

- Abercrombie, N., & Longhurst, B. (1998). *Audiences: a sociological theory of performance and imagination*. London ; Thousand Oaks, Calif: Sage.
- Ackermann, E. (u.å.). Growing up in the digital age: Areas of Change. *Technologies, Sociedade e Conhecimento*, 2013(Vol 1), 119–132.
- Agamben, G. (2010). Hvad er et dispositiv? I L. Östman, *Hvad er et dispositiv? og to andre essays* (s. 9–25). Aarhus: Forlaget Slagmark.
- Agosto, D. E., Abbas, J., & Naughton, R. (2012). Relationships and social rules: Teens' social network and other ICT selection practices. *Journal of the American Society for Information Science and Technology*, 63(6), 1108–1124. <https://doi.org/10.1002/asi.22612>
- Aitchison, J. (2012). *Words in the mind: an introduction to the mental lexicon*. Chichester, West Sussex ; Malden, MA: Wiley-Blackwell.
- Aitchison, J. (u.å.). BBC Reith lectures. The Language Web: 1996. BBC Radio 4. Hentet fra <http://www.bbc.co.uk/programmes/p00gmvwX/episodes/guide>
- Albrechtslund, A. (2007). Ethics and technology design. *Ethics and Information Technology*, 9(1), 63–72. <https://doi.org/10.1007/s10676-006-9129-8>
- Albrechtslund, A.-M. (2010). Gamers Telling Stories: Understanding Narrative Practices in an Online Community. *Convergence: The International Journal of Research into New Media Technologies*, 16(1), 112–124. <https://doi.org/10.1177/1354856509348773>
- Alrø, H. (1995). I forlanger for lidt af jer selv. *Nomad*, 3(2), 7–27.
- Alrø, H. (1997). Mediet er ikke budskabet. I *Videoobservation*. Aalborg: Aalborg Universitetsforlag : Institut for Kommunikation : Distribution Aalborg Universitetsforlag.
- Alrø, H., Dahl, P. N., & Schumann, K. (2016a). *Samtaleanalyse - i hverdagen og videnskaben*. Aalborg: Aalborg Universitetsforlag.
- Alrø, H., Dahl, P. N., & Schumann, K. (2016b). *Samtaleanalyse - i hverdagen og videnskaben*. Aalborg: Aalborg Universitetsforlag.
- Alrø, H., Dahl, P. N., & Schumann, K. (2016c). *Samtaleanalyse - i hverdagen og videnskaben*. Aalborg: 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. (1998a).

Supervision som dialogisk læreproces. Aalborg: Aalborg Universitetsforlag : Institut for Kommunikation : Distribution: Aalborg Universitetsforlag.

Alrø, H., Kristiansen, M., Aalborg Universitet, & Institut for Kommunikation. (1998b).

Supervision som dialogisk læreproces. Aalborg: Aalborg Universitetsforlag : Institut for Kommunikation : Distribution: Aalborg Universitetsforlag.

Alrø, H., & M. Kristiansen. (2006). Et dialogisk perspektiv på kommunikation og hjælperamtaler.

I Rom, G & M. Nielsen, *Kommunikation i sundhedsvæsenet* (s. 201–254). København: Munksgaard.

Alvesson, M. (2003). Beyond neopositivists, romantics, and localists: A reflexive approach to interviews in organizational research. *Academy of Management Review*, 28(1), 13–33.

Alvesson, M. (2013). *Understanding organizational culture* (2nd edition). Los Angeles: SAGE.

Amiel, T., & Reeves, T. C. (2008). Design-Based Research and Educational Technology:

Rethinking Technology and the Research Agenda. *Educational Technology & Society*, 11(4), 29–40.

Andersen, A. S. (2015). Historical Transformations Within Danish Higher Education. I A. S.

Andersen & S. B. Heilesen (Red.), *The Roskilde Model: Problem-Oriented Learning and Project Work* (s. 49–62). Cham: Springer International Publishing. Hentet fra

http://link.springer.com/10.1007/978-3-319-09716-9_4

Andersen, M. H. (2017). Referencehåndtering med Mendeley: mellem organisering, skrivning og samarbejde. *Tidsskriftet Læring og Medier (LOM)*, 10(7).

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.

Andreasen, K. (2017). *At undersøge læring*. Frederiksberg: Samfundslitteratur.

Apple Inc. (2017). macOS Human Interface Guidelines. Hentet 9. april 2017, fra

<https://developer.apple.com/library/content/documentation/UserExperience/Conceptual/OSXHIGuidelines/>

Asmuss, B., & Steensig, J. (2003). *Samtalen på arbejde konversationsanalyse og*

kompetenceudvikling. Frederiksberg: Samfundslitteratur. Hentet fra <http://site.ebrary.com/id/10425893>

- Atkinson, B. M. C. (2006). Captology: A Critical Review. I W. A. IJsselsteijn, Y. A. W. de Kort, C. Midden, B. Eggen, & E. van den Hoven (Red.), *Persuasive Technology* (Bd. 3962, s. 171–182). Berlin, Heidelberg: Springer Berlin Heidelberg. https://doi.org/10.1007/11755494_25
- Austin, J. L. (1962). *How to do things with words* (2. ed., [repr.]). Cambridge, Mass: Harvard Univ. Press.
- Ayass, R. (2015). Doing data: The status of transcripts in Conversation Analysis. *Discourse Studies*, 17(5), 1–24. <https://doi.org/10.1177/1461445615590717>
- Bakker, J., Pechenizkiy, M., & Sidorova, N. (2011). What's Your Current Stress Level? Detection of Stress Patterns from GSR Sensor Data. I *Proceedings of the 2011 IEEE 11th International Conference on Data Mining Workshops* (s. 573–580). Washington, D.C: IEEE. <https://doi.org/10.1109/ICDMW.2011.178>
- Bardzell, J., & Bardzell, S. (2016). Cover story: Humanistic HCI. *Interactions*, 23(2), 20–29. <https://doi.org/10.1145/2888576>
- Barich, H., & Kotler, P. (1991). A framework for marketing image management. *Sloan Management Review*, 32(2), 94–104.
- Baron, N. S. (2008). Language Online – The Basics. I *Always on: language in an online and mobile world*. Oxford; New York: Oxford University Press. Hentet fra <http://public.eblib.com/choice/publicfullrecord.aspx?p=415071>
- Barthes, R. (1980). Billedets retorik. I B. Fausing & P. Larsen, *Visuel Kommunikation* (s. 42–57). Medusa.
- Barthes, R. (2004). Billedets retorik. I *Visuel Kommunikation 1* (s. 42–57). Medusa : [sælges på internettet].
- Barthes, R. (u.å.). Billedets retorik. I *Visuel kommunikation* (Bd. 1, s. 44–57). København: Medusa.
- Bassett, E. H., & O'Riordan, K. (2002). Ethics of Internet Research: Contesting the Human Subjects Research Model. *Ethics and Information Technology*, 4(3).
- Baumgartner, E., & Bell, P. (2002). What will we do with design principles? Design principles and principled design practice (s. 20 sider.). Præsenteret ved Annual Meeting of the American Educational Research Association, New Orleans, LA, USA.

