bourgeois society* (10. print). Cambridge, Mass: MIT Press.
- Hall, S. (Red.). (1980). Encoding/decoding. I *Culture, media, language: working papers in cultural studies, 1972 - 79* (Transf. to digit. print). London: Routledge [u.a.].
- Hallahan, K., Holtzhausen, D., van Ruler, B., Verčič, D., & Sriramesh, K. (2007). Defining Strategic Communication. *International Journal of Strategic Communication*, 1(1), 3–35.
<https://doi.org/10.1080/15531180701285244>
- Hammersley, M., & Atkinson, P. (2007). *Ethnography: principles in practice* (3rd ed). London ; New York: Routledge.
- Hansen, E. (1986). *Ping- og Pampersang*. København: Hans Reitzel.
- Hansen, J. B. (u.å.). Den rette tale på det rette tidspunkt - Kairos.

- Harasim, L. M. (2012). *Learning theory and online technology*. New York, NY: Routledge.
- Harms Larsen, P. (2003a). *De levende billeders dramaturgi. Bd. 1*. Søborg: DR.
- Harms Larsen, P. (2003b). *Faktion*. [Søborg]: DR.
- Harms-Larsen, P. (1972). *Perspektiver i perspektivplanlægningen*. Roskilde: ROLIG Papir.
- Harste, G., Mortensen, N., Andersen, H., & Kaspersen, L. B. (2000). Sociale samhandlingsteorier. I *Klassisk og moderne samfundsteori* (s. 195–218). København: Hans Reitzels Forlag.
- Hasle, P., & Christensen, A. K. (2007). Classical Rhetoric and a Limit to Persuasion. I *Persuasive technology: Second International Conference on Persuasive Technology, PERSUASIVE 2007, Palo Alto, CA, USA, April 26-27, 2007; revised selected papers* (s. 307–310). Berlin: Springer. Hentet fra <http://public.eblib.com/choice/publicfullrecord.aspx?p=337008>
- Hasle, P. F. V. (2006). Informationsarkitektur i retorisk perspektiv. *DF Revy*, 29(2), 22–25.
- Haslebo, G., & Nielsen, K. S. (2004). *Konsultation i organisationer: hvordan mennesker skaber ny mening*. Kbh.: Dansk psykologisk Forlag.
- Hatch, M. J., & Schultz, M. (2009). Hvem er du? I *Brug dit brand: udtryk organisationens identitet igennem corporate branding* (s. 69–92). København: Gyldendal Business.
- Heath, C., Hindmarsh, J., & Luff, P. (1999). Interaction in Isolation: The Dislocated World of the London Underground Train Driver. *Sociology*, 33(3), 555–575.
<https://doi.org/10.1177/S0038038599000358>
- Heath, C., Hindmarsh, J., & Luff, P. (2010). *Video in qualitative research: analysing social interaction in everyday life*. Los Angeles: SAGE.
- Heath, C., Knoblauch, H., & Luff, P. (2000). Technology and social interaction: the emergence of “workplace studies”. *The British Journal of Sociology*, 51(2), 299–320.
<https://doi.org/10.1111/j.1468-4446.2000.00299.x>

- Heath, C., & Luff, P. (1991). Disembodied conduct: communication through video in a multi-media office environment (s. 99–103). ACM Press. <https://doi.org/10.1145/108844.108859>
- Heath, C., & Luff, P (Red.). (1998). Convergent Activities: Line Control and Passenger Information on the London Underground. I *Cognition and communication at work* (1. paperback ed). Cambridge: Cambridge Univ. Press.
- Heath, C., Luff, P., Streeck, J., Goodwin, C., & LeBaron, C. (Red.). (2013). Gesture and institutional Interaction. I *Embodied interaction: language and body in the material world ; [learning in doing: social, cognitive, and computational perspectives]* (1. paperback ed, s. 276–288). New York: Cambridge Univ. Press.
- Heath, Christian, Luff, Paul, & Button, G. (1993). Disembodied Conduct: Interactional Asymmetries in Video-Mediated Communication. I *Technology in Working Order. Studies of Work, Interaction, and Technology* (s. 35–54). London: Routledge.
- Heidegger, Martin. (1982). The Nature of Language. I *On the way to language* (s. 57–73). New York: HarperCollins Publishers.
- Heidegger, Martin. (2007a). Begrebet om fænomenet. I *Væren og Tid* (1. udg., s. 48–52). Aarhus: Forlaget Klim.
- Heidegger, Martin. (2007b). Begrebet om logos. I *Væren og Tid* (1. udg., s. 52–57). Aarhus: Forlaget Klim.
- Heidegger, Martin. (2007c). Det præliminære begreb om fænomenologien. I *Væren og Tid* (1. udg., s. 60). Aarhus: Forlaget Klim.
- Heilesen, S., & Davidsen, S. (u.å.). Projektarbejde og akademisk IT-skolning. *Tidsskriftet Læring og Medier (LOM)*, 2016(15), 25.
- Heltberg, E., & Kock, C. (Red.). (2000). *Skrivehåndbogen* (2. udg., 1. opl). Copenhagen: Gyldendal.
- Hermansen, M. (2005). *Læringens univers* (Bd. 5). Århus: Klim.

- Hermansen, M., & Rendtorff, J. D. (2002). For en kritiskhermeneutik. I *En hermeneutisk brobygger: tekster af Paul Ricœur* (s. Kap. 6). Århus: Klim.
- Hertzberg, F., Dickson, John, Chandler, L., & Barry, J. (1999). Motivation through Jobenrichment. I *Organization and Identity*. Int. Thompson Business Press.
- Hesse-Biber, S. N. (2010). *Mixed methods research: merging theory with practice*. New York: Guilford Press.
- Hestbæk Andersen, T., & Smedegaard, F. (2012). *Diamanten - en model til kommunikationsplanlægning*. Frederiksberg: Samfundslitteratur.
- Hiim, H., & Hippe, E. (2007). *Læring gennem oplevelse, forståelse og handling: en studiebog i didaktik* (2. udg.). København: Gyldendal.
- Hine, C. (2000). *Virtual ethnography*. London ; Thousand Oaks, Calif: SAGE.
- Hjarvard, S. (2002). Ian Hutchby: Conversation and Technology. From the Telephone to the Internet. *MedieKultur: Journal of media and communication research*, 18(34), 116—118.
- Hjarvard, Stig. (1995). Forholdet mellem kvantitative og kvalitative metoder i medieforforskningen. *Norsk Medie Tidsskrift*, (2), 59–80.
- Hochschild, A. R. (1983). *The managed heart: commercialization of human feeling* (updated ed). Berkeley: Univ. of California Press.
- Hogg, M. A., & Abrams, D. (1988). *Social identifications a social psychology of intergroup relations and group processes*. London; New York: Routledge. Hentet fra <http://public.ebib.com/choice/publicfullrecord.aspx?p=178266>
- Holgaard, J. E., Ryberg, T., Stegeager, N., Stentoft, D., & Thomassen, A. O. (2014). *PBL: Problembaseret læring og projektarbejde ved de videregående uddannelser* (1. udg.). Frederiksberg: Samfundslitteratur.

