

- Abe Oudshoorn. (u.å.). *Participatory Action Research*. Hentet fra <https://www.youtube.com/watch?v=yrF7cVESMzg>
- Andersen, T. F. (u.å.). *Unge og Computerkultur. Ambivalens og socialt spillerum i gymnasieelevers computerbrug* (PhD). Aalborg Universitet: Institut for Læring, Aalborg.
- Antoft, R., Jacobsen, M. H., & Kristensen, S. (2007). *Håndværk & horisonter : tradition og nytænkning i kvalitativ metode*. Syddansk Universitetsforlag.
- Argyris, C. (2010). *Organizational traps: leadership, culture, organizational design*. Oxford ; New York: Oxford University Press.
- Arias, E., Eden, H., Fischer, G., Gorman, A., & Scharff, E. (2000). Transcending the individual human mind---creating shared understanding through collaborative design. *ACM Transactions on Computer-Human Interaction*, 7(1), 84–113. <https://doi.org/10.1145/344949.345015>
- Bavazit, N. (2004). Investigating Design: A Review of Forty Years of Design Research. *Design Issues*, 20(1), 16–29.
- Bentley, C. (2009). *PRINCE2 Revealed*. Routledge.
- Blythe, M., Hassenzahl, E. L., Law, C., & Vermeeren, A. P. O. S. (2007). An analysis framework for user experience (UX) studies: a green paper. I E. Law, A. Vermeeren, M. Hassenzahl, & M. Blythe (Red.), *Towards a UX Manifesto* (s. 3–5). Lancaster, UK: COST294- MAUSE Affiliated Workshop.
- Boje, D. M. (2008). *Storytelling organizations*. London ; Thousand Oaks, California: SAGE.
- Boswijk, A. (2013). The Power of the economy of experiences; new ways of value creation. I J. Sundbo & F. Sørensen, *Handbook on the experience economy*. Northampton, MA: Edward Elgar Pub.
- Botin, L., & Poulsen, S. B. (2014). Video in User-Centered Design. I A. X. (Red.), *ApEX Anthology* (s. 1–19). Aalborg Universitetsforlag.
- Bourdieu, P. (2008). *Af praktiske grunde: omkring teorien om menneskelig handlen*. Kbh.: Hans Reitzel.

- Brandt, E. (2006). Designing exploratory design games: a framework for participation in Participatory Design? (Bd. 1, s. 57–66). ACM Press. <https://doi.org/10.1145/1147261.1147271>
- Brooks, F. P. (1995). *The mythical man-month: essays on software engineering* (Anniversary ed). Reading, Mass: Addison-Wesley Pub. Co.
- Brown, D. M. (2011). *Communicating design: developing web site documentation for design and planning* (2nd ed). Berkeley, CA: New Riders.
- Brown, T. (2008). Design Thinking. *Harvard Business Review*, 86(6).
- Brown, T., & Katz, B. (2009). *Change by design: how design thinking transforms organizations and inspires innovation* (1st ed). New York: Harper Business.
- Brulland, K., & Mowery, D. C. (2005). Innovation Through Time. I J. Fagerberg, D. C. Mowery, & R. C. Nelson, *The Oxford Handbook of Innovation*. Oxford: Oxford University Press.
- Brydon-Miller, M., Greenwood, D., & Maguire, P. (u.å.). Why action research? I *Action research* (s. 9–29).
- Bryman, A. (2012). *Social research methods* (4th ed). Oxford ; New York: Oxford University Press.
- 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>
- Buchanan, R. (2008). Introduction: design and organizational change. *Design Issues*, 24(1), 2–9.
- Buur, J., Binder, T., & Brandt, E. (2000). Taking Video beyond “Hard Data” in User Centred Design (s. 1–10). Præsenteret ved Participatory Design Conference, New York.
- Buur, J., & Larsen, H. (2010). The Quality of Conversations in Participatory Innovation. *CoDesign*, 6(3), 121–138.

