Abbott, D. (2014). *Applied predictive analytics: principles and techniques for the professional data analyst*. Indianapolis, IN: Wiley.

Agresti, A., & Agresti, B. F. (1970). *Statistical methods for the social sciences*. CA: Dellen Publishers.

Akser, M. (2015). Old and New Methods for Online Research: The Case of Online Dating. I I. A. Degim, J. Johnson, T. Fu, & Institute of Network Cultures (Amsterdam), *Online courtship: interpersonal interactions across borders* (s. 29–35). Amsterdam: Institute of Network Cultures.

Anda, B., Hansen, K., & Sand, G. (2009). An investigation of use case quality in a large safety-critical software development project. *Information and Software Technology*, *51*(12), 1699–1711. https://doi.org/10.1016/j.infsof.2009.04.005

Atkinson, P., & Hammersley, M. (1998). Ethnography and participant observation. I N. K. Denzin & Y. S. Lincoln (Red.), *Strategies of qualitative inquiry* (s. 248–261). Thousand Oaks, Calif: Sage Publications.

Bakshy, E., Messing, S., & Adamic, L. A. (2015). Exposure to ideologically diverse news and opinion on Facebook. *Science*, *348*(6239), 1130–1132. https://doi.org/10.1126/science.aaa1160

Bardzell, J., & Bardzell, S. (2015). Humanistic HCI. *Synthesis Lectures on Human-Centered Informatics*, *8*(4), 1–185. https://doi.org/10.2200/S00664ED1V01Y201508HCI031

Barnes, S. B. (2006). A privacy paradox: Social networking in the United States. *First Monday*, *11*(9). Hentet fra http://firstmonday.org/ojs/index.php/fm/article/view/1394

Barratt, M. J., Ferris, J. A., & Lenton, S. (2015). Hidden Populations, Online Purposive Sampling, and External Validity: Taking off the Blindfold. *Field Methods*, *27*(1), 3–21. https://doi.org/10.1177/1525822X14526838

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. 26–38). London ; New York: Routledge.

Birkbak, A., Petersen, M. K., Elgaard Jensen, T., & Philosophy Documentation Center. (2015). Critical Proximity as a Methodological Move in Techno-Anthropology: *Techné: Research in Philosophy and Technology*, *19*(2), 266–290. https://doi.org/10.5840/techne201591138

Boehm, B., & Turner, R. (2005). Management Challenges to Implementing Agile Processes in Traditional Development Organizations. *IEEE Software*, *22*(5), 30–39. https://doi.org/10.1109/MS.2005.129

Bordens, K. S., & Abbott, B. B. (2011a). *Research design and methods: a process approach* (Internat. ed., 8. ed). New York: McGraw-Hill.

Bordens, K. S., & Abbott, B. B. (2011b). *Research design and methods: a process approach* (Internat. ed., 8. ed). New York: McGraw-Hill.

Borgatti, S. P., Everett, M. G., & Johnson, J. C. (2013). *Analyzing social networks*. Los Angeles: SAGE.

Boyd, D., & Crawford, K. (2012). CRITICAL QUESTIONS FOR BIG DATA: Provocations for a cultural, technological, and scholarly phenomenon. *Information, Communication & Society*, *15*(5), 662–679. https://doi.org/10.1080/1369118X.2012.678878

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

Brickman Bhutta, C. (2012). Not by the Book: Facebook as a Sampling Frame. *Sociological Methods & Research*, *41*(1), 57–88. https://doi.org/10.1177/0049124112440795

Bruun Jensen, C. (2007). Sorting Attachments: Usefulness of STS in Healthcare Practice and Policy. *Science as Culture*, *16*(3), 237–251. https://doi.org/10.1080/09505430701568636

Bryman, A. (2012). *Social research methods* (4th ed). Oxford ; New York: Oxford University Press.

Bryman, A. (2016). *Social research methods* (Fifth Edition). Oxford ; New York: Oxford University Press.

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.