- Hollway, W. (1991). *Work psychology and organizational behaviour: managing the individual at work*. London ; Newbury Park, Calif: Sage Publications.
- Hollway, W. (1996a). Factory Hands. Scientific Management and the Task Idea. I *Work psychology and organizational behaviour: managing the individual at work*. London ; Newbury Park, Calif: Sage Publications.
- Hollway, W. (1996b). The Sentimental Worker. Motivating Employees: Human Relations Training and Job Satisfaction. I *Work psychology and organizational behaviour: managing the individual at work*. London ; Newbury Park, Calif: Sage Publications.
- Holm Sørensen, B., Audon, L., & Levinsen, K. (2010). *Skole 2.0*. Århus: Klim.
- Holt, D. B. (1995). How Consumers Consume: A Typology of Consumption Practices. *Journal of Consumer Research*, 22(1), 1. <https://doi.org/10.1086/209431>
- Hsieh, H.-F. (2005). Three Approaches to Qualitative Content Analysis. *Qualitative Health Research*, 15(9), 1277–1288. <https://doi.org/10.1177/1049732305276687>
- Hu, Y., Manikonda, L., & Kambhampati, S. (2014). What we instagram: A first analysis of instagram photo content and user types. I *Proceedings of the 8th International Conference on Weblogs and Social Media* (s. 595–598). The AAAI Press.
- Husserl, E., & Hardy, L. (1999). The Idea of Phenomenology - lecture I. I *The idea of phenomenology: a translation of Die Idee der Phänomenologie, Husserliana II* (s. 15–21). Dordrecht, The Netherlands; Hingham, MA: Kluwer Academic Publishers.
- IBM. (u.å.). *IBM SPSS Statistics 23 Brief Guide*. USA.
- Iedema, R. (2007). On the Multi-modality, Materiality and Contingency of Organization Discourse. *Organization Studies*, 28(6), 931–946. <https://doi.org/10.1177/0170840607075264>
- Iedema, Rick, & Grant, David. (2005). Discourse analysis and the study of organizations. *Text*, 25(1), 37–66.

- Illeris, K. (2012a). *49 tekster om læring*. Frederiksberg: Samfundslitteratur.
- Illeris, K. (2012b). Læringssteoriens elementer - hvordan hænger det hele sammen. I *49 tekster om læring* (s. 23 sider.). Frederiksberg: Samfundslitteratur.
- Ipe, M. (2003). Knowledge Sharing in Organizations: A Conceptual Framework. *Human Resource Development Review*, 2(4), 337–359. <https://doi.org/10.1177/1534484303257985>
- Jaffee, D. (2001). *Organization theory: tension and change*. Boston: McGraw Hill.
- Jakobson, R. (1956). Two aspects of language and two types of aphasic disturbances. I *Roman Jakobson & Morris Halle, Fundamentals of language*. Gravenhage: Mouton.
- Jakobson, R. (1999). Linguistics And Poetics. I A. Jaworski & N. Coupland (Red.), *The Discourse Reader* (Bd. 1–Book, Section, s. 54–62). London: Routledge.
- Jakobson, Roman. (1979). Metasprog som lingvistisk problem. I *Elementer, funktioner og strukturer i sproget: udvalgte artikler om sprogvidenskab og semiotik* (s. 135–143). København: Nyt nordisk forlag.
- Jantzen, C. (2013). Experiencing and Experiences: A Psychological Framework. I *Handbook on the experience economy* (s. 149–170). Northampton, MA: Edward Elgar Pub.
- Jantzen, C. (2014). Fødsel og forvandling – Build-A-Bear Workshop. I *Oplevelsesstedet. Analyser af oplevelsesdesigns* (s. 135–164). Aarhus: Systime Academic.
- Jantzen, C., & Rasmussen, T. A. (2014). Oplevelsessteder. Set fra et tekstanalytisk perspektiv. I *Oplevelsesstedet. Analyser af oplevelsesdesigns* (s. 7–37). Aarhus: Systime Academic.
- Jantzen, C., Vetner, M., & Bouchet, J. (2011a). *Oplevelsesdesign: tilrettelæggelse af unikke oplevelseskoncepter*. Frederiksberg: Samfundslitteratur.
- Jantzen, C., Vetner, M., & Bouchet, J. (2011b). *Oplevelsesdesign: tilrettelæggelse af unikke oplevelseskoncepter*. Frederiksberg: Samfundslitteratur.

- Jarvis, P. (2012). At blive en person i samfundet - hvordan bliver man sig selv. I *49 tekster om læring* (s. 17). Frederiksberg: Samfundslitteratur.
- Jaspers, M., Steen, T., Bos, C., & Geenen, M. (2004). The think aloud method: a guide to user interface design. *International Journal of Medical Informatics*, *73*(11–12), 781–795.
<https://doi.org/10.1016/j.ijmedinf.2004.08.003>
- Jenkins, H. (2010). Transmedia Storytelling and Entertainment: An annotated syllabus. *Continuum*, *24*(6), 943–958. <https://doi.org/10.1080/10304312.2010.510599>
- Jensen, H. V., & Togeby, O. (1994). *Brug sproget! om skriftlig fremstilling ; teori, analyser, praksis* (2. udg). København: Reitzel.
- Jensen, K. B. (Red.). (2012). *The handbook of media and communication research: qualitative and quantitative methodologies* (2nd ed). New York: Routledge.
- Jochumsen, H., & Rasmussen, C. H. (2008). Ej blot til oplysning. Folkebiblioteket i oplevelsessamfundet. I *At forstå biblioteket. En introduktion til teoretiske perspektiver* (s. 159–189). København: Danmarks Biblioteksforening.
- Jones, C. (2015). *Networked learning: an educational paradigm for the age of digital networks*. Hentet fra <http://public.ebib.com/choice/publicfullrecord.aspx?p=2095948>
- Jordan, B., & Henderson, A. (1995). Interaction Analysis: Foundations and Practice. *The Journal of the Learning Sciences*, *4*(1), 39–103.
- Jungk, R., & Müllert, N. R. (1989). *Håndbog i fremtidsværksteder* (Bd. 2). Kbh.: Politisk revy.
- Jørgensen, C., Kock, C., & Rørbech, L. (1995). *Retorik der flytter stemmer: hvordan man overbeviser i offentlig debat* (2. opl). København: Gyldendal.
- Jørgensen, C., & Onsberg, M. (2008). *Praktisk argumentation*. Kbh.: Nyt Teknisk Forlag.
- Jørgensen, C. R. (2009). *Identitet: psykologiske og kulturanalytiske perspektiver*. Kbh.: Hans Reitzel.
- Jørgensen, C., & Villadsen, L. (2009). *Retorik: teori og praksis*. Frederiksberg: Samfundslitteratur.