- Baym, N. K. (2010a). *Personal connections in the digital age*. Cambridge, UK ; Malden, MA: Polity.
- Baym, N. K. (2010b). *Personal connections in the digital age*. Cambridge, UK ; Malden, MA: Polity.
- Bechmann, A., & Lomborg, S. (2013). Mapping actor roles in social media: Different perspectives on value creation in theories of user participation. *New Media & Society*, 15(5), 765–781. <https://doi.org/10.1177/1461444812462853>
- Beck, U., & Beck-Gernsheim, E. (2002). *Individualization: institutionalized individualism and its social and political consequences*. London ; Thousand Oaks, Calif: SAGE.
- Becker Jensen, L. (1994). *Ud af elfenbenstårnet: fortællerteknik for fagfolk der vil skrive en god historie* (2. udg). Frederiksberg: Samfundslitteratur.
- Becker Jensen, L. (2004). *Fra patos til logos: videnskabsretorik for begyndere*. Frederiksberg: Roskilde Universitetsforlag.
- Beetham, H. (2007). An approach to learning activity design. I H. Beetham & R. Sharpe (Red.), *Rethinking pedagogy for a digital age: designing and delivering e-learning* (s. 26–40). London ; New York: Routledge.
- Bergstrom, J. R., & Schall, A. J. (Red.). (2014). *Eye tracking in user experience design*. Amsterdam ; Boston: Elsevier.
- Bergström, G., & Boréus, K. (2000). *Textens mening och makt: metodbok i samhällsvetenskaplig text- och diskursanalys*. Lund: Studentlitteratur.
- Blevis, E. (2007). Sustainable interaction design: invention & disposal, renewal & reuse. I *Proceedings of CHI, 2007* (s. 1–10). ACM Press. <https://doi.org/10.1145/1240624.1240705>
- 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>
- Bonde, A., & Larsen, B. (2017). Combining systemic-functional grammar and audience physiology in the study of visual and audio-visual aesthetics. *Academic Quarter*, 16.
- Bonderup Dohn, N., & Hansen, J. J. (2016). *Didaktik, design og digitalisering*. Samfundslitteratur.
- Boolsen, M. W. (2010). Grounded theory. I S. Brinkmann & L. Tanggaard, *Kvalitative metoder. En*

- grundbog*. (s. 207–237). København: Hans Reitzel.
- Borchers, J. (2000). A pattern approach to interaction design. I *Proceedings of the 3rd conference on designing interactive systems*. ACM.
- Borchmann, T., & Pedersen, B. T. (2008). *Intimideringskommunikation*. Aalborg: Aalborg Universitetsforlag. Hentet fra <http://aauforlag.dk/Shop/skriftserier/intimideringskommunikation.aspx>
- Bordwell, D. (1995). Den klassiske Hollywoodfilm. Fortælle-mæssige principper og procedure. *Tryllelygten*, 2(2), 57–76.
- Bordwell, D., & Thompson, K. (2013). *Film art: an introduction* (10th ed). New York, N.Y: McGraw-Hill.
- Boyd, D. M., & Ellison, N. B. (2007). Social Network Sites: Definition, History, and Scholarship. *Journal of Computer-Mediated Communication*, 13(1), 210–230. <https://doi.org/10.1111/j.1083-6101.2007.00393.x>
- Brandt, E., Messeter, J., & Binder, T. (2008). Formatting design dialogues – games and participation. *CoDesign*, 4(1), 51–64. <https://doi.org/10.1080/15710880801905724>
- Breinholt, C. (2010). Nye veje for journalistik - når sprog skaber virkeligheder. (s. 10 sider.). København: Dansk Psykologisk Forum.
- Brenner, C. (1971). *Psykoanalysens grundbegreber*. København: Hans Reitzel.
- Breum, T. (1993a). *Film: fortælling & forførelse : en grundbog om filmdramaturgi og manuskriptskrivning*. Kbh.: Frydenlund.
- Breum, T. (1993b). Fortælling & Forførelse. I *Den gode fortæller* (s. 32–68). Kbh.: Frydenlund.
- Bringhurst, R. (2012). *The elements of typographic style*. Seattle, Wash.: Hartley & Marks.
- Brinkmann, Svend. (2006). *John Dewey: en introduktion*. København: Hans Reitzels Forlag.
- Bryman, A. (2016). *Social research methods* (5th ed). Oxford ; New York: Oxford University Press.
- Buur, J., & Beuthel, M. (2013). Skilled Toy Train Discussions about Business Innovation. I *Proceedings of the 3rd Participatory Innovation Conference*. Lahti, Finland.
- Bygholm, A., & Nyvang, T. (2009). An Infrastructural Perspective on Implementing new Educational Technology: The Case of Human Centered Informatics. I L. Dirckinck-Holmfel, C. Jones, & B. Lindström, *Analysing Networked Learning Practices in Higher Education and*