Carroll, J. M. (2014). Human Computer Interaction - brief intro. I Intaction Design Foundation (Red.), *The Encyclopedia of Human-Computer Interaction* (Bd. 2, s. Kapitel 2). Aarhus: The Interaction Design Foundation.

Caviglia, F., Dalsgaard, C., Davidsen, J., & Ryberg, T. (2018). Studerendes digitale læringsmiljøer: læringsplatform eller medieøkologi? *Tidsskriftet Læring og Medier (LOM)*, *10*(18). https://doi.org/10.7146/lom.v10i18.96928

Charters, E. (2003). The Use of Think-aloud Methods in Qualitative Research An Introduction to Think-aloud Methods. *Brock Education*, *12*(2), 68–82.

Choi, Y. M., & Li, J. (2016). Usability evaluation of a new text input method for smart TVs. *Journal of usability studies*, *11*(3), 110–123.

Chorianopoulos, A. (2016). *Effective CRM using predictive analytics*. Chichester, West Sussex: Wiley.

Connolly, R., Hoar, R., Mukherjee, S., & Bhattacharjee, A. K. (2015). *Fundamentals of web development* (Global ed). Boston, Mass.: Pearson.

Couper, M. P. (2000). Web Surveys: A Review of Issues and Approaches. *Public Opinion Quarterly*, *64*(4), 464–494.

Crawling and The Programmable Web. (2010, august 5). Hentet 13. oktober 2018, fra https://80legs.wordpress.com/2010/08/05/crawling-and-the-programmable-web/

Cronin, P., Ryan, F., & Coughlan, M. (2008). Undertaking a Literature Review: A Step-By-Step Approach. *British Journal of Nursing*, *17*(1), 38–48.

Danmark, & Uddannelses- og Forskningsministeriet. (2014). *Danish code of conduct for research integrity*. Kbh.: Ministry of Higher Education and Science.

De Smet, C., Bourgonjon, J., De Wever, B., Schellens, T., & Valcke, M. (2012). Researching instructional use and the technology acceptation of learning management systems by secondary school teachers. *Computers & Education*, *58*(2), 688–696. https://doi.org/10.1016/j.compedu.2011.09.013

Denzin, N. K., & Lincoln, Y. S. (1998). Introduction: Entering the field of qualitative research. I N. K. Denzin & Y. S. Lincoln (Red.), *Strategies of qualitative inquiry* (s. 1–34). Thousand Oaks, Calif: Sage Publications.

Deterding, S. (2015). The Lens of Intrinsic Skill Atoms: A Method for Gameful Design. *Human–Computer Interaction*, *30*(3–4), 294–335. https://doi.org/10.1080/07370024.2014.993471

Dijck, J. van. (2013). *The culture of connectivity: a critical history of social media*. Oxford ; New York: Oxford University Press.

Dirckinck-Holmfeld, L., Hodgson, V., & McConnell, D. (Red.). (2012). *Exploring the Theory, Pedagogy and Practice of Networked Learning*. New York, NY: Springer New York. https://doi.org/10.1007/978-1-4614-0496-5

Dix, A. (Red.). (2004a). *Human-computer interaction* (3rd ed). Harlow, England ; New York: Pearson/Prentice-Hall.

Dix, A. (Red.). (2004b). *Human-computer interaction* (3rd ed). Harlow, England ; New York: Pearson/Prentice-Hall.

Dix, A. (Red.). (2004c). *Human-computer interaction* (3rd ed). Harlow, England ; New York: Pearson/Prentice-Hall.

Dix, A. (Red.). (2004d). *Human-computer interaction* (3rd ed). Harlow, England ; New York: Pearson/Prentice-Hall.

Driscoll, K. (2012). From Punched Cards to "Big Data": A Social History of Database Populism. *Communication +1*, *1*.