- Buur, J., & Matthews, B. (2008). Participatory innovation. *International Journal of Innovation Management*, 12(3), 255–273.
- Buur, J., & Soendergaard, A. (2000). Video card game: an augmented environment for user centred design discussions (s. 1–7). Præsenteret ved DARE 2000, Denmark: ACM Press.
- Caddick, R., & Cable, S. (2011). *Communicating the user experience: a practical guide for creating useful ux documentation*. Hoboken, N.J.: John Wiley & Sons.
- Chandler, D., & Torbert, B. (2003). Transforming Inquiry and Action: Interweaving 27 Flavors of Action Research. *Action Research*, 1(2), 133–152. <https://doi.org/10.1177/14767503030012002>
- Chayutsahakij, P., & Poggenpohl, S. (2002). User-Centered Innovation. I *Proceedings of The European Academy of Management 2nd Annual Conference on Innovative Research in Management EURAM*, (s. 1–10). Stockholm.
- Chesbrough, H. (2007). Business model innovation: it's not just about technology anymore. *Strategy & Leadership*, 35(6), 12–17. <https://doi.org/10.1108/10878570710833714>
- ChrisFlipp. (u.å.). *Case Study*. Hentet fra <https://www.youtube.com/watch?v=FuG8AzK9GVQ>
- Cockton, G. (2014). Usability Evaluation. I M. Soegaard & R. F. Dam, *The Encyclopedia of Human-Computer Interaction* (2nd Ed.). Århus: The Interaction Design Foundation. Hentet fra https://www.interaction-design.org/encyclopedia/usability_evaluation.html
- Crawford, C. (2013). *Chris Crawford on interactive storytelling* (Second edition). Berkeley, California: New Riders.
- DigitalMethodsNMI. (u.å.). *Interview with Dr Christine Hine, University of Surrey*. Hentet fra <https://www.youtube.com/watch?v=sHvEzvqA0VI>
- Dorst, K. (2011). The core of “design thinking” and its application. *Design Issues*, 32(6), 521–532.
- Dourish, P. (2004). *Where the action is: the foundations of embodied interaction* (1. MIT Press paperback ed). Cambridge, Mass.: MIT Press.

- Eisenhardt, K. (1989). Building Theories from Case Study Research. *Academy of Management Review*, 14(4), 532–550.
- Eriksen, S. N. (2012). *EXPERIENCE INNOVATION: AN OVERVIEW OF FIVE MODELS, Innovating the Experience Economy*. Roskilde: Roskilde University.
- 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>
- Fallman, D., & Moussette, C. (2011). Sketching with stop motion animation. *Interactions*, 18(2), 58–61. <https://doi.org/10.1145/1925820.1925833>
- Faste, T., & Faste, H. (2012). Demystifying “design research”: Design is not research, research is design. Præsenteret ved Proceedings of the IDSA. Hentet fra http://www.academia.edu/download/30962088/demystifying_design_research.pdf
- Fernández-Vara, C. (2015). *Introduction to game analysis*. New York: Routledge.
- Flyvbjerg, B. (2006). Five Misunderstandings About Case-Study Research. *Qualitative Inquiry*, 12(2), 219–245. <https://doi.org/10.1177/1077800405284363>
- Flyvbjerg, B. (2010). Fem misforståelser om casestudiet. I *Kvalitative metoder: En grundbog* (s. 463–487). København: Hans Reitzel Forlag.
- Forlizzi, J., & Battarbee, K. (2004). Understanding experience in interactive systems. I *DIS '04 Proceedings of the 5th conference on Designing interactive systems: processes, practices, methods, and techniques* (s. 261–268). New York USA: ACM Press. <https://doi.org/10.1145/1013115.1013152>
- Forlizzi, J., & Ford, S. (2000). The building blocks of experience: an early framework for interaction designers. I *Proceedings of the 3rd conference on Designing interactive systems: processes, practice, methods, and techniques* (s. 419–423). New York, USA: ACM Press. <https://doi.org/10.1145/347642.347800>