- Jørgensen, K. (2005). Ordstilistik. I *Stilistik: håndbog i tekstanalyse* (5. opl, s. 33–46). København: Gyldendal.
- Kahneman, D. (Red.). (2003). Objective Happiness. I *Well-being: the foundations of hedonic psychology* (1. papercover edition). New York, NY: Russell Sage Foundation.
- Kalbach, J. (2007). *Designing Web navigation* (1st ed). Beijing ; Sebastopol: O'Reilly.
- Kallinen, K., & Ravaja, N. (2006). Emotion perceived and emotion felt: Same and different. *Musicae Scientiae*, 10(2), 191–213. <https://doi.org/10.1177/102986490601000203>
- Kallinen, N., & Ravaja, N. (u.å.). The role of personality in emotional responses to music. Verbal, electrocortical and cardiovascular measures. *Journal of New Music Research*, 33(4), 399–409.
- Kanstrup, A. M., & Bertelsen, P. (2011). *User Innovation Management: a handbook* (1st edition). Aalborg, Denmark: Aalborg University Press.
- Kant, I. (1999). *Grundlæggelse af sædernes metafysik*. København: Hans Reitzel.
- Kaplan, A. M., & Haenlein, M. (2010). Users of the world, unite! The challenges and opportunities of Social Media. *Business Horizons*, 53(1), 59–68. <https://doi.org/10.1016/j.bushor.2009.09.003>
- Kaptelinin, V., & Nardi, B. A. (2006). *Acting with technology: activity theory and interaction design*. Cambridge, Mass: MIT Press.
- Kaptelinin, V., Soegaard, M., & Dam, R. F. (2013). Activity Theory. I *The Encyclopedia of Human-Computer Interaction*. Aarhus: The Interaction Design Foundation. Hentet fra http://www.interaction-design.org/encyclopedia/activity_theory.html
- Karasti, H. (2001). Bridging Work Practice and System Design: Integrating Systemic Analysis, Appreciative Intervention and Practitioner Participation. *Computer Supported Cooperative Work (CSCW)*, 10(2), 211–246. <https://doi.org/10.1023/A:1011239126617>
- Katz, P. B., & Poulsen, H. (1997). *Fokus: en grundbog i film, tv, video*. København: Gyldendal Undervisning.

- Katzenelson, B. (1994). *Homo Socius: grundlaget for menneskeligt samkvem : socialpsykologisk grundbog*. Kbh.: Gyldendal.
- Kendon, A. (2004). *Gesture: visible action as utterance*. Cambridge ; New York: Cambridge University Press.
- Kirkeby, O. F. (2001). *Organisationsfilosofi en studie i liminalitet*. Frederiksberg: Samfundslitteratur.
Hentet fra <http://public.ebib.com/choice/PublicFullRecord.aspx?p=4186766>
- Kirsten Drotner, & Klaus Bruhn Jensen. (1996). *Medier og kultur. En grundbog i medieanalyse og medieteori*. København: Borgen.
- Klastrup, L. (2010). Sociale fortællinger - statusopdateringers funktion på sociale netværkssites. Hentet 1. april 2016, fra <https://web.archive.org/web/20120908013029/http://design.emu.dk/artikler/1018-socialefortaellinger.html>
- Klausen, Kurt Klaudi. (1994). Normative vektorer. Stat, marked og civilt samfund som organisatoriske ordningsformer. *Ledelse og Erhvervsøkonomi*, 1(94), 31–42.
- Klein, N. (2001). *No logo: mærkerne, magten, modstanden*. Aarhus: Klim.
- Kolko, J. (2010). Abductive Thinking and Sensemaking: The Drivers of Design Synthesis. *Design Issues*, 26(1), 15–28. <https://doi.org/10.1162/desi.2010.26.1.15>
- Kolomos, A., Fink, F. K., & Krogh, L. (Red.). (2004). *The Aalborg PBL model -- progress, diversity and challenges*. Aalborg: Aalborg University Press.
- Konnerup, U., & Dirckinck-Holmfeld, L. (u.å.). Future Workshop as a Didactic Framework for Doing Problem Based Learning (Bd. 2016, s. 17 sider.). Præsenteret ved Designs for Learning, 5th International Conference Designing New Ecologies, Copenhagen: Aalborg Universitetsforlag.
- Kornberger, M. (2013). Disciplining the future: On studying the politics of strategy. *Scandinavian Journal of Management*, 29(1), 104–107. <https://doi.org/10.1016/j.scaman.2012.10.001>

- Kornberger, M., Vikkelsø, S., & Kjær, P. (2014). Strategi. I *Klassisk og Moderne Organisationsteori* (s. 479–495). København: Hans Reitzels Forlag.
- Koschmann, T, Hmelo-Silver, C. E., Chinn, A., Chan, K. K., & O'Donnell, A. M. (2013). Conversation Analysis and Collaborative Learning. I *The international handbook of collaborative learning* (s. 149–167). New York: Routledge, Taylor & Francis Group.
- Kozinets, R. V. (2002). The Field Behind the Screen: Using Netnography for Marketing Research in Online Communities. *Journal of Marketing Research*, 39(1), 61–72.
<https://doi.org/10.1509/jmkr.39.1.61.18935>
- Kristensen, J., & Christensen, J. R. (2009). *Medietid* (1. udg, 1. opl). København: Dan sklærerforeningen.
- Kristensen, J., & Riber Christensen, J. (2003). *Reklametid*. [Kbh.]: Dan sklærerforeningen.
- Kristensen, S. A. (2006). *Sætningsskemaet og stilistikken* (Foredrag). Aalborg: Institut for Kommunikation.
- Kristensen, S. A. (2011). *Grammatiske grundbegreber: sætningen, ordet og sproget*. Odense: Syddansk Univ.-Forlag.
- Kristiansen, M, & Bloch-Poulsen, J. (2000). *Kærlig rummelighed i dialoger - om interpersonel organisationskommunikation*. Aalborg: Aalborg Universitetsforlag.
- Kristiansen, S., & Krogstrup, H. K. (1999). *Deltagende observation: introduktion til en samfundsvidenskabelig metode*. København: Hans Reitzel.
- Krogager, S. G. S., Povlsen, K. K., & Degn, H.-P. (2015). Patterns of Media Use and Reflections on Media among young Danes. *Nordicom Review*, 36(2), 97–112. <https://doi.org/10.1515/nor-2015-0019>
- Kruse, Søren, Dalsgaard, Charlotte, Meisner, Tine, & Voetmann, Kaj. (2005). Konstruktionismenside. I *Forvandling - værdsættende samtale i teori og praksis* (1. udg., s. 238–261). København K: Dansk Psykologisk Forlag.