Epstein, R., & Robertson, R. E. (2015). The search engine manipulation effect (SEME) and its possible impact on the outcomes of elections. *Proceedings of the National Academy of Sciences*, *112*(33), E4512–E4521. https://doi.org/10.1073/pnas.1419828112

Extension Quick Bytes Technology Learning. (u.å.). *Moodle Tip: Add a Responsive Header Image*. Hentet fra https://www.youtube.com/watch?time_continue=1&v=lf71MiS9Ng0

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

Fan, Weiguo, & Gordon, M. D. (2014). The power of social media analytics. *Communications of the ACM*, *57*(6), 74–81. https://doi.org/10.1145/2602574

Fan, Weimiao, & Yan, Z. (2010). Factors affecting response rates of the web survey: A systematic review. *Computers in Human Behavior*, *26*(2), 132–139. https://doi.org/10.1016/j.chb.2009.10.015

Farías, I., & Widmer, S. (2018). Ordinary Smart Cities. How Calculated Users, Professional Citizens, Technology Companies and City Administrations Engage in a More-than-digital Politics. *TECNOSCIENZA: Italian Journal of Science & Technology Studies*, *8*(2), 43–60.

Fekete, J.-D., van Wijk, J. J., Stasko, J. T., & North, C. (2008). The Value of Information Visualization. I A. Kerren, J. T. Stasko, J.-D. Fekete, & C. North (Red.), *Information*

Visualization (Bd. 4950, s. 1–18). Berlin, Heidelberg: Springer Berlin Heidelberg. https://doi.org/10.1007/978-3-540-70956-5_1

Ferrara, E., Varol, O., Davis, C., Menczer, F., & Flammini, A. (2016). The rise of social bots. *Communications of the ACM*, *59*(7), 96–104. https://doi.org/10.1145/2818717

Forsyth Tech. (2015a). *"Information Literacy in Today's Workplace: The Employer's Perspective" Day 1*. Hentet fra https://www.youtube.com/watch?v=PglZ0fNrkn4

Forsyth Tech. (2015b). *"Information Literacy in Today's Workplace: The Employer's Perspective" Day 2*. Hentet fra https://www.youtube.com/watch?v=7jdMw74-rBU

Foster, I. (Red.). (2017). *Big data and social science: a practical guide to methods and tools*. Boca Raton, FL: CRC Press Taylor & Francis Group.

Fricker, R. D., & Schonlau, M. (2002). Advantages and Disadvantages of Internet Research Surveys: Evidence from the Literature. *Field Methods*, *14*(4), 347–367. https://doi.org /10.1177/152582202237725

Friedman, B., & Nissenbaum, H. (1996). Bias in computer systems. *ACM Transactions on Information Systems*, *14*(3), 330–347. https://doi.org/10.1145/230538.230561

Friess, E. (2015). Personas in Heuristic Evaluation: An Exploratory Study. *IEEE Transactions on Professional Communication*, *58*(2), 176–191. https://doi.org/10.1109/TPC.2015.2429971

Gaddis, T. (2018). *STARTING OUT WITH PYTHON, GLOBAL EDITION*. S.l.: PEARSON EDUCATION LIMITED.

Galesic, M., & Bosnjak, M. (2009). Effects of Questionnaire Length on Participation and Indicators of Response Quality in a Web Survey. *Public Opinion Quarterly*, *73*(2), 349–360. https://doi.org/10.1093/poq/nfp031

Golbeck, J. (2013). *Analyzing the social web* (First edition). Waltham, MA: Morgan Kaufmann is an imprint of Elsevier.

Guribye, F., & Lindström, B. (2009). Infrastructures for learning and networked tools. I L. Dirckinck-Holmfel, C. Jones, & B. Lindström, *Analysing Networked Learning Practices in Higher Education and Continuing Professional Development* (s. 103–115). Rotterdam: Sense Publishers.

Haythornthwaite, C. (1996). Social network analysis: An approach and technique for the study of information exchange. *Library & Information Science Research*, *18*(4), 323–342.

https://doi.org/10.1016/S0740-8188(96)90003-1

Heer, J., & Bostock, M. (2010). Crowdsourcing graphical perception: using mechanical turk to assess visualization design (s. 203). ACM Press. https://doi.org/10.1145/1753326.1753357

Hertzum, M. (2016). Usability testing: too early? too much talking? too many problems? *Journal of Usability Studies*, *11*(3), 83–88.