- Forlizzi, J., & Ford, S. (2004). Understanding experience in interactive systems. I *Proceedings of the 2004 Conference on Designing Interactive Systems* (s. 261–8). New York, USA: ACM Press.
<https://doi.org/10.1145/347642.347800>
- Forsknings- og Innovationsstyrelsen. (2006). *Brugerdreven innovation - Baggrundsrapport til et strategisk forskningsprogram*. Grefta Tryk A/S. Hentet fra <http://ufm.dk/publikationer/2006/filer-2006/rapport-brugerdreven-innovation.pdf>
- Forsyth, D. R. (2006). *Group dynamics* (4th udg.). Pacific Grove, CA: Brooks/Cole.
- Garcia, A. C., Standlee, A. I., Bechkoff, J., & Yan Cui. (2009). Ethnographic Approaches to the Internet and Computer-Mediated Communication. *Journal of Contemporary Ethnography*, 38(1), 52–84.
<https://doi.org/10.1177/0891241607310839>
- Gaver, W. (2012). What should we expect from research through design? (s. 937–946). Præsenteret ved CHI 2012, Austin, Texas, USA: ACM Press. <https://doi.org/10.1145/2207676.2208538>
- Gigerenzer, G. (2003). *Reckoning with risk: learning to live with uncertainty*. London: Penguin.
- Govindarajan, V., & Trimble, C. (2010). *The other side of innovation: solving the execution challenge*. Boston, Mass: Harvard Business School Pub.
- Graham R Gibbs. (u.å.-a). *Ethnography. Part 1 of 2 on Ethnography and Participant Observation*. Hentet fra <https://www.youtube.com/watch?v=V8doV3P0us4&index=25&list=PLirEzjzoHKvxaX8zZuFUSAi4jdukeexwx>
- Graham R Gibbs. (u.å.-b). *Planning a Case Study. Part 2 of 3 on Case Studies*. Hentet fra <https://www.youtube.com/watch?v=o1JEtXkFAr4&list=PLirEzjzoHKvxaX8zZuFUSAi4jdukeexwx&index=8>
- Graham R Gibbs. (u.å.-c). *Reliability, validity, generalizability and credibility. Pt .1 of 3: Research Quality*. Hentet fra

<https://www.youtube.com/watch?v=4NQHeI8GD54&list=PLirEzjzoHKvxaX8zZuFUSAi4jdukeexwx&index=2>

Graham R Gibbs. (u.å.-d). *Replication or Single Cases. Part 3 of 3 on Case Studies*. Hentet fra

<https://www.youtube.com/watch?v=b5CYZRyOlys&list=PLirEzjzoHKvxaX8zZuFUSAi4jdukeexwx&index=9>

Graham R Gibbs. (u.å.-e). *The Process of Research. Part 3 of 3 on Research Quality and the Research Process*. Hentet fra

<https://www.youtube.com/watch?v=zCdS5Zy5CNE&index=4&list=PLirEzjzoHKvxaX8zZuFUSAi4jdukeexwx>

Graham R Gibbs. (u.å.-f). *The Quality of Qualitative Research. Part 2 of 3 on Research Quality and the Research Process*. Hentet fra

https://www.youtube.com/watch?v=dGeh_foiwu0&list=PLirEzjzoHKvxaX8zZuFUSAi4jdukeexwx&index=3

Graham R Gibbs. (u.å.-g). *Types of Case Study. Part 1 of 3 on Case Studies*. Hentet fra

<https://www.youtube.com/watch?v=gQfoq7c4UE4&list=PLirEzjzoHKvxaX8zZuFUSAi4jdukeexwx&index=7>

Graham R Gibbs. (u.å.-h). *What to observe in Participant Observation. Part 2 of 2 on Ethnography and Participant Observation*. Hentet fra [https://www.youtube.com/watch?v=JADIR-](https://www.youtube.com/watch?v=JADIR-J9Ht4)

[J9Ht4](https://www.youtube.com/watch?v=JADIR-J9Ht4)&index=26&list=PLirEzjzoHKvxaX8zZuFUSAi4jdukeexwx

Grand, S., & Wiedmer, M. (2010). Design Fiction: A Method Toolbox for Design Research in a Complex World (s. 1–16). Præsenteret ved Proceedings of the Design Research Society Conference.

Gray, D., Brown, S., & Macanuso, J. (2010). *Gamestorming: a playbook for innovators, rulebreakers, and changemakers* (First edition). Beijing Cambridge Farnham Köln Sebastopol Tokyo: O'Reilly.