- Kruuse, E. (2007a). *Kvalitative forskningsmetoder i psykologi og beslægtede fag*. [Virum]; [Køge]: Dansk psykologisk Forlag ; [eksp. DBK].
- Kruuse, E. (2007b). *Kvantitative forskningsmetoder i psykologi og tilgrænsende fag*. Kbh.; [Køge]: Dansk psykologisk Forlag ; [eksp. DBK].
- Kunde, Jesper. (1997). *Corporate religion: vejen til en stærk virksomhed*. København: Børsens Forlag.
- Kusenbach, M. (2003). Street Phenomenology: The Go-Along as Ethnographic Research Tool. *Ethnography*, 4(3), 455–485. <https://doi.org/10.1177/146613810343007>
- Kvale, S., & Brinkmann, S. (2009). *Interview: introduktion til et håndværk*. Kbh.: Hans Reitzel.
- Lambe, P. (2007). *Organising knowledge: taxonomies, knowledge and organisational effectiveness*. Oxford: Chandos.
- Langkjær, B. (2006). Mediernes lyd. En multimodal analysemetode. *MedieKultur: Journal of media and communication research*, 22(40), 13. <https://doi.org/10.7146/mediekultur.v22i40.440>
- Larsen, M. C. (2012). Børn, unge og sociale netværkssider. Hvad ved vi? I *Sociale netværkssider som tekst og kontekst* (1. udg., s. 13–70). Aarhus: Systime Academic.
- Larsen, M. C., & Nørgaard Glud, L. (2013). Nye medier, nye metoder, nye etiske udfordringer. *Metode & Forskningsdesign*, 1(1), 67–94.
- Lave, J., & Etienne, W. (2012). Situeret Læring - legitim perifer deltagelse. I *49 tekster om læring* (s. 127–136). Frederiksberg: Samfundslitteratur.
- LEGO. (u.å.). *Annual LEGO*.
- Lerdahl, E. (2001). *Staging for creative collaboration in design teams: models, tools and methods*. Trondheim: Norwegian University of Science and Technology, Department of Product Design Engineering.

- Licoppe, C., & Morel, J. (2012). Video-in-Interaction: “Talking Heads” and the Multimodal Organization of Mobile and Skype Video Calls. *Research on Language & Social Interaction*, 45(4), 399–429. <https://doi.org/10.1080/08351813.2012.724996>
- Lim, Y.-K., Stolterman, E., & Tenenberg, J. (2008). The anatomy of prototypes: Prototypes as filters, prototypes as manifestations of design ideas. *ACM Transactions on Computer-Human Interaction*, 15(2), 1–27. <https://doi.org/10.1145/1375761.1375762>
- Lohan, E. M. (1998). Making technology our own? *Science, Technology, & Human Values*, 23(2), 249–251.
- Luff, P., Hindmarsh, J., & Heath, C. (Red.). (2000). *Workplace studies: recovering work practice and informing system design*. Cambridge, UK ; New York, NY, USA: Cambridge University Press.
- Lund, M. A. (1997). *Konsulentarbejde og supervision i skole-, social- og sundhedssektoren*. København: Schönberg.
- Lykke, M., & Jantzen, C. (2016). User Experience Dimensions: A Systematic Approach to Experiential Qualities for Evaluating Information Interaction in Museums. I *Proceedings of the 2016 ACM on Conference on Human Information Interaction and Retrieval* (Bd. 2016, s. 81–90). USA.
- Lyndgaard, D. B., & Haslebo, M. L. (2013). *Anerkendende ledelse: skab mod, engagement og bedre resultater*. [Virum]: Dansk psykologisk Forlag.
- Lützen, P. H. (2004). *Sproglig analyse og relevans: sproget i brug ; en grundbog* (1. udg., 1. opl). Frederiksberg: Dan sklærerforeningen.
- Løgstrup, K. E. (2010). *Den etiske fordring*. Århus: Klim.
- Løkkegaard, S., & Petersen, K. S. (2014). Oplevelsesrige kædebutikker – Sticks ’n’ Sushi. I *Oplevelsesstedet. Analyser af oplevelsesdesigns* (s. 61–83). Aarhus: Systime Academic.
- Løvborg Jensen, K., Krishnasamy, R., & Selvadurai, V. (2010). Studying PH.A.N.T.O.M. in the Wild: A Pervasive Persuasive Game for Daily Physical Activity.

- Löwgren, J., & Stolterman, E. (2004). *Thoughtful interaction design: a design perspective on information technology*. Cambridge, Mass: MIT Press.
- Mac, A., & Hagedorn-Rasmussen, P. (2013). *Projektarbejdets kompleksitet: viden, værktøjer og læring*. Frederiksberg: Samfundslitteratur.
- Madsen, K.B. (1986). *Psykologiens historie i videnskabsteoretisk perspektiv*. København: Gyldendal.
- Madsen, P., & Svendsen, E. (2005). *Medier* (1. udg., 1.opl). København: Gyldendal.
- Maffesoli, M. (1996). *The time of the tribes: the decline of individualism in mass society*. London ; Thousand Oaks, Calif: Sage.
- Malchow-Møller, N., & Würtz, A. H. (2014). *Indblik i statistik: For samfundsvidenskab*. København: Hans Reitzels Forlag.
- Markham, A. (2013). What would Malinowski do? Rethinking fieldwork in social media. Hentet fra <http://www.markham.internetinquiry.org/2013/09/whatwouldmalinowskido/>
- Marquardt Frederiksen, S. (2009). *Talen er vejen til indflydelse*. Frederiksberg: Samfundslitteratur.
- Marquardt Frederiksen, S. (2012). *Skriv så du bliver læst: journalistik for kommunikationsfolk*. Kbh.: Gyldendal Business.
- Mayo, E., Clark, H., Chandler, L., & Barry, J. (1999). The workgroup and positive mental attitudes. I *Organization and Identity*. Int. Thompson Business Press.
- McCarthy, J., & Wright, P. (2004). *Technology as experience*. Cambridge, Mass: MIT Press.
- McNely, B. J. (2012). Shaping organizational image-power through images: Case histories of Instagram (s. 1–8). IEEE. <https://doi.org/10.1109/IPCC.2012.6408624>
- Meilby, M. (1996). *Journalistikkens grundtrin: fra ide til artikel*. Århus: Forl. Ajour.
- Merriman, P. (2014). Rethinking Mobile Methods. *Mobilities*, 9(2), 167–187. <https://doi.org/10.1080/17450101.2013.784540>