- Continuing Professional Development* (s. 29–44). Rotterdam: Sense Publishers.
- Böhmer, M., Hecht, B., Schöning, J., Krüger, A., & Bauer, G. (2011). Falling asleep with Angry Birds, Facebook and Kindle: a large scale study on mobile application usage. I *Proceedings of the 13th International Conference on Human Computer Interaction with Mobile Devices and Services* (s. 47–56). Stockholm: ACM Press. <https://doi.org/10.1145/2037373.2037383>
- Caradonna, J. L. (2014). *Sustainability: a history*. New York: Oxford University Press.
- Carey, J. W. (1989). A Cultural Approach to Communication. I *Communication as culture: essays on media and society*. New York: Routledge.
- Carey, J. W. (1992). *Communication as culture: essays on media and society*. New York: Routledge.
- 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, John M., & Rosson, M. B. (2003). Design Rationale as Theory. I John M. Carroll, *HCI Models, Theories, and Frameworks* (s. 431–461). Elsevier. Hentet fra <http://linkinghub.elsevier.com/retrieve/pii/B9781558608085500150>
- Case, D. O., & Given, L. M. (2016). *Looking for information: a survey of research on information seeking, needs, and behavior* (Fourth edition). Bingley, UK: Emerald.
- Chandler, D. (2007). *Semiotics: the basics* (2nd ed). London ; New York: Routledge.
- Chang, B.-W., & Ungar, D. (1993). Animation: from cartoons to the user interface (s. 45–55). ACM Press. <https://doi.org/10.1145/168642.168647>
- 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.
- Chenai, R. (2011). Ten Steps for Conceptualizing and Conducting Qualitative Research Studies in a Pragmatically Curious Manner. *The Qualitative Report*, 16(6), 1713–1730.
- Cheong, P. H. (Red.). (2012). The Immanent Internet Redux. I Hogan, B & Wellman, B., *Digital religion, social media, and culture: perspectives, practices, and futures* (s. 43–62). New York: P. Lang.
- Christensen, B. A. (2015). Valuing Nature: Connecting Eco-Economy and the Capability Approach. *Review of Political Economy*, 27(4), 539–564. <https://doi.org/10.1080>

[/09538259.2015.1084727](#)

- Christensen, Lars H. (2005). *Domesticering af Medieteknologier - et kritisk introducerende skrift til medieforskningens domesticeringsteori*. Aalborg: Aalborg Universitet.
- Christensen, O., Gynther, K., & Petersen, T. B. (2012). Design-Based Research – introduktion til en forskningsmetode i udvikling af nye E-læringskoncepter og didaktisk design medieret af digitale teknologier. *Tidsskriftet Læring og Medier (LOM)*, 5(9). <https://doi.org/10.7146/lom.v5i9.6140>
- Clifton, B. (2012). *Advanced Web metrics with Google Analytics, third edition*. Indianapolis, Ind.: John Wiley & Sons. Hentet fra <http://www.books24x7.com/marc.asp?bookid=46056>
- 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
- Coffey, A., & Atkinson, P. (1996). Concepts and coding. I A. Coffey & P. Atkinson, *Making sense of qualitative data: complementary research strategies* (s. 26–53). Thousand Oaks: Sage Publications.
- Collin, F., & Køppe, S. (Red.). (2014). *Humanistisk videnskabsteori* (3. udg). København: Linghardt og Ringhof.
- 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>
- Cooper, A. (2007). Metaphors, Idioms, and Affordances. I Cooper, et al., *About face: the essentials of interaction design*. Indianapolis, IN: John Wiley and Sons.
- Cox, A. M. (2012). An exploration of the practice approach and its place in information science. *Journal of Information Science*, 38(2), 178–188.
- 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.
- Cronberg, Tarja. (1986). *Theories on Technology and Everyday Life*. København: Nyt fra samfundsvidenskaberne.