- Gudiksen, S. (2015). Business Model Design Games: Rules and Procedures to Challenge Assumptions and Elicit Surprises: Business Model Design Games. *Creativity and Innovation Management*, 24(2), 307–322. <https://doi.org/10.1111/caim.12114>
- Gudiksen, S. K. (2014a). *Co-designing business models : engaging emergence through design games*. Aalborg: Aalborg University.
- Gudiksen, S. K. (2014b). *Co-designing business models : engaging emergence through design games*. Aalborg: Aalborg University.
- Gudiksen, S. K. (2014c). Game feedback techniques: Eliciting big surprises in business model design. I *Proceedings of DRS 2014: Design's Big Debates : Design Research Society Biennial International Conference* (s. 204–219). Umeå, Sverige: Umeå University.
- Gudiksen, S. K., & Brandt, E. (2014). The service Ouroboros: Designing persona service cycles. I *Proceedings of ServDes. 2014 : Service Futures* (s. 1–12). Lancaster, UK: Linköping University Electronic Press.
- Gudiksen, Sune. (2015). *Codesigning business models: Engaging emergence through design games* (PhD). Aalborg Universitet, Aalborg.
- Hair, N., & Moira, C. (2003). An Enhanced Virtual Ethnography. The Role of Critical Theory. Præsenteret ved CMS3.
- Hansen, O. E. (2009). Computerspillets interaktive dramaturgi. *Peripeti*, (11), 55–66.
- Hansen, Ole Ertløv. (2005). At spille for at spille. I B. K. Walther & C. Jessen (Red.), *Spillets verden*. København: Danmarks Pædagogiske Universitets Forlag Købes ved: Danmarks Pædagogiske Bibliotek.
- Hassenzahl, M. (2008). User experience (UX): towards an experiential perspective on product quality. I *Proceedings of the 20th International Conference of the Association Francophone d'Interaction Homme-Machine* (s. 11–15). Metz, France: ACM Press. <https://doi.org/10.1145/1512714.1512717>

- Hassenzahl, M., & Tractinsky, N. (2006). User experience - a research agenda. *Behaviour & Information Technology*, 25(2), 91–97. <https://doi.org/10.1080/01449290500330331>
- Hine, C. (2000). *Virtual ethnography*. London ; Thousand Oaks, Calif: SAGE.
- Hine, C. (2003). *Virtual ethnography*. London ; Thousand Oaks, Calif: SAGE.
- Hine, C. (2004). *Virtual Ethnography Revisited*. Oxford: Research Methods Festival.
- Houde, S., & Hill, C. (1997). What do Prototypes Prototype? I M. Helander, T. Landauer, & P. Prabhu, *Handbook of Human-Computer Interaction* (2nd Ed.). Amsterdam: Elsevier Science B. V.
- Hughes, J., King, V., Rodden, T., & Andersen, H. (1994). Moving out from the control room: ethnography in system design. I *CSCW '94 Proceedings of the 1994 ACM conference on Computer supported cooperative work* (s. 429–439). Chapel Hill, North Carolina, USA: ACM Press.
<https://doi.org/10.1145/192844.193065>
- Jenkins, H. (2004). Game Design as Narrative Architecture. I N. Wardrip-Frun & P. Harrigan, *First person: New Media as Story, Performance and Game*. Cambridge: MIT Press.
- Jenkins, H. (2006). *Convergence culture: where old and new media collide*. New York, NY: New York Univ. Press.
- Jenkins, Henry. (2009). The Revenge of the Origami Unicorn: Seven Principles of Transmedia Storytelling 1 & 2. Hentet 28. juli 2017, fra
http://www.convergenceculture.org/weblog/2009/12/the_revenge_of_the_origami_uni.php
- Jenkins, Henry. (2011). Transmedia 202: Further Reflections. Hentet 28. juli 2017, fra
http://henryjenkins.org/2011/08/defining_transmedia_further_re.html
- Jensen, F. Jens, J. F. (1998). “Interactivity”. Tracking a New Concept in Media and Communication Studies. I P. Meyer, *Computer media and communication: a reader*. New York: Oxford University Press.

- Jensen, J. F. (2008). The concept of interactivity -- revisited: four new typologies for a new media landscape. I J. Masthoff, S. Panabaker, M. Sullivan, & A. Lagmayr (Red.), *Proceedings of the 1st international conference on Designing interactive user experiences for TV and video* (s. 129–132). ACM Press. <https://doi.org/10.1145/1453805.1453831>
- Jensen, J. F., & Nordisk Sommeruniversitet. (1994). *Teknologi-semiotik: to essays om teknologi, tegn og betydning*. Aalborg: Nordisk Sommeruniversitet.
- Johnson, M. W. (2010). *Seizing the white space: business model innovation for growth and renewal*. Boston, Mass: Harvard Business Press.
- Johnson, R. B., & Onwuegbuzie, A. J. (2004). Mixed Methods Research: A Research Paradigm Whose Time Has Come. *Educational Researcher*, 33(7), 14–26.
- Johnson, R. B., Onwuegbuzie, A. J., & Turner, L. A. (2007). Toward a Definition of Mixed Methods Research. *Journal of Mixed Methods Research*, 1(2), 112–133.
- Kaner, S. (2014). *Facilitator's guide to participatory decision-making* (3. ed). San Francisco: Jossey-Bass.
- Kanstrup, A. L., & Christiansen, E. (2006). Selecting and evoking innovators: combining democracy and creativity. I A. I. Mørch, K. Morgan, T. Bratteteig, G. Ghosh, & D. Svanæs (Red.), *Proceedings of the 4th Nordic Conference on Human-Computer Interaction* (s. 321–330). Oslo: Association for Computing Machinery.
- Kanstrup, A. M., Bertelsen, P., Glasemann, P., & Boye, N. (2008). Design for more: an ambient perspective on diabetes. I *Proceedings of the Tenth Anniversary Conference on Participatory Design 2008* (s. 118–127). Bloomington, Indiana: ACM.
- Kaplan, B., & Maxwell, J. A. (2005). Qualitative Research Methods for Evaluating Computer Information Systems. I J. G. Anderson & C. E. Aydin (Red.), *Evaluating the Organizational Impact*