- Mikunda, C. (2006). *Brand Lands, Hot Spots and Cool Spaces. Welcome to the Third Place and the Total Marketing Experience*. London: Kogan Page.
- Mill, J. S. (1995). *Utilitarisme*. Frederiksberg: Det lille Forlag.
- Mollerup, P. (2003). *Marks of excellence: the history and taxonomy of trademarks* (Reprint). London: Phaidon.
- Mollerup, P. (2008). *Brandbook: branding, følelser, fornuft*. Børsen : [sælges på internettet].
- Morgan, G. (2006a). *Images of organization* (Updated ed). Thousand Oaks: Sage Publications.
- Morgan, G. (2006b). Interest, Conflict, and Power. Organizations as Political Systems. I *Images of organization* (Updated ed, s. 149–206). Thousand Oaks: Sage Publications.
- Morris, C. W. (1971). *Writings on the general theory of signs*. The Hague: Mouton.
- Mukařovský, J. (1977). Two studies of poetic designation. I *The word and verbal art: selected essays by Jan Mukařovský* (s. 65–80). New Haven: Yale University Press.
- Møller Nielsen, N. (2016). *Argumenter i kontekst*. Frederiksberg: Samfundslitteratur.
- Nandhakumar, J., & Avison, D. E. (1999). The fiction of methodological development: a field study of information systems development. *Information Technology & People*, 12(2), 176–191.
<https://doi.org/10.1108/09593849910267224>
- Newton, T., Handy, J., & Fineman, S. (1995). Introduction: Agency, Subjectivity and the Stress Discourse. I *Managing stress: emotion and power at work* (s. 1–17). London ; Thousand Oaks: Sage Publications.
- Nielsen, H. K. (1993). Kulturalisering og kulturelle forskelle. I *Kultur og modernitet* (s. 135–150). Aarhus: Aarhus Universitetforlag.
- Nielsen, Jacob. (1995). How to Conduct a Heuristic Evaluation [Artikel]. Hentet fra <https://www.nngroup.com/articles/how-to-conduct-a-heuristic-evaluation/>

- Nielsen, Jacob. (2012). Thinking aloud: The #1 Usability Tool [Artikel]. Hentet fra <http://www.nngroup.com/articles/thinking-aloud-the-1-usability-tool/>
- Nissen, T. (2012). Indlæringsformer- særlige procedurekrav og kriterier. I *49 tekster om læring* (s. 87–98). Frederiksberg: Samfundslitteratur.
- Norris, S. (2004). *Analyzing multimodal interaction: a methodological framework*. New York, NY: Routledge.
- Olins, W. (1990). *Corporate identity: making business strategy visible through design*. Boston, Mass: Harvard Business School Press.
- Olins, W., & Dansk Design Center. (1995). *Guide til design af identitet: at skabe og vedligeholde forandring via identitet*. København: Dansk Design Center.
- Olins, Wally. (2007). How Brands are Taking over the Corporation. I M. Schultz (Red.), *Corporate branding: purpose/people/process ; towards the second wave of corporate branding /ed. by Majken Schultz* (1. ed). Copenhagen: CBS Press.
- Olsen, H. (2006). *Guide til gode spørgeskemaer*. København: Socialforskningsinstituttet.
- Onwuegbuzie, A. J., & Collins, K. M. T. (2007). A typology of mixed methods sampling designs in social science research. *The Qualitative Report*, *12*(2), 281–316.
- Orgad, Shani, Markham, A. N., & Baym, N. K. (Red.). (2009). How can researchers make sense of the issues involved in collecting and interpreting online and offline data? I *Internet inquiry: conversations about method* (s. 33–53). Los Angeles: Sage Publications.
- Oulasvirta, A., & Hornbæk, K. (2016). HCI Research as Problem-Solving. I *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems* (s. 4956–4967). Santa Clara, California, USA: ACM Press. <https://doi.org/10.1145/2858036.2858283>
- Papacharissi, Zizi. (2012). Without You, I'm Nothing: Performances of the Self on Twitter. *International Journal of Communication*, *6*.

- Parnas, D. L., & Clements, P. C. (1986). A rational design process: How and why to fake it. *IEEE Transactions on Software Engineering*, *12*(2), 251–257.
- Paroutis, S., & Al Saleh, A. (2009). Determinants of knowledge sharing using Web 2.0 technologies. *Journal of Knowledge Management*, *13*(4), 52–63. <https://doi.org/10.1108/13673270910971824>
- Pauwels, L. (2012). A Multimodal Framework for Analyzing Websites as Cultural Expressions. *Journal of Computer-Mediated Communication*, *17*(3), 247–265. <https://doi.org/10.1111/j.1083-6101.2012.01572.x>
- Pertou, M. E., & Iversen, S. D. (2009). Persuasivt Design i retorisk perspektiv. *Rhetorica Scandinavica*, (49/50), 126–141.
- Peterson, R. A., & Kern, R. M. (1996). Changing Highbrow Taste: From Snob to Omnivore. *American Sociological Review*, *61*(5), 900–907.
- Piaget, J. (2012). Ligevægtsbegrebets rolle i psykologien. I *49 tekster om læring* (s. 69–78). Frederiksberg: Samfundslitteratur.
- Pine, B. J., & Gilmore, J. H. (1999). *The experience economy: work is theatre & every business a stage*. Boston: Harvard Business School Press.
- Pine, B. J., & Korn, K. C. (2011). *Infinite possibility: creating customer value on the digital frontier* (1st ed). San Francisco, CA: Berrett-Koehler Publishers.
- Pink, S. (2008). An urban tour: The sensory sociality of ethnographic place-making. *Ethnography*, *9*(2), 175–196. <https://doi.org/10.1177/1466138108089467>
- Platon, Mejer, J., & Tortzen, C. G. (2010). Alkibiades. I *Platon. samlede værker i ny oversættelse Bd. 2*. København: Gyldendal.
- Popper, K. R. (1971). The Moral Responsibility of the Scientist. *Security Dialogue*, *2*(3), 279–283. <https://doi.org/10.1177/096701067100200311>

- Potter, J., & Wiggins, S. (2007). Discursive psychology. I *Handbook of qualitative research methods for psychology and the social sciences* (s. 73–90). Leicester: British Psychological Society.
- Prieur, A., & Savage, M. (2011). Updating cultural capital theory: A discussion based on studies in Denmark and in Britain. *Poetics*, 39(6), 566–580. <https://doi.org/10.1016/j.poetic.2011.09.002>
- Rambøll. (2010). Brugerhåndbog: Surveyexact [PDF]. Hentet fra : http://help.surveyexact.dk/brugerhaandbog_onlineudgave.pdf
- Rams, M.L., Dahl, P. N., Nielsen, K., Mølvadgaard, O., Aalborg Universitet, & LEO-Gruppen. (2000). Dialog i jobsamtaler – nødvendig, men umulig? I *Virksomheders personalearbejde: med eksempler fra forskning og praksis* (s. 289–317). Aalborg: LEO-gruppen.
- Raudaskoski, P. (2010). “Hi Father”, “Hi Mother”: A multimodal analysis of a significant, identity changing phone call mediated on TV. *Journal of Pragmatics*, 42(2), 426–442. <https://doi.org/10.1016/j.pragma.2009.06.016>
- Raudaskoski, P. (2011). When lives meet live: categorization work in a reality TV show and “experience work” in two home audiences. *Text & Talk - An Interdisciplinary Journal of Language, Discourse & Communication Studies*, 31(5), 619–641. <https://doi.org/10.1515/text.2011.030>
- Raudaskoski, P. (u.å.). *The use of communicative resources in language technology environments: a conversation analytic approach to semiosis at computer media*.
- Raudaskoski, P. L. (2006). Situated learning and interacting with/through technologies. I E. K. Sørensen & D. O Murchu (Red.), *Enhancing Learning Through Technology*: (s. 155–183). IGI Global. Hentet fra <http://services.igi-global.com/resolvedoi/resolve.aspx?doi=10.4018/978-1-59140-971-7>
- Raudaskoski, P. L., & Mitchell, R. (2013). The situated accomplishment (aesthetics) of being a cyranoid. I *Proceedings of the Participatory Innovation Conference* (s. 126–129). Finland: Lappeenranta University of Technology, LUT Scientific and Expertise Publications.