Hertzum, Morten. (2016). A usability test is not an interview. *Interactions*, *23*(2), 82–84. https://doi.org/10.1145/2875462

Hinton, P. R. (2014). *Statistics explained* (Third edition). London ; New York: Routledge,Taylor & Francis Group.

Hodgson, V. (2016). A practical action perspective and understanding on becoming a networked learning educator. I S. Cranmer, M. de Laat, T. Ryberg, & J.-A. Sime, *Proceedings of the 10th International Conference on Networked Learning 2016*.

Holtzblatt, K., & Jones, S. (1993). Contextual inquiry: a participatory technique for system design. I D. Schuler & A. Namioka, *Participatory Design: Principles and Practices* (s. 178–188). Lawrence Erlbaum Associates, Inc.

Holtzblatt, Karen, & Beyer, H. (2014). Contextual Design: Evolved. *Synthesis Lectures on Human-Centered Informatics*, *7*(4), 1–91. https://doi.org/10.2200 /S00597ED1V01Y201409HCI024

Houde, S., & Hill, C. (1997). What do Prototypes Prototype? I M. Helander, T. Landauer, & P. Prabhu, *Handbook of Human-Computer Interaction* (2nd Ed., s. 1–16). Amsterdam: Elsevier Science B. V.

Hämäläinen, W. (2006). *Scientific Writing for Computer Science Students*. University of Joensuu, Joensuu. Hentet fra http://www.cs.joensuu.fi/pages/whamalai/sciwri/sciwri.pdf

Iliinsky, N., & Steele, J. (2011). *Designing data visualizations: intentional communication from data to display*. Beijing: O'Reilly.

Ioannidis, J. P. A. (2005). Why Most Published Research Findings Are False. *PLoS Medicine*, *8*(2).

Jackson, P., & Moulinier, I. (2007). *Natural language processing for online applications: text retrieval, extraction and categorization* (2nd rev. ed). Amsterdam ; Philadelphia: John Benjamins Pub.

Jacomy, M., Venturini, T., Heymann, S., & Bastian, M. (2014). ForceAtlas2, a Continuous Graph Layout Algorithm for Handy Network Visualization Designed for the Gephi Software. *PLoS ONE*, *9*(6), e98679. https://doi.org/10.1371/journal.pone.0098679

Jain, A. K., Murty, M. N., & Flynn, P. J. (1999). Data clustering: a review. *ACM Computing Surveys*, *31*(3), 264–323. https://doi.org/10.1145/331499.331504

Jalil, S. A., Plimmer, B., & Warren, I. (2012). Deconstructing graphical user interface for learning visual aesthetics (s. 1549–1554). Præsenteret ved Computer Science & Education (ICCSE), Melbourne, VIC, Australia: IEEE. https://doi.org/10.1109/ICCSE.2012.6295358

Jalote, P. (2008). *A concise introduction to software engineering*. London: Springer.

Janesick, V. J. (1998). The dance of qualitative research design: Metaphor, methodolatry, and meaning. I N. K. Denzin & Y. S. Lincoln (Red.), *Strategies of Qualitative Inquiry* (s. 35–56). Thousand Oaks, Calif: Sage Publications.

Jasanoff, S., & Kim, S.-H. (Red.). (2015). *Dreamscapes of modernity: sociotechnical imaginaries and the fabrication of power*. Chicago ; London: The University of Chicago Press.

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

Jensen, P., Morini, M., Karsai, M., Venturini, T., Vespignani, A., Jacomy, M., … Fleury, E. (2016). Detecting global bridges in networks. *Journal of Complex Networks*, *4*(3), 319–329. https://doi.org/10.1093/comnet/cnv022

Jones, A., & Issroff, K. (2005). Learning technologies: Affective and social issues in computer-supported collaborative learning. *Computers & Education*, *44*(4), 395–408.

Justus J. Randolph. (2009). A Guide to Writing the Dissertation Literature Review. *Practical Assessment, Research & Evaluation*, *14*(13), 1–13.