- of Healthcare Information Systems* (s. 30–55). New York: Springer-Verlag. Hentet fra http://link.springer.com/10.1007/0-387-30329-4_2
- Keith, C. (2010). *Agile game development with Scrum*. Upper Saddle River, NJ: Addison-Wesley.
- Kelley, T., & Littman, J. (2006). *The ten faces of innovation: IDEO's strategies for beating the devil's advocate & driving creativity throughout your organization*. New York: Random House LLC.
- Keyson, D. V., & Alonso, M. B. (2009). Empirical Research Through Design. I *Proceedings of the 3rd IASDR Conference* (s. 10 sider).
- Kim, W. C., & Mauborgne, R. (2004). Blue-ocean Strategy. I *HBR's 10 must reads on strategy* (s. 70–80). Boston, Mass: Harvard Business Review Press.
- Kimbell, L. (2011). Rethinking design thinking: Part I. *Design and Culture*, 3(3), 285–306.
- Kinder, M. (2003). Designing a Database Cinema. I Shaw & Weibel, *Future Cinema*. Cambridge, Mass. ; London: MIT Press.
- Kjeldskov, J., & Graham, C. (2003). A Review of Mobile HCI Research Methods. I L. Chittaro (Red.), *Human-Computer Interaction with Mobile Devices and Services* (Bd. 2795, s. 317–335). Berlin, Heidelberg: Springer Berlin Heidelberg. Hentet fra http://link.springer.com/10.1007/978-3-540-45233-1_23
- Kjeldskov, J., & Paay, J. (2012). A longitudinal review of Mobile HCI research methods. I *MobileHCI '12 Proceedings of the 14th international conference on Human-computer interaction with mobile devices and services* (s. 69–78). San Francisco, CA, USA: ACM Press.
- <https://doi.org/10.1145/2371574.2371586>
- Kolko, J. (2010). Connecting Research and Innovation With Synthesis. Hentet 9. februar 2017, fra <http://johnnyholland.org/2010/12/connecting-research-and-innovation-with-synthesis/>

- Kolko, J. (2011, januar 9). Transforming Research into Great Innovations. Hentet 25. december 2016, fra <https://www.fastcodesign.com/1663002/how-do-you-transform-good-research-into-great-innovations>
- Kristiansen, M., & Bloch-Poulsen, J. (2013). Editorial - participation and power. *International Journal of Action Research*, 9(1), 5–15.
- Kvale, S. (2004). *InterView: en introduktion til det kvalitative forskningsinterview*. Kbh.: Hans Reitzel.
- Kvale, S., & Brinkmann, S. (2009a). *Interview: introduktion til et håndværk*. Kbh.: Hans Reitzel.
- Kvale, S., & Brinkmann, S. (2009b). *InterViews: learning the craft of qualitative research interviewing* (2nd ed). Los Angeles: Sage Publications.
- Laloux, F. (2014). *Reinventing organizations: a guide to creating organizations inspired by the next stage of human consciousness* (1. ed). Brussels: Nelson Parker.
- Law, E. L., Vermeeren, A. P. O. S., Hassenzahl, M., & Blythe, M. (2007). Towards a UX manifesto. I *Proceedings of the 21st BCS HCI Group Conference* (s. 205–6). Lancaster, UK: Lancaster University.
- Law, J. (2004). *After method: mess in social science research*. London ; New York: Routledge.
- Leavy, B. (2010). Design thinking – a new mental model of value innovation. *Strategy & Leadership*, 38(3), 5–14. <https://doi.org/10.1108/10878571011042050>
- Leech, N. L., & Onwuegbuzie, A. J. (2009). A typology of mixed methods research designs. *Quality & Quantity*, 43(2), 265–275. <https://doi.org/10.1007/s11135-007-9105-3>
- Lindegaard, M. A., & Olsson, J. R. (2011). *Power i projekter og portefølje*. København: Jurist- og Økonomforbundet.
- Lon Wright. (u.å.). *Approaching Virtual Ethnography*. Hentet fra <https://www.youtube.com/watch?v=TqeiaK7aklA>
- Løgstrup, K. E. (1999). *Den etiske fordring*. Kbh.: Gyldendal.