- Ravaja, N. (2004). Contributions of Psychophysiology to Media Research: Review and Recommendations. *Media Psychology*, 6(2), 193–235.
https://doi.org/10.1207/s1532785xmep0602_4
- Ray, C., Dickson, John, Chandler, L., & Barry, J. (1999). Corporate Culture as a Control Device. I *Organization and Identity*. Int. Thompson Business Press.
- Read, S., Wright, C., Gundersen, L. B., & Mathiasen, J. K. (2006). *Formel logik*. Århus: Aarhus Universitetsforlag. Hentet fra <http://public.ebib.com/choice/publicfullrecord.aspx?p=1050751>
- Reckwitz, A. (2002). Toward a Theory of Social Practices: A Development in Culturalist Theorizing. *European Journal of Social Theory*, 5(2), 243–263. <https://doi.org/10.1177/13684310222225432>
- Redish, J. (2012). *Letting go of the words* (2nd ed). Amsterdam ; Boston: Morgan Kaufmann.
- Redström, J. (2006). Persuasive Design: Fringes and Foundations. I W. A. IJsselsteijn, Y. A. W. de Kort, C. Midden, B. Eggen, & E. van den Hoven (Red.), *Persuasive Technology* (Bd. 3962, s. 112–122). Berlin, Heidelberg: Springer Berlin Heidelberg. Hentet fra http://link.springer.com/10.1007/11755494_17
- Reed, M. I. (1992). *The sociology of organizations: themes, perspectives, and prospects*. New York: Harvester Wheatsheaf.
- Ricoeur, P., Gulddal, J., & Møller, M. (2005). Hvad er en tekst - forklare og forstå. I *Hermeneutik: en antologi om forståelse* (s. 238–261). København: Gyldendal.
- Ricoeur, P., Hermansen, M., & Rendtorff, J. D. (2002a). Tekstmodellen: meningsfuld handling betragtet som tekst. I *En hermeneutisk brobygger: tekster af Paul Ricœur*. Århus: Klim.
- Ricoeur, P., Hermansen, M., & Rendtorff, J. D. (2002b). Tid og fortælling: dentrefoldige mimesis. I *En hermeneutisk brobygger: tekster af Paul Ricœur* (s. Kap. 3). Århus: Klim.
- Rienecker, L. (2013). *Universitetspædagogik*. Frederiksberg: Samfundslitteratur.

- Rienecker, L., & Stray Jørgensen, P. (2005). *Den gode opgave: håndbog i opgaveskrivning på videregående uddannelser*. Frederiksberg: Samfundslitteratur.
- Rienecker, L., Stray Jørgensen, P., & Gandil, M. (2008). *Skriv en artikel: om videnskabelige, faglige og formidlende artikler*. Frederiksberg: Forlaget Samfundslitteratur.
- Riesman, David. (1969). *Det ensomme masse menneske*. København: Gyldendal.
- Rivera, J., Meulen, R. van der, & Gartner. (2015, august 18). Gartner's 2015 Hype Cycle for Emerging Technologies Identifies the Computing Innovations That Organizations Should Monitor [Newsroom]. Hentet 1. april 2016, fra <http://www.gartner.com/newsroom/id/3114217>
- Roberts, C., & Sarangi, S. (2005). Theme-oriented discourse analysis of medical encounters. *Medical Education*, 39(6), 632–640. <https://doi.org/10.1111/j.1365-2929.2005.02171.x>
- Robertson, T., & Simonsen, J. (Red.). (2013). Participatory Design. An Introduction. I *Handbook of participatory design* (s. 1–17). New York: Routledge.
- Robinson, O. C. (2014). Sampling in Interview-Based Qualitative Research: A Theoretical and Practical Guide. *Qualitative Research in Psychology*, 11(1), 25–41. <https://doi.org/10.1080/14780887.2013.801543>
- Roethlisberger, F., Dickson, John, Chandler, L., & Barry, J. (1999). Group restriction of output. I *Organization and Identity*. Int. Thompson Business Press.
- Rogers, Carl. (1962). The Interpersonal Relationship: The Core of Guidance. *Harvard Educational Review*, 34(4), 416–429.
- Rogers, Y., Sharp, H., & Preece, J. (2011). *Interaction design: beyond human-computer interaction* (3rd ed). Chichester, West Sussex, U.K: Wiley.
- Rogoff, B. (1991). *Apprenticeship in thinking: cognitive development in social context*. New York: Oxford Univ. Press.

- Rose, G., & Christiansen, H. C. (2011). *Analyse af billedemedier: en introduktion*. Frederiksberg: Samfundslitteratur.
- Rosholm, Gitte, & Højberg, J. (2004). Historier, der overbeviser. I *Historiefortælling i praktisk kommunikation*. Frederiksberg: Roskilde Universitetsforlag.
- Royce, W. (1970). Managing development of large software systems. I *IEEE Wescon* (s. 1–9).
- Ryan, M.-L. (Red.). (2004). *Narrative across media: the languages of storytelling*. Lincoln: University of Nebraska Press.
- Ryberg, T., Buus, L., Ryberg, T., Georgsen, M., & Davidsen, J. (2015). Introducing the Collaborative E-Learning Design Method (Coed). I M. Maina, B. Craft, & Y. Mor (Red.), *The Art & Science of Learning Design* (s. 75–91). Rotterdam: SensePublishers. Hentet fra http://link.springer.com/10.1007/978-94-6300-103-8_6
- Ryberg, T., & Dau, S. (2013). Sociale medier i klinisk praksis. I *Læring i og af klinisk praksis*. Kbh.: Dansk Sygplejeråd : Nyt Nordisk Forlag.
- Sá Cavalcante Schuback, M. (2006). The knowledge of attention. *International Journal of Qualitative Studies on Health and Well-Being*, 1(3), 133–140. <https://doi.org/10.1080/17482620600884049>
- Sabroe, K. E. (Red.). (1986). Organisationsteori. I *Arbejdspsykologi: arbejde, arbejdsmiljø og arbejdsorganisation* (1. udg.). København: Munksgaard.
- Sabroe, K.-E. (1989). *Socialpsykologi: forståelsesrammer og begreber*. København: Akademisk Forlag.
- Sacks, H., Schegloff, E. A., & Jefferson, G. (1974). A Simplest Systematics for the Organization of Turn-Taking for Conversation. *Language*, 50(4), 696–735. <https://doi.org/10.2307/412243>
- Sanders, E. B.-N., & Stappers, P. J. (u.å.). Co-creation and the new landscapes of design. *CoDesign. International Journal of cocreation in design and the arts.*, 4(1), 5–18.