- Dahl, Poul Nørgård, & Alrø, H. (1996). "Det man siger er man selv?" - om interpersonel psykodynamik i organisationskommunikation. I H. Alrø, *Organisationsudvikling gennem dialog* (s. 173–209). Aalborg: Aalborg Universitetsforlag.
- Dahler-Larsen, P. (2013). *Evaluering af projekter: - og andre ting, som ikke er ting*. Odense: Syddansk Universitetsforlag.
- Dalsgaard, C. (2004). Pædagogisk vurdering af e-læringssystemer. I *Fleksibel læring og undervisning: erfaringer, konsekvenser og muligheder med it* (s. 239–258). Aalborg Universitetsforlag : [sælges på internettet].
- Davidsen, J., & Ryberg, T. (2015). "This is the size of one meter": Children's bodily-material collaboration and understanding of scale around touchscreens. I *Exploring the Material Conditions of Learning: Opportunities and Challenges for CSCL : The Computer Supported Collaborative Learning (CSCL) Conference 2015* (s. 70–78). Gothenburg: International Society of the Learning Sciences (ISLS).
- 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>
- de Chernatony, L. (1999). Brand Management Through Narrowing the Gap Between Brand Identity and Brand Reputation. *Journal of Marketing Management*, 15(1–3), 157–179. <https://doi.org/10.1362/026725799784870432>
- 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.
- Dourish, P. (2001). *Where the action is: the foundations of embodied interaction*. Cambridge, Mass: MIT Press.
- Dourish, P. (2006). Implications for design. I *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (s. 541–550). Montréal, Québec, Canada: ACM Press. <https://doi.org/10.1145/1124772.1124855>
- 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>
- Drotner, K. (1999). Dangerous Media? Panic Discourses and Dilemmas of Modernity. *Paedagogica Historica*, 35(3), 593–619. <https://doi.org/10.1080/0030923990350303>
- Drummond, I., & Marsden, T. (1999). *The condition of sustainability* (1. publ). London: Routledge.
- Dunne, A., & Raby, F. (2001). *Design noir: the secret life of electronic objects*. Basel: Birkhäuser.
- Eco, U. (1981). Læserens Rolle. I *En antologi om receptionsforskning* (s. 22 sider.). København: Borgen.
- Eco, U. (1984). Peirce and the Semiotics Foundations of Openness: Signs as Texts and Texts as Signs. I *The Role of The Reader. Explorations in the Semiotics of Texts* (s. 25 sider.). Bloomington: Indiana University Press.
- Eco, U. (1985). Kriminalromanens metafysik. I *Efterskrift til Rosens Navn*. (s. 4 sider.). København: Gyldendalsbogklub.
- Edley, Nigel. (2015). Analysing Masculinity: Interpretative Repertoires, Ideological Dilemmas and Subject Positions. I M. Wetherell, *Discourse as Data. A Guide for Analysis* (s. 189–228). London: SAGE.
- Elbow, P. (1998). *Writing with power: techniques for mastering the writing process* (2nd ed). New York: Oxford University Press.
- Emmertsen, S. (2010). Retorisk samtale og argumentationsanalyse. I *Retorikkens aktualitet. En grundbog i retorisk kritik* (s. 139–159). København: Hans Reitzels Forlag.
- Engestrom, Y. (2011). From design experiments to formative interventions. *Theory & Psychology*, 21(5), 598–628. <https://doi.org/10.1177/0959354311419252>
- Engestrom, Yrjo. (2000). Activity theory as a framework for analyzing and redesigning work. *Ergonomics*, 43(7), 960–974. <https://doi.org/10.1080/001401300409143>
- 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., Sannino, A., & Virkkunen, J. (2014). On the Methodological Demands of Formative Interventions. *Mind, Culture, and Activity*, 21(2), 118–128. <https://doi.org/10.1080/10749039.2014.891868>
- 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.
- Entman, R. M. (1993). Framing: Towards Clarification of a Fractured Paradigm. *Journal of Communication*, 43(4), 51–58.
- Eranti, V., & Lonkila, M. (2015). The social significance of the Facebook Like button. *First Monday*, 20(6). <https://doi.org/10.5210/fm.v20i6.5505>
- 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
- Fafner, J. (2008). Retorikkens forarbejdningsfaser. I *Retorik: klassisk og moderne* (s. 23–37). København: Akademisk.
- 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>
- Fang, I. E. (1997). What Are Information Revolutions? I I. E. Fang, *A history of mass communication: six information revolutions*. Boston: Focal Press.
- Flarup, J. (2001). Fortæl eller beskriv – tanker om at fylde eller skrabe sin tekst [Artikler]. Hentet fra <http://130.225.180.61/CFJE/VidBase.nsf/4192431c7849da1ec1256b04003947df/c7c98251a27b14b7c1256b100045a017?OpenDocument>
- Fogg, B. J. (2003). *Persuasive technology: using computers to change what we think and do*. Amsterdam: Morgan Kaufmann Publishers. Hentet fra <http://dl.acm.org>

</citation.cfm?doid=764008.763957>

- Foucault, M. (2003). Panopticism. I R. C. Scharff & V. Dusek (Red.), *Philosophy of technology: the technological condition: an anthology* (s. 589–602). Malden, MA: Blackwell Publishers.
- Friedman, B., & Kahn, P. H. (2003). *Human values, ethics and design*. Mahwah, NJ: Lawrence Erlbaum Associates.
- Fuglsang, L., & Bitsch Olsen, P. (2004). *Videnskabsteori i samfundsvidenskaberne: på tværs af fagkulturer og paradigmer*. Frederiksberg: Roskilde Universitetsforlag.
- Gabriel, Y., & Lang, T. (2015). *The unmanageable consumer* (Third edition, 20th anniversary edition). London ; Thousand Oaks, California: SAGE.
- Gabrielsen, J. (2004). Eksempler, der fører og forfører. *Retorikmagasinet*, (54).
- Gadamer, H.-G. (2007). *Sandhed og metode: grundtræk af en filosofisk hermeneutik*. Århus: Academica.
- Garrett, J. J. (2007). *The elements of user experience: user-centered design for the Web and beyond* (2nd ed). Indianapolis, Ind: New Riders.
- Geer, J. H. (1966). Fear and autonomic arousal. *Journal of Abnormal Psychology*, 71(4), 253–255.
- Gibbs, G. (2007). *Analyzing Qualitative Data*. 1 Oliver's Yard, 55 City Road, London England EC1Y 1SP United Kingdom: SAGE Publications, Ltd. <https://doi.org/10.4135/9781849208574>
- Gibbs, G. (2012a). *Analyzing Qualitative Data*.
- Gibbs, G. (2012b). *Analyzing Qualitative Data*.
- Giddens, A. (1991). *Modernitet og selvidentitet: selvet og samfundet under sen-moderniteten*. Kbh.: Hans Reitzel.
- Giddens, A. (1992). *Intimitetens forandring: seksualitet, kærlighed og erotik i det moderne samfund*. Kbh.: Hans Reitzel.
- Giddens, A. (2011). Høj-moderniseringens konturer. I *Modernitet og selvidentitet: selvet og samfundet under sen-moderniteten* (s. 21–48). København: Hans Reitzel.
- Giddens, A., & Schultz Jørgensen, S. (1994). *Modernitetens konsekvenser*. København: Reitzels.
- Goffman, E. (1983). The interaction order. *American Sociological Review*, 48(1), 1–17.
- Goffman, E. (1992). *Vore rollespil i hverdagen*. København: Reitzel.
- Goffman, E. (2004). Om ansigtsarbejde. I Goffman, Erving, M. Hviid Jacobsen & S. Kristiansen