- Löwgren, J. (2004). Animated use sketches as design representations. *Interactions*, 11(6), 22–27.
<https://doi.org/10.1145/1029036.1029048>
- Marie-Laure Ryan. (2009). From Narrative Games to Playable Stories: Toward a Poetics of Interactive Narrative. *StoryWorlds: A Journal of Narrative Studies*, 1(1), 43–59.
<https://doi.org/10.1353/stw.0.0003>
- Martin, R. L. (2009). *The design of business: why design thinking is the next competitive advantage*. Boston, Mass: Harvard Business Press.
- Mattelmäki, T., Brandt, E., & Vaajakallio, K. (2011). On designing open-ended interpretations for collaborative design exploration. *CoDesign*, 17(2), 79–93.
- Maurer, R. (2010). *Beyond the wall of resistance: why 70% of all changes still fail--and what you can do about it* (Rev. ed). Austin, Texas: Bard Press.
- Mawhorter, Mateas, Wardrip-Fruin & Jhala. (2014). Towards a Theory of Choice Poetics. Præsenteret ved Proceedings of the International Conference on the Foundations of Digital Games.
- McGrath, R. G. (2013). *The end of competitive advantage: how to keep your strategy moving as fast as your business*. Boston, Massachusetts: Harvard Business Review Press.
- McLuhan, M. (1964). *Understanding media: the extensions of man*. New York: Routledge.
- Melander, P., & Christensen, S. (2011). *Projektstyringens problemer og værktøjer: fra kaos til resultat*. Kbh.: Jurist- og Økonomforbundet.
- Merit, Søren, & Nielsen, Trine. (2006). *Vinderkoncepter - brugerdreven innovation og forretningsudvikling*. København: Børsens Forlag.
- Millen, D. (2000). Rapid Ethnography. Time Deepning Strategies for HCI Field Research. I *DIS '00 Proceedings of the 3rd conference on Designing interactive systems: processes, practices, methods, and techniques* (s. 280–286). New York: ACM.

- Morville, P. (u.å.). User Experience Design. Hentet fra http://semanticstudios.com/user_experience_design/
- Nielsen, J. (2000). Why You Only Need to Test with 5 Users. Hentet 6. februar 2017, fra <https://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users/>
- Osterwalder, A., Pigneur, Y., & Clark, T. (2010). *Business model generation: a handbook for visionaries, game changers, and challengers*. Hoboken, NJ: Wiley.
- Pichler, R. (2010). *Agile product management with Scrum: creating products that customers love*. Upper Saddle River, NJ: Addison-Wesley.
- Pine, B. J., & Korn, K. C. (2011). *Infinite possibility: creating customer value on the digital frontier* (1st ed). San Francisco, CA: Berrett-Koehler Publishers.
- Poulsen, S. B., & Rosenstand, C. A. F. (2009). Reflekterende innovativ workshop. I J. Stolt & C. Vintergaard (Red.), *Praksiselementet i iværksætter- og innovationsundervisningen: en antologi til inspiration til kursus- og uddannelsesudvikling på de videregående uddannelsesinstitutioner og andre læreanstalter - hvordan kan teori og praksis kombineres?* (s. 1–8). Frederiksberg: Øresund Entrepreneurship Academy.
- Poulsen, S. B., & Thøgersen, U. (2011). Embodied design thinking: a phenomenological perspective. *CoDesign*, 7(1), 29–44.
- Ritter, F. E., Baxter, G. D., & Churchill, E. F. (2014). *Foundations for designing user-centered systems: what system designers need to know about people*. London: Springer.
- Rogers, Y., Sharp, H., & Preece, J. (2011). *Interaction design: beyond human-computer interaction* (3rd ed). Chichester, West Sussex, U.K: Wiley.
- Roos, J., Victor, B., & Statler, M. (2004). Playing seriously with strategy. *Long Range Planning*, 37(6), 549–568. <https://doi.org/10.1016/j.lrp.2004.09.005>