- Sassatelli, R. (2007). *Consumer Culture: History, Theory and Politics*. Consumer culture: History, theory and politics. 1 Oliver's Yard, 55 City Road, London EC1Y 1SP United Kingdom: SAGE Publications Ltd. Hentet fra <http://sk.sagepub.com/books/consumer-culture>
- Saussure, F. de, & Bally, C. (1993). *Course in general linguistics* (3. impr). London: Duckworth.
- Savage, M., Warde, A., & Devine, F. (2005). Capitals, assets, and resources: some critical issues. *The British Journal of Sociology*, 56(1), 31–47. <https://doi.org/10.1111/j.1468-4446.2005.00045.x>
- Schank, R. C., & Abelson, R. P. (1977). *Scripts, plans, goals and understanding: an inquiry into human knowledge structures* (Repr). New York: Psychology Press.
- Schegloff, E. A, Jefferson, G., & Sacks, H. (1977). The preference for self-correction in the organization of repair in conversation. *Language*, 53(2), 361–382.
- Schein, E. H. (1999). *Process consultation revisited: building the helping relationship*. Reading, Mass: Addison-Wesley.
- Schein, E. H. (2010). *Hjælp - om at tilbyde og modtage hjælp: lær at forstå dynamikkerne i én til én-relationer, grupper og organisationer*. Kbh: Gyldendal Business.
- Schmidt, S. (2011). *Journalistikkens grundtrin II: roller, krav, metoder*. Århus: Ajour.
- Schmitt, B., & Simonson, A. (1997). *Marketing aesthetics: the strategic management of brands, identity, and image*. New York: Free Press.
- Schultz, M. (1990). *Kultur i organisationer: funktion eller symbol*. Kbh.: Handelshøjskolens Forlag : Nyt Nordisk Forlag.
- Schultz, M., Antorini, Y. M., & Csaba, F. (Red.). (2007). *Corporate branding: purpose/people/process ; towards the second wave of corporate branding /ed. by Majken Schultz* (1. ed). Copenhagen: CBS Press.
- Schärfe, H., & Lytje, I. (2003). *Impact: in memoriam Inger Lytje*. Aalborg: Aalborg Universitetsforlag.

- Scollon, R., & Scollon, S. W. (2003). *Discourses in place: language in the material world*. London: Routledge.
- Scott Sørensen, A. (2010). Kulturbegreber og grebet om kultur. I *Nye kulturstudier: teorier og temaer* (s. 29–52). København: Tiderne Skifter.
- Searle, J. R. (1970). Expression and meaning: studies in the theory of speech acts. I *Speech Acts* (Reprinted, s. 22–53). Cambridge: Cambridge Univ. Press.
- Sepstrup, P., & Fruensgaard, P. (2010). *Tilrettelæggelse af information: kommunikations- og kampagneplanlægning*. København: Academica.
- Shklovsky, V., Lemon, L. T., & Reiss, M. J. (2012). Art as Technique. I *Russian formalist criticism* (s. 3–24). Lincoln: Nebraska University Press.
- Shove, E. (2005). Consumers, Producers and Practices: Understanding the invention and reinvention of Nordic walking. *Journal of Consumer Culture*, 5(1), 43–64.
<https://doi.org/10.1177/1469540505049846>
- Silverman, D. (2006). *Interpreting qualitative data: methods for analyzing talk, text, and interaction* (3rd ed). London ; Thousand Oaks, Calif: SAGE Publications.
- Silverstone, R. (Red.). (1999). *Consuming technologies: media and information in domestic spaces* (Reprinted). London: Routledge.
- Simmel, G. (1957). Fashion. *The American Journal of Sociology*, 62(6), 541–558.
- Simmel, G. (1998). Storbyerne og det åndelige liv. I *Hvordan er samfundet muligt? Udvalgte sociologiske skrifter* (s. 191–207). København: Gyldendal.
- Skjoldborg, B. (2012). *Flowskrivning: vejen til flydende skriveprocesser*. Powerwriting.dk : [sælges på internettet].
- Smith, J. H., & Just, S. N. (2009). Playful persuasion. The rhetorical potential of advergaming. *Nordicom Review*, 30(2), 53–68.

- Sohlberg, P., & Sohlber, B.-M. (2004). *Erkendelsens former: videnskabsteori og forskningsmetode*. Århus: Klim.
- Stahl, G. (2006). In a moment of collaboration. I *Group cognition: computer support for building collaborative knowledge* (s. 245–56). Cambridge, Mass: MIT Press.
- Stax, T. B, Järvinen, M., & Mik-Meyer, N. (2005). Samtaler i detaljer, detaljer i samtaler: etnometodologisk konversationsanalyse. I *Kvalitative metoder i et interaktionistisk perspektiv – interview, observationer og dokumenter* (s. 169–190). København: Hans Reitzel Forlag.
- Steensig, J., Brinkmann, S., & Tanggaard, L. (2010). Konversationsanalyse. I *Kvalitative metoder, en grundbog* (s. 287–314). København: Hans Reitzel Forlag.
- Stieglitz, S., Dang-Xuan, L., Bruns, A., & Neuberger, C. (2014). Social Media Analytics: An Interdisciplinary Approach and Its Implications for Information Systems. *Business & Information Systems Engineering*, 6(2), 89–96. <https://doi.org/10.1007/s12599-014-0315-7>
- Stiff, C. (2013). *A Discourse Analytical study that explores the discursive constructions of therapeutic practice within educational psychology* (Thesis (DEdCPsy)). The University of Sheffield, Sheffield.
- Stjernfelt, F. (2008). Locale, Street, Square—a Naive Theory of the City. *Knowledge, Technology & Policy*, 21(3), 105–113. <https://doi.org/10.1007/s12130-008-9050-z>
- Streeck, J., Goodwin, C., & LeBaron, C. (Red.). (2013). Embodied Interaction – Language and body in the material world: An introduction. I *Embodied interaction: language and body in the material world ; [learning in doing: social, cognitive, and computational perspectives]* (1. paperback ed, s. 1–28). New York: Cambridge Univ. Press.
- Sundbo, J., & Sørensen, F. (2013). Experiencing and Experiences: A Psychological Framework. I C. Jantzen (Red.), *Handbook on the Experience Economy* (s. 149–170). Cheltenham: Edward Elgar Publishing.