- (Red.), *Social samhandling og mikrosociologi: en tekstsamling* (s. 39–75). Kbh.: Hans Reitzel.
- Goffmann, E. (1959). *Hverdagslivets rollespil*. Samfundslitteratur.
- Goodwin, Charles (Red.). (1998). Seeing as a Situated Activity: Formulating Planes. I Y. Engeström & D. Middleton, *Cognition and communication at work* (1. paperback ed, s. 61–94). Cambridge: Cambridge Univ. Press.
- Goodyear, P. (2005). Educational design and networked learning: Patterns, pattern languages and design practice. *Australasian Journal of Educational Technology*, 21(1), 82–101.
<https://doi.org/10.14742/ajet.1344>
- Gram-Hansen, S. B., & Ryberg, T. (2016). From participatory design and ontological ethics, towards an approach to constructive ethics. *ACM SIGCAS Computers and Society*, 45(3), 147–153. <https://doi.org/10.1145/2874239.2874260>
- Gram-Hansen, Sandra Burri, & Gram-Hansen, Lasse Burri. (2013). On the role of ethics in Persuasive Design. I *Ethicomp 2013 Conference Proceedings: Possibilities of Ethical Ict, 2013*. Kolding: Syddansk Universitetsforlag.
- Grudin, J. (1990). The computer reaches out: the historical continuity of interface design (s. 261–268). Præsenteret ved CHI'90, New York: ACM Press. <https://doi.org/10.1145/97243.97284>
- Graakjær N.J., Hviid Jacobsen, M., Laursen, E., & Brødslev Olsen, J. (2013). Gruppeforskning. Amerikanske og 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.
- Gudiksen, S., Poulsen, S. B., & Buur, J. (2014). Making business models. *CoDesign*, 10(1), 15–30. <https://doi.org/10.1080/15710882.2014.881885>
- Gulddal, J., & Møller, M. (2005). Introduktion til hermeneutik. I Gulddal, J., *Hermeneutik: en antologi om forståelse* (s. 9–43). København: Gyldendal.
- Gynther, K., Christensen, O., & Jørnø, R. (2013). Synkron online læringsmiljøer – didaktisk design for synkron undervisning understøttet af digitale teknologier. *Tidsskriftet Læring og*

Medier (LOM), 6(11). <https://doi.org/10.7146/lom.v6i11.8660>

Götzsche, H. (u.å.-a). *Der var engang en mus: En bog om stil og stilistik*.

Götzsche, H. (u.å.-b). *Manual for grammatisk (syntaktisk) og semantisk analyse og notation*.

Habermas, J. (1995). Teknisk fremskridt og social livsverden. I *Teknik og videnskab som "ideologi"* (s. 84–96). København: DET lille FORLAG.

Hagen, Roar. (1997). Vitenskapssystemets refleksjon - fra identitet til differens. *Scandinavian University Press*, 3–20.

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>

Halskov Jensen, E., & Anneberg Olesen, J. (2003). Retorik– når teksten vil noget. I *Tekstens univers: en introduktion til tekstvidenskab* (s. 57-95). Århus: Klim.

Hamby, B. (2013). Willingness to inquire: the cardinal critical thinking virtue. Præsenteret ved Ontario Society for the Study of Argumentation Conference, Windsor: University of Windsor.

Hammersley, M. (2010). Hvad er kvalitativ forskning, og hvordan bør den være? I *Kvalitative metoder: en grundbog* (s. 551–559). Kbh.: Hans Reitzel.

Hammersley, M., & Atkinson, P. (2007). *Ethnography: principles in practice* (3rd ed). London ; New York: Routledge.

Harms Larsen, P. (1995). *Faktion*. København: Amanda.

Harms Larsen, P. (2003). *De levende billeders dramaturgi. Bd. 1*. Søborg: DR.

Harms-Larsen, P. (1972). *Perspektiver i perspektivplanlægningen*. Roskilde: ROLIG Papir.

Harste, G., & Mortensen, N. (2000). Sociale samhandlingsteorier. I Andersen, H. & Kaspersen, L. B., *Klassisk og moderne samfundsteori* (s. 195–218). København: Hans Reitzels Forlag.

Haslebo, G., & Nielsen, K. S. (2011). *Konsultation i organisationer: hvordan mennesker skaber ny mening*. Kbh.: Dansk psykologisk Forlag.

Hatch, M. J., & Schultz, M. (2002). The Dynamics of Organizational Identity. *Human Relations*, 55(8), 989–1018. <https://doi.org/10.1177/0018726702055008181>

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., Luff, P., Streeck, J., Goodwin, C., & LeBaron, C. (Eds.). (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, Hindmarsh, J., & Luff, P. (2010). *Video in qualitative research: analysing social interaction in everyday life*. Los Angeles: SAGE.
- Heath, Christian, 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, Christian, & 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, Christian, & Luff, Paul. (1993). Disembodied Conduct: Interactional Asymmetries in Video-Mediated Communication. I G. Button, *Technology in Working Order. Studies of Work, Interaction, and Technology* (s. 35–54). London: Routledge.
- Heidegger, Martin. (1982). The Nature of Language. I M. Heidegger, *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. (2016). Projektarbejde og akademisk IT-skoling. *Tidsskriftet Læring og Medier (LOM)*, 9(15). <https://doi.org/10.7146/lom.v9i15.23106>
- Heinemann, T., Mitchell, R., & Buur, J. (2010). Co-constructing meaning with materials in innovation workshops. I N. Pignier & M. Lavigne, *Mémoires & internet* (s. 289–304). Paris: L’Harmattan.
- Heinström, J. (2006). Broad exploration or precise specificity: Two basic information seeking patterns among students. *Journal of the American Society for Information Science and*