Kamalrudin, M., Hosking, J., & Grundy, J. (2011). Improving requirements quality using essential use case interaction patterns. I *Proceedings of the 33rd International Conference on Software Engineering* (s. 531). New York: ACM Press. https://doi.org/10.1145/1985793.1985866

Kanstrup, A. M., & Bertelsen, P. (2011). *User Innovation Management: a handbook* (1st edition). Aalborg, Denmark: Aalborg University Press.

Kirk, A. (2012). *Data visualization: a successful design process: a structured design approach to*

equip you with the knowledge of how to successfully accomplish any data visualization challenge efficiently and effectively (1. publ). Birmingham: Packt Publ.

Kirk, A. (2016). *Data visualisation: a handbook for data driven design*. Los Angeles London New Delhi Singapore Washington DC Melbourne: SAGE.

Koskinen, I. K. (Red.). (2011). *Design research through practice: from the lab, field, and showroom*. Waltham, MA: Morgan Kaufmann/Elsevier.

Kuniavsky, M., Goodman, E., & Moed, A. (2012a). *Observing the user experience: a practitioner's guide to user research* (2nd ed). Amsterdam ; Boston: Morgan Kaufmann.

Kuniavsky, M., Goodman, E., & Moed, A. (2012b). *Observing the user experience: a practitioner's guide to user research* (2nd ed). Amsterdam ; Boston: Morgan Kaufmann.

Larose, D. T., & Larose, C. D. (2015). *Data mining and predictive analytics* (Second edition). Hoboken, New Jersey: John Wiley & Sons Inc.

Lazar, J., Feng, J. H., & Hochheiser, H. (2010a). *Research methods in human-computer interaction*. Chichester, West Sussex, U.K: Wiley.

Lazar, J., Feng, J. H., & Hochheiser, H. (2010b). *Research methods in human-computer interaction*. Chichester, West Sussex, U.K: Wiley.

Lazer, D., Kennedy, R., King, G., & Vespignani, A. (2014). The Parable of Google Flu: Traps in Big Data Analysis. *Science*, *343*(6176), 1203–1205. https://doi.org/10.1126/science.1248506

Lazer, D., Pentland, A., Adamic, L., Aral, S., Barabasi, A.-L., Brewer, D., … Van Alstyne, M. (2009). Life in the Network: The Coming Age of Computational Social Science. *Science*, *323*(5915), 721–723.

Logue, K., & McDaid, K. (2008). Agile Release Planning: Dealing with Uncertainty in Development Time and Business Value. I *Proceedings of the 15th Annual IEEE International Conference and Workshop on the Engineering of Computer Based Systems* (s. 437–442). Belfast, UK: IEEE. https://doi.org/10.1109/ECBS.2008.58

Lohr, S. (2012, februar 11). The Age of Big Data. *The New York Times*.

Lomborg, S., & Bechmann, A. (2014). Using APIs for Data Collection on Social Media. *The Information Society*, *30*(4), 256–265. https://doi.org/10.1080/01972243.2014.915276

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

Madrigal, D., & McClain, B. (2010). Do's and Don'ts of Usability Testing :: UXmatters. Hentet 28. februar 2018, fra https://www.uxmatters.com/mt/archives/2010/03/dos-and-donts-of-usability-testing.php

Madsen, A. K. (2018). Data in the smart city: How incongruent frames challenge the transition from ideal to practice. *Big Data & Society*, *5*(2), 205395171880232. https://doi.org/10.1177/2053951718802321

Majchrzak, A., Cherbakov, L., & Ives, B. (2009). Harnessing the Power of the Crowds with Corporate Social Networking Tools: How IBM Does It. *MIS Quarterly Executive*, *8*(2).

Malone, T. W., Laubacher, R., & Dellarocas, C. (2010). The Collective Intelligence Genome. *IEEE Engineering Management Review*, *38*(3), 21–31.

Marres, N. (2015). Why Map Issues? On Controversy Analysis as a Digital Method. *Science, Technology, & Human Values*, *40*(5), 655–686. https://doi.org/10.1177/0162243915574602

Marstine, E. (2008). *New Museum Theory and Practice: An Introduction*. John Wiley & Sons.