- Rosenstand, C. A. F. (2002). *Kreation af narrative multimediesystemer*. Frederiksberg: Samfundslitteratur.
- Rosenstand, C. A. F. (2004a). Computerspilsmanifest I. *Spilforskning.dk*, 8.
- Rosenstand, C. A. F. (2004b). Pedagogical Forms in Simulative E-Learning Systems. I *Knowledge and change: proceedings of the 12th Nordic Conference for Information and Documentation, September 1-3, 2004, Hotel Hvide Hus, Aalborg, Denmark*. Aalborg: Royal School of Library and Information Science.
- Rosenstand, C. A. F. (2011). Genre transgression in interactive works. *Akademisk Kvarter*, 3, 258–268.
- Rosenstand, C. A. F., & Laursen, P. K. (2013). Managing Functional Power: In Vision Driven Digital Media Creation. *Akademisk kvarter*, (6), 81–94.
- Rosted, J. (2003). Tre typer Innovation.
- Rosted, J. (2015). Brugerdreven innovation. Resultater og anbefalinger. *FORA Økonomi- og Erhvervsministeriets enhed for erhvervs-økonomisk forskning og analyse*, (13).
- Roto, V., Law, E., Vermeeren, A., & Hoonhout, J. (2011). User experience white paper. Bringing clarity to the concept of user experience (s. 4–12). Præsenteret ved Dagstuhl Seminar on Demarcating User Experience.
- Ryan, M.-L. (2001a). Beyond Myth and Metaphor. The Case of Narrative in Digital Media. *Gamestudie*, 1(1). Hentet fra <http://www.gamestudies.org/0101/ryan/>
- Ryan, M.-L. (2001b). *Narrative as virtual reality: immersion and interactivity in literature and electronic media*. Baltimore, Md.: Johns Hopkins Univ. Press.
- Ryan, M.-L. (2005). Peeling the Onion: Layers of Interactivity in Digital Narrative Texts. Præsenteret ved Interactivity of Digital Texts, Münster, Germany.

- Ryan, M.-L. (2008). Interactive Narrative, Plot Types, and Interpersonal Relation. I N. Szilas & U. Spierling, *Interactive Storytelling: Second Joint International Conference on Interactive Digital Storytelling*. Berlin: Springer.
- Ryan, M.-L. (2013). Transmedial Storytelling and Transfictionality. *Poetics Today*, 34(3), 361–388.
<https://doi.org/10.1215/03335372-2325250>
- Salen & Zimmerman. (2004). *Rules of play: game design fundamentals*. Cambridge, Mass: MIT Press.
- Sanders, E. (2006). Design Research in 2006. *Design Research Quarterly*, 1(1), 1–8.
- 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.
- Shaw, P. (2002). *Changing conversations in organizations: a complexity approach to change*. London ; New York: Routledge.
- Sofaer, S. (2002). Qualitative research methods. *International Journal for Quality in Health Care*, 14(4).
- Sterling, B. (2011). Patently Untrue. Hentet 9. februar 2017, fra
<http://www.wired.co.uk/magazine/archive/2013/10/play/patently-untrue>
- Strand, A. M. C. (2014). *Material storytelling: Learning as intra-active becoming*.
- Strauss, A. L., & Corbin, J. M. (1990a). *Basics of qualitative research: grounded theory procedures and techniques*. Newbury Park, Calif.: Sage.
- Strauss, A. L., & Corbin, J. M. (1990b). *Basics of qualitative research: grounded theory procedures and techniques*. Newbury Park, Calif.: Sage.
- Sundbo, J. (1995). Three paradigms in innovation theory. *Science and Public Policy*, 22(6), 399–410.
- Tanggaard Pedersen, L., & Brinkmann, S. (2010). *Kvalitative metoder: en grundbog*. Kbh.: Hans Reitzel.
- TESOLacademic. (u.å.). *Prof. Anne Burns talks about action research in TESOL*. Hentet fra
<https://www.youtube.com/watch?v=U4kLZLhxWzk>