Technology, 57(11), 1440–1450. <https://doi.org/10.1002/asi.20432>

- Heller, F. A. (Red.). (1998). *Organizational participation: myth and reality*. Oxford ; New York: Oxford University Press.
- Heller, M., Edelstein, P., & Mayer, M. (1975). Membrane-bound enzymes. III. Protease activity in leucocytes in relation to erythrocyte membranes. *Biochimica Et Biophysica Acta*, 413(3), 472–482.
- Hemmingsen, J. (2013). ROI og effektmåling på kampagner. I Eiberg, E. et al., *Markedskommunikation i praksis* (s. 231–244). København: Samfundslitteratur.
- Henderson, M., Selwyn, N., & Aston, R. (2017). What works and why? Student perceptions of ‘useful’ digital technology in university teaching and learning. *Studies in Higher Education*, 42(8), 1567–1579. <https://doi.org/10.1080/03075079.2015.1007946>
- Hermansen, M., & Rendtorff, J. D. (2002). For en kritiskhermeneutik. I *En hermeneutisk brobygger: tekster af Paul Ricœur* (s. Kap. 6). Århus: Klim.
- Hertzum, M. (2014). Project Design for students Design Projects. I J. Simonsen, *Situated design methods* (s. 25–42). Cambridge, Massachusetts: The MIT 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.
- Hjemslev, L. (1947). *Omkring Sprogteoriens Grundlæggelse*. København: Munksgaard.
- 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.eblib.com/choice/publicfullrecord.aspx?p=178266>
- Holgaard, J. E., Ryberg, T., Stegeager, N., Stentoft, D., & Thomassen, A. O. (2014a). *PBL: Problembaseret læring og projektarbejde ved de videregående uddannelser* (1. udg.). Frederiksberg: Samfundslitteratur.
- Holgaard, J. E., Ryberg, T., Stegeager, N., Stentoft, D., & Thomassen, A. O. (2014b). *PBL: Problembaseret læring og projektarbejde ved de videregående uddannelser* (1. udg.). Frederiksberg: Samfundslitteratur.
- Holt, D. B. (2004). *How brands become icons: the principles of cultural branding*. Boston, Mass:

Harvard Business School Press.

- Holton, J. A. (2010). The Coding Process and Its Challenges. *The Grounded Theory Review*, 9(1), 21–40.
- Horkheimer, M., & Adorno, T. W. (1969). Kulturindustri. Oplysning og massebedrag. I *Oplysningens dialektik: filosofiske fragmenter*. Kbh.: Gyldendal.
- Hsieh, H.-F. (2005). Three Approaches to Qualitative Content Analysis. *Qualitative Health Research*, 15(9), 1277–1288. <https://doi.org/10.1177/1049732305276687>
- Husserl, E., & Hardy, L. (1999). The Idea of Phenomenology - lecture I. I E. Husserl, *The idea of phenomenology: a translation of Die Idee der Phänomenologie, Husserliana II* (s. 15–21). Dordrecht, The Netherlands; Hingham, MA: Kluwer Academic Publishers.
- Husted, J. (1982). Austin og Searle: Talehandlinger. I Lübcke, P., *Vor tids filosofi. Videnskab og sprog*. (s. 236–249). København: Politikens Forlag.
- Hvid, M. (2008). *Skriv! : gode tekster er lette at skrive*. Århus: Update : Ajour.
- Häusel, H.-G. (2007). *Limbic Success: so beherrschen Sie die unbewussten Regeln des Erfolgs - die besten Strategien für Sieger* (2. Aufl). Freiburg: Haufe.
- Haastrup, H. K. (2015). Filmanalyse. I G. Rose & H. C. Christiansen, *Analyse af billedmedier: Det digitale perspektiv* (s. Kap. 4). Frederiksberg: Samfundslitteratur.
- Illeris, K. (2012). *Læringsteorier: seks aktuelle forståelser*. Frederiksberg: Roskilde Universitetsforlag.
- Intro to Axure RP. (u.å.). Hentet 28. oktober 2016, fra <http://www.axure.com/support/reference/intro>
- Jaffee, D. (2008). *Organization theory: tension and change*. Boston: McGraw Hill.
- 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.
- Jansen, B. J. (2006). Search log analysis: What it is, what's been done, how to do it. *Library & Information Science Research*, 28(3), 407–432. <https://doi.org/10.1016/j.lisr.2006.06.005>
- Jansen, B. J., Booth, D. L., & Spink, A. (2008). Determining the informational, navigational, and

- transactional intent of Web queries. *Information Processing & Management*, 44(3), 1251–1266. <https://doi.org/10.1016/j.ipm.2007.07.015>
- Jantzen, C. (2006). Becoming a “woman to the backbone”: Lingerie consumption and the experience of feminine identity. *Journal of Consumer Culture*, 6(2), 177–202. <https://doi.org/10.1177/1469540506064743>
- Jantzen, Christian, & Vetner, M. (2008). Underholdning, emotioner og identitet. Et mediepsykologisk perspektiv på underholdningspræferencer. *MedieKultur: Journal of media and communication research*, 24(45), 3–22. <https://doi.org/10.7146/mediekultur.v24i45.511>
- Jasinski, J. (2001). *Sourcebook on rhetoric: key concepts in contemporary rhetorical studies*. Thousand Oaks, Calif: Sage Publications.
- 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. (2004). The Cultural Logic of Media Convergence. *International Journal of Cultural Studies*, 7(1), 33–43. <https://doi.org/10.1177/1367877904040603>
- Jenkins, R. (2014). *Social identity* (Fourth Edition). New York: Routledge, Taylor & Francis Group.
- Jensen, Hans Siggaard, & Skovsmose, O. (1986). Teknologityper. I H. S. Jensen & O. Skovsmose, *Teknologikritik - et teknologifilosofisk essay* (s. 49–63). Herning: Forlaget Systime.
- 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, T., & Vistisen, P. (2012). En opdagelsesrejse ud i de sociale medier: i sporene på Sherlock. *Akademisk kvarter*, 4(8), 291–306.
- Jensen, T., & Vistisen, P. (2013). Tent-Poles of the Bestseller: How Cross-media Storytelling can spin off a Mainstream Bestseller. *Akademisk kvarter*, 7, 237–248.
- Johnson, J., & Henderson, A. (2002). Conceptual models: begin by designing what to design. *interactions*, 9(1), 25–32. <https://doi.org/10.1145/503355.503366>
- 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>