- Tait, K. (1997). *Learning in humans and machines: towards an interdisciplinary learning science*. (P. Reimann, H. Spada, & European Science Foundation, Red.) (1st ed). Oxford, U.K. ; New York: Pergamon.
- Tanggaard Pedersen, L., & Brinkmann, S. (2010). *Kvalitative metoder: en grundbog*. Kbh.: Hans Reitzel.
- Taylor, F., Clark, H., Chandler, L., & Barry, J. (1999). Scientific Management. I *Organization and Identity*. Int. Thompson Business Press.
- Teasley, S. D, & Roschelle, J. (1993). Constructing a Joint Problem Space: The Computer as a Tool for Sharing Knowledge. I C. O'Malley (Red.), *Computer-supported collaborative learning* (s. 229–258). New York: Springer.
- Thayer, J. F., & Levenson, R. W. (1983). Effects of music on psychophysiological responses to a stressful film. *Psychomusicology*, 3(1), 44–52.
- Thomas Borchmann, & Bendt Torpegaard Pedersen. (u.å.). *Borchmann & Pedersen: Hvad er arbejde og hvordan bør arbejdsorganisationer anskues?*
- Thomas H. Sander, & Robert D. Putnam. (2009). Still Bowling Alone?: The Post-9/11 Split. *Journal of Democracy*, 21(1), 9–16. <https://doi.org/10.1353/jod.0.0153>
- Thompson, J. B. (1990). The Concept of Ideology. I *Ideology and Modern Culture* (s. 28–73). Stanford University Press.
- Thorsen, N. (2008). *Klangen af et menneske: om at spørge godt, lytte rigtigt og finde sit eget sprog*. Århus: Ajour.
- Thurlow, C., & Mroczek, K. R. (Red.). (2011). Micro-Blogging and Status Updates on Facebook: Texts and Practices. I Lee, C. (Overs.), *Digital discourse: language in the new media*. Oxford ; New York: Oxford University Press.

- Thyssen, Ole, & Luhmann, Niklas. (1997). Hjørnesten i Niklas Luhmanns systemteori. I *Iagttagelse og paradoks* (s. 7–43). København: Nordisk Forlag.
- Tidwell, J. (2011). *Designing interfaces: [patterns for effective interaction design]* (2. ed., [Nachdr.]). Beijing: O'Reilly.
- Tollestrup, C. (2006). Vision-based methodology for collaborative management of qualitative criteria in design. (s. 6 sider). Præsenteret ved IEA 2006 Congress, Pergamon Press.
- Truffaut, F. (1983). *Hitchcock*. New York: Simon & Schuster.
- Tuan, Y.-F. (1975). Place: An Experiential Perspective. *Geographical Review*, 65(2), 151–165.
<https://doi.org/10.2307/213970>
- Turner, V. W. (1995). *The ritual process: structure and anti-structure*. New York: Aldine de Gruyter.
- Tynell, Jesper. (2002). Det er min egen skyld - nyliberale styringsrationaler inden for Human Resource Management. *Tidsskrift for arbejdsliv*, 4(2).
- Tække, J. (2010). Facebook - et netværk i fællesskabet [Facebook - a network within the societal community]. *MedieKultur: Journal of media and communication research*, 26(49), 14.
<https://doi.org/10.7146/mediekultur.v26i49.2579>
- Vagle, W., Sandvik, M., & Svennevig, J. (1994). *Tekst og kontekst: en innføring i tekstlingvistikk og pragmatikk* (5. oppl). Oslo: Landslaget for norskundervisning [u.a.].
- Van Leeuwen, T. (2005). *Introducing social semiotics*. London ; New York: Routledge.
- Vistisen, P., & Jensen, T. (2012). Transforming learning and visitor participation as a basis for developing new business opportunities in an outlying municipality: - case study of Hjørring Municipality and Børglum Monastery, Denmark. I E. Kristiansen (Red.), *Proceedings. DREAM - Danish Research Center on Education and Advanced Media Materials Institute for Literature* (s. 164–175). Odense: Culture and Media Studies University of Southern Denmark.

- Vogler, C. (1998). *The writer's journey: mythic structure for writers* (3rd ed). Studio City, CA: Michael Wiese Productions.
- Vygotsky, L. (2012). Værktøj og symbol i barnets udvikling. I *49 tekster om læring* (s. 333–344). Frederiksberg: Samfundslitteratur.
- Warde, A., Cheng, S.-L., Olsen, W., & Southerton, D. (2007). Changes in the Practice of Eating: A Comparative Analysis of Time-Use. *Acta Sociologica*, *50*(4), 363–385.
<https://doi.org/10.1177/0001699307083978>
- Waring, S. P. (1991). *Taylorism transformed: scientific management theory since 1945*. Chapel Hill: University of North Carolina Press.
- Wasson, C. (Red.). (2002). Collaborative Work: Integrating the Roles of Ethnographers and Designers. I *Creating breakthrough ideas: the collaboration of anthropologists and designers in the product development industry* (s. 71–90). Westport, CT: Bergin & Garvey.
- Weiser, M. (1991). *The Computer for the 21st Century*.
- Wenger, E. (2012). En social teori om Læring. I *49 tekster om læring* (s. 140–148). Frederiksberg: Samfundslitteratur.
- Wenger, E., White, N., & Smith, J. D. (2009). *Digital habitats: stewarding technology for communities*. Portland, OR: Cpsquare.
- Whittle, A., & Mueller, F. (2011). The language of interests: The contribution of discursive psychology. *Human Relations*, *64*(3), 415–435. <https://doi.org/10.1177/0018726710386395>
- Willert, S., & Madsen, B. (1996). Kontraktens funktion i supervision. *Pædagogisk Psykologisk Rådgivning*, *33*(2), 99–107.
- Wittkower, D. E. (2014). Facebook and dramauthentic identity: A post-Goffmanian theory of identity performance on SNS. *First Monday*, *19*(4). <https://doi.org/10.5210/fm.v19i4.4858>

- Ylirisku, S., & Buur, J. (2007). *Designing with video: focusing the user-centred design process*. London: Springer.
- Zahavi, D. (2014). Fænomenologi. I F. Collin & S. Køppe (Red.), *Humanistisk videnskabsteori* (3. udg). København: Linghardt og Ringhof.
- Zappavigna, M. (2014). CoffeeTweets: bonding around the bean on Twitter. I P. Seargeant & C. Tagg (Red.), *The Language of Social Media: Identity and Community on the Internet* (s. 139–160). London: Palgrave Macmillan UK. Hentet fra http://dx.doi.org/10.1057/9781137029317_7
- Zhang, H., De Choudhury, M., & Grudin, J. (2014). Creepy but inevitable?: the evolution of social networking (s. 368–378). ACM Press. <https://doi.org/10.1145/2531602.2531685>
- Zomerdijk, L. G., & Voss, C. A. (2010). Service Design for Experience-Centric Services. *Journal of Service Research*, 13(1), 67–82. <https://doi.org/10.1177/1094670509351960>
- Øhrstrøm, P. (1998). *Logisk set*. Århus: Systime.
- Ørngreen, R., Buhl, M., Levinsen, K., Birch Andreassen, L., & Rattleff, P. (u.å.). Videoproduktioner som læringsressource i universitetsundervisning: bidrag til en multimodal universitetsdidaktik. *Cursiv*, 2011(8), 59–82.
- Ørngreen, R., Jørgensen, A., & Signe Schack, N. (u.å.). Mobile probes: A scaffold for local learning with online resources? (Bd. 2016). Præsenteret ved Conference on Designs for Learning, Aalborg Universitetsforlag.
- Aabø, S., & Audunson, R. (2012). Use of library space and the library as place. *Library & Information Science Research*, 34(2), 138–149. <https://doi.org/10.1016/j.lisr.2011.06.002>