- Thabet, T. (2015). *Video game narrative and criticism: playing the story*. Basingstoke, Hampshire ; New York: Palgrave Macmillan.
- Tullis, T., & Albert, B. (2013). *Measuring the user experience: collecting, analyzing, and presenting usability metrics* (Second edition). Amsterdam ; Boston: Elsevier/Morgan Kaufmann.
- UCBerkeley. (u.å.). *Computer Science 10 - Lecture 13: Human-Computer Interaction*. Hentet fra <https://www.youtube.com/watch?v=6Vt7YVtEqT4>
- UCC HCI. (u.å.-a). *Introduction to Human-Computer Interaction*. Hentet fra <https://www.youtube.com/watch?v=-HedB2ji-DY>
- UCC HCI. (u.å.-b). *Research Methods in HCI Intro*. Hentet fra <https://www.youtube.com/watch?v=8DSc0L9mFHg>
- UCC HCI. (u.å.-c). *Research Methods in HCI Summary*. Hentet fra <https://www.youtube.com/watch?v=PYERXwyMvig>
- University of Surrey. (2013). *Christine Hine on Online Research Methods*. Hentet fra <https://www.youtube.com/watch?v=No8RZOebhX8>
- Venkatesh, V., Brown, S. A., & Bala, H. (2013). Bridging the Qualitative-Quantitative Divide: Guidelines for Conducting Mixed Methods Research in Information Systems. *MIS Quarterly: Management Information Systems*, 37(1), 21–54.
- Vistisen, P., Jensen, T., & Poulsen, S. B. (2016). Animating the ethical demand: exploring user dispositions in industry innovation cases through animation-based sketching (s. 19). Præsenteret ved ETHICOMP 2015, Leicester, UK: ACM SIGCAS Computers and Society.
- Vistisen, P., & Poulsen, S. B. (2015). Investigating User Experiences Through Animation-based Sketching (s. 18). Præsenteret ved Motion Design Education Summit 2015, Dublin, Irland.
- Vistisen, P., & Rosenstand, C. A. F. (2016). Facilitating consensus in collaborative design processes through animation-based sketching. I *Animation-based Sketching: An explorative study of how*

- animation-based sketching can support the concept design of non-idiomatic digital technologies* (s. 1–20). Aalborg: Aalborg Universitetsforlag.
- Vaajakallio, K. (2012). *Design games as a tool, a mindset and a structure* (PhD). Aalto University.
- Wasson, C. (Red.). (2002). Collaborative Work: Integrating the Roles of Ethnographers and Designers. I *Creating breakthrough ideas* (s. 1–18). Westport, CT: Bergin & Garvey.
- Wittel, A. (2000). Ethnography on the Move: From Field to Net to Internet. *FQS Forum: Qualitative Social Research*, 1(1).
- Wynekoop, J., & Conger, S. (1990). A Review of Computer Aided Software Engineering Research Methods. I H.-E. Nissen, H. Klein, & R. Hirschheim (Red.) (s. 301–325). Copenhagen, Denmark.
- Yin, R. K. (1989). *Case Study Research: Design and Methods*. London: Sage Publications Inc.
- Ylirisku, S., & Buur, J. (2007). *Designing with video: focusing the user-centred design process*. London: Springer.
- Yourdon, E. (2004). *Death march* (2nd ed). Upper Saddle River, N.J: Prentice Hall Professional Technical Reference.
- Zimmerman, J., Forlizzi, J., & Evenson, S. (2007). Research through design as a method for interaction design research in HCI. I *Proceeding CHI '07 Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (s. 493–502). ACM Press. <https://doi.org/10.1145/1240624.1240704>
- Zimmerman, J., Stolterman, E., & Forlizzi, J. (2010). An Analysis and Critique of Research through Design: towards a formalization of a research approach. Præsenteret ved DIS 2010, Aarhus, Denmark.
- Østergaard, C. M., Rosenstand, C. A. F., Gertsen, F., & Lervang, J.-U. (2013). Into the Surge of Network-driven Innovation: Extending the Historical Framing of Innovation. I *Proceedings of The XXIV ISPIM Conference - Innovating in Global Markets: Challenges for Sustainable Growth Conference*. Helsinki, Finland.

Aarseth, E. (2012). A narrative theory of games (s. 129–133). Præsenteret ved FDG '12, Raleigh, NC,

USA: ACM Press. <https://doi.org/10.1145/2282338.2282365>

Aarseth, E. J. (1997). *Cybertext: perspectives on ergodic literature*. Baltimore, Md: Johns Hopkins

University Press.