- Jones, W. (2012). The Future of Personal Information Management, Part I: Our Information, Always and Forever. *Synthesis Lectures on Information Concepts, Retrieval, and Services*, 4(1), 1–125. <https://doi.org/10.2200/S00411ED1V01Y201203ICR021>
- Jordan, B., & Henderson, A. (1995). Interaction Analysis: Foundations and Practice. *The Journal of the Learning Sciences*, 4(1), 39–103.
- Junk, J. (2011). Method parallelization and method triangulation: Method combinations in the analysis of humanitarian interventions. *German Policy Studies*, 7(3), 83–116.
- Jürgenson, N. (2012). The IRL Fetish – The New Inquiry [<http://thenewinquiry.com/essays/the-irl-fetish/>]. Hentet 23. oktober 2016, fra
- Jørgensen, C., & Onsberg, M. (1999). *Praktisk argumentation*. København: Teknisk Forlag.
- Kanstrup, A. M., & Bertelsen, P. (2011). *User Innovation Management: a handbook* (1st edition). Aalborg, Denmark: Aalborg University Press.
- Kanstrup, A. M., & Bertelsen, P. (2013). Participatory Reflections – Power & Learning in User participation. I T. Børsen & L. Botin, *What is techno-anthropology?* (1st ed, s. 405–430). Aalborg, Denmark: Aalborg University Press.
- Kanstrup, A. M., & Bertelsen, P. (2016). Bringing new voices to design of exercise technology: participatory design with vulnerable young adults. I *PDC '16 Proceedings of the 14th Participatory Design Conference: Full papers* (s. 121–130). Århus: ACM Press. <https://doi.org/10.1145/2940299.2940305>
- Kanstrup, A. M., & Christiansen, E. (2009). User-Driven Innovation as Mutual but Asymmetrical Learning: *International Journal of Technology and Human Interaction*, 5(3), 1–12. <https://doi.org/10.4018/jthi.2009070101>
- Kaptelinin, V. (2013). Activity Theory. I M. Soegaard & R. F. Dam (Red.), *The Encyclopedia of Human-Computer Interaction*. Aarhus: The Interaction Design Foundation. Hentet fra http://www.interaction-design.org/encyclopedia/activity_theory.html
- Kaptelinin, V., & Nardi, B. A. (2006). *Acting with technology: activity theory and interaction design*. Cambridge, Mass: MIT Press.
- 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.
- Kietzmann, J. H., Hermkens, K., McCarthy, I. P., & Silvestre, B. S. (2011). Social media? Get serious! Understanding the functional building blocks of social media. *Business Horizons*, 54(3), 241–251. <https://doi.org/10.1016/j.bushor.2011.01.005>
- Kihlström, E. (2007). *Karismakoden: udstråling kan læres*. Helsingør: Retorikforlaget.
- Kirkeby, Ole Fogh. (1997). *Verden, ord og tanke* (1. udg.). København: Handelshøjskolens Forlag.
- Kirsten Drotner, & Klaus Bruhn Jensen. (1996). *Medier og kultur. En grundbog i medieanalyse og medieteori*. København: Borgen.
- Kjeldsen, J. K. (2015). The Rhetoric of Thick Representation: How Pictures Render the Importance and Strength of an Argument Salient. *Argumentation*, 29(2), 97–115.
- Kjeldsen, J.E. (2001). Skandinavisk retorikvidenskab. *Rhetorica Scandinavica*, 20, 18–31.
- Kjær Christensen, A.-K., & Hasle, P. F. V. (2007). Classical Rhetoric and a Limit to Persuasion. I Y. de Kort, W. IJsselsteijn, C. Midden, B. Eggen, & B. J. Fogg (Red.), *Persuasive Technology* (Bd. 4744, s. 307–310). Berlin, Heidelberg: Springer Berlin Heidelberg. Hentet fra http://link.springer.com/10.1007/978-3-540-77006-0_36
- Kjørup, S. (1996). Hermeneutik. I S. Kjørup, *Menneskevidenskaberne* (s. 265–287). Roskilde Universitetsforlag.
- Kjørup, S. (1997). Humaniora. I S. Kjørup, *Menneskevidenskaberne: problemer og traditioner i humanioras videnskabsteori* (1. udg., 2. opl, s. 13–61). Frederiksberg: Roskilde Universitetsforlag.
- 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, S. H. (2005). Det videnskabelige landkort. I S. H. Klausen, *Hvad er videnskabsteori* (s.

48–59). Akademisk Forlag.

Kline, S. J. (1985). What Is Technology? *Bulletin of Science, Technology & Society*, 5(3), 215–218. <https://doi.org/10.1177/027046768500500301>

Knoblauch, H. (2005). Focused Ethnography. *Forum Qualitative Social Research*, 6(3).

Kock, C. (2009). Topik. I C. Jørgensen & L. Villadsen, *Retorik: teori og praksis* (s. 115–128). Frederiksberg: Samfundslitteratur.

Kock, C. (2013). *Retorisk praksis*. [Birkerød]: Retorikforlaget.

Kock, C. E. J. (2001). Imitatio : en bro mellem tekstlæsning og skriftlig fremstilling. *Dansk*, (2), 3–10.

Kofoed, J., & Larsen, M. C. (2016). A snap of intimacy: Photo-sharing practices among young people on social media. *First Monday*, 21(11). <https://doi.org/10.5210/fm.v21i11.6905>

Kolb, D. A. (2015). *Experiential learning: experience as the source of learning and development* (Second edition). Upper Saddle River, New Jersey: Pearson Education, Inc.

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>

Koschmann, T. (2013). Conversation Analysis and Collaborative Learning. I C. E. Hmelo-Silver, A. Chinn, K. K. Chan, & A. M. O'Donnell, *The international handbook of collaborative learning* (s. 149–167). New York: Routledge, Taylor & Francis Group.

Kotler, P., & Keller, K. L. (2012). *Marketing management* (14th [ed.]). Upper Saddle River, N.J: Prentice Hall.

Kristensen, J., & Christensen, J. R. (2009). *Medietid* (1.udg, 1. opl). København: Dansklærerforeningen.

Kristensen, J., & Riber Christensen, J. (2003). *Reklametid*. [Kbh.]: Dansklærerforeningen.

Kristensen, S. (2010). Kvalitative analyseredskaber. I S. Brinkmann & L. Tanggaard, *Kvalitative metoder. En grundbog*. (s. 447–462). København: Hans Reitzel.

Kristiansen, M., & Bloch-Poulsen, J. (2000). *Kærlig rummelighed i dialoger - om interpersonel organisationskommunikation*. Aalborg: Aalborg Universitetsforlag.

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>

- Køppe, S. (2015). Data og metode i humaniora. I *Kampen Om Disciplinerne. Viden og videnskabelighed i humanistisk forskning* (s. 52 sider.). København: Hans Reitzels Forlag.
- Larsen, M. C. (2013). Unges identitetsdannelse på Facebook. I *Facebook. Fra socialt netværk til metamedie* (1. udg., s. 157–185). Frederiksberg: Samfundslitteratur.
- Larsen, Malene Charlotte. (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, Malene Charlotte. (2013). Når dataindsamlingen går online: Udfordringer for den kvalitative internetforsker. I *Kvalitative udfordringer* (s. 233–269). København: Hans Reitzel.
- Larsen, Malene Charlotte, & Ryberg, T. (2011). Youth and Online Social Networking: From Local Experiences to Public Discourses. I E. Dunkels, G.-M. Franberg, & C. Hallgren (Red.), *Youth Culture and Net Culture: Online Social Practices* (s. 17–40). Hershey: IGI Global. Hentet fra <http://services.igi-global.com/resolvedoi/resolve.aspx?doi=10.4018/978-1-60960-209-3>
- Lee, Y. (2008). Design participation tactics: the challenges and new roles for designers in the co-design process. *CoDesign*, 4(1), 31–50. <https://doi.org/10.1080/15710880701875613>
- Levy, S. J., & Rook, D. W. (1999). *Brands, consumers, symbols, & research: Sidney J. Levy on marketing*. Thousand Oaks, Calif.: Sage Publications.
- Lie, M., & Sørensen, K. (Red.). (1996). *Making technology our own? domesticating technology into everyday life*. Oslo: Scandinavian Univ. Press.
- 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>
- Lofland, J., & Lofland, J. (Red.). (2006). *Analyzing social settings: a guide to qualitative observation and analysis* (4th ed). Belmont, CA: Wadsworth/Thomson Learning.
- Lomborg, S. (2009). Navigating the blogosphere: Towards a genre-based typology of weblogs. First Monday. Hentet fra <http://firstmonday.org/ojs/index.php/fm/article/view/2329>
- Lomborg, Stine. (2011). Social media as communicative genres. *MedieKultur: Journal of media and communication research*, 27(51), 17. <https://doi.org/10.7146/mediekultur.v27i51.4012>
- 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. (2008). *Anerkendende ledelse: skab mod, engagement og bedre resultater*. Virum: Dansk psykologisk Forlag.

Mac, A. (2013). Projektgruppen og rolle i projektgruppen. I A. Mac & P. Hagedorn-Rasmussen, *Projektarbejdets kompleksitet: viden, værktøjer og læring* (s. 39–56). Frederiksberg: Samfundslitteratur.

Mackenzie, N., & Knipe, S. (2006). Research Dilemmas: Paradigms, Methods and Methodology. *Issues in Educational Research*, 16(2), 193–205.

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.

Malterud, K. (2012). Systematic text condensation: A strategy for qualitative analysis. *Scandinavian Journal of Public Health*, 40(8), 795–805. <https://doi.org/10.1177/1403494812465030>

Marquardt Frederiksen, S. (2009). *Talen er vejen til indflydelse*. Frederiksberg: Samfundslitteratur.

Martin, J., & Frost, M. (2010). The Organizational Culture War Games: A Struggle for Intellectual Dominance. I M. Godwyn & J. H. Gittell, *Sociology of Organizations - Structures and Relationships* (s. 3015–3336). Los Angeles: SAGE.

Martin, Joanne. (1992). *Cultures in organizations: three perspectives*. New York: Oxford University Press.

Marx, Karl. (1867). Maskine og storindustri. I *Kapitalen. Kritik af den politiske økonomi. 1. bog 3* (s. 545–631). København: Rhodos.

Mattelmäki, T. (2005). Applying probes – from inspirational notes to collaborative insights. *CoDesign*, 1(2), 83–102. <https://doi.org/10.1080/15719880500135821>

McCarthy, J., & Wright, P. (2004). *Technology as experience*. Cambridge, Mass: MIT Press.

- McCosker, A., & Wilken, R. (2014). Rethinking 'big data' as visual knowledge: the sublime and the diagrammatic in data visualisation. *Visual Studies*, 29(2), 155–164. <https://doi.org/10.1080/1472586X.2014.887268>
- McDonough, W., & Braungart, M. (2002). *Cradle to cradle: remaking the way we make things* (1st ed). New York: North Point Press.
- Meilby, M. (2001). *Journalistikkens grundtrin: fra ide til artikel*. Århus: Forl. Ajour.
- Moere, A. V., & Purchase, H. (2011). On the role of design in information visualization. *Information Visualization*, 10(4), 356–371. <https://doi.org/10.1177/1473871611415996>
- Muller, M. J., & Druin, J. A. (2012). Participatory Design. The Third Space. I J. A. Jacko, *The Human-Computer Interaction Handbook* (3rd Edition, s. 1125–1153). CRC Press.
- Mumby, D. K. (2012). *Organizational communication: a critical approach*. Thousand Oaks: SAGE.
- Møller Nielsen, N. (2016). *Argumenter i kontekst*. Frederiksberg: Samfundslitteratur.
- Nagaoka, N., Furuhashi, Y., Minei, N., & Joho, H. (u.å.). Lessons Learned from 8 Months of Lifelogging: Case of 2nd Year Undergraduate Students at the University of Tsukuba, Japan. I *Proceedings of the Information Research and Learning with Lifelogging Devices: An Interactive and Engagement Session at iConference 2016*. Philadelphia, PA: DCU. Hentet fra http://irlld2016.computing.dcu.ie/resources/irlld2016_preprint.pdf
- 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>
- Nicolini, D. (2009). Zooming In and Out: Studying Practices by Switching Theoretical Lenses and Trailing Connections. *Organization Studies*, 30(12), 1391–1418. <https://doi.org/10.1177/0170840609349875>
- 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