Mason, R. (2013). National Museums, Globalization, and Postnationalism. *Museum Worlds*, *1*(1), 40–64. https://doi.org/10.3167/armw.2013.010104

Matharu, G. S., Mishra, A., Singh, H., & Upadhyay, P. (2015). Empirical Study of Agile Software Development Methodologies: A Comparative Analysis. *ACM SIGSOFT Software Engineering Notes*, *40*(1), 1–6. https://doi.org/10.1145/2693208.2693233

Mayer-Schönberger, V., & Cukier, K. (2014). *Big data: a revolution that will transform how we live, work, and think* (First Mariner Books edition). Boston: Mariner Books, Houghton Mifflin Harcourt.

McAfee, A. (2006). Enterprise 2.0: the dawn of emergent collaboration. *MIT Sloan Management Review*, *47*(3).

McKeever, S. (2003). Understanding Web content management systems: evolution, lifecycle and market. *Industrial Management & Data Systems*, *103*(9), 686–692. https://doi.org/10.1108/02635570310506106

Mehrotra, R., & Bhattacharya, P. (2017). Characterizing and Predicting Supply-side Engagement on Video Sharing Platforms Using a Hawkes Process Model. I *Proceedings of the ACM SIGIR International Conference on Theory of Information Retrieval - ICTIR '17* (s. 159–166). Amsterdam, The Netherlands: ACM Press. https://doi.org/10.1145

[/3121050.3121077](/3121050.3121077)

Meszaros, G., & Aston, J. (2006). Adding Usability Testing to an Agile Project. I *Proceedings of AGILE 2006* (s. 289–294). Minneapolis, MN, USA: IEEE. https://doi.org/10.1109/AGILE.2006.5

Miller, D. (2016). Socal Media and social relationships. I D. Miller, *Social Media in an English Village*. UCL Press. Hentet fra http://www.doabooks.org/doab?func=fulltext&rid=18641

Mitchell, T. M. (1997a). *Machine Learning*. New York: McGraw-Hill.

Mitchell, T. M. (1997b). *Machine Learning*. New York: McGraw-Hill.

Moodle. (u.å.-a). *Dashboard: Learn Moodle 3.2*. Hentet fra https://www.youtube.com/watch?v=vLrNkaDuWUQ

Moodle. (u.å.-b). *The future of Moodle [Keynote] | Martin Dougiamas at MoodleMoot US 2015*. Hentet fra https://www.youtube.com/watch?time_continue=1&v=8-e7_eqbNnQ

Moreira, M. E. (2013). *Being agile: your roadmap to successful adoption of agile*. Berkeley: Apress. Hentet fra http://public.eblib.com/choice/publicfullrecord.aspx?p=1636342

Moreira, R., Lester, M., & Holzner, S. (2010). *Agile Development for Dummies*. Wiley.

Morstatter, F., Pfeffer, J., Liu, H., & Carley, K. M. (2013). Is the Sample Good Enough? Comparing Data from Twitter's Streaming API with Twitter's Firehose (s. 400–409). Præsenteret ved ICWSM.

Morville, P., & Rosenfeld, L. (2007). *Information architecture for the World Wide Web* (3rd ed). Sebastopol, CA: O'Reilly.

Munk, A. K., Abildgaard, M. S., Birkbak, A., & Petersen, M. K. (2016). (Re-)Appropriating Instagram for Social Research: Three Methods for Studying Obesogenic Environments. I *Proceedings of the 7th 2016 International Conference on Social Media & Society* (s. 1–10). London, United Kingdom: ACM Press. https://doi.org/10.1145/2930971.2930991

Murray, D. (2013). *Tableau your data! fast and easy visual analysis with tableau software* (1st edition). Indianapolis, IN: John Wiley and Sons.

Nilsson, E. G. (2009). Design patterns for user interface for mobile applications. *Advances in Engineering Software*, *40*(12), 1318–1328. https://doi.org/10.1016/j.advengsoft.2009.01.017

O'Neil, C. (2016). *Weapons of math destruction: how big data increases inequality and threatens democracy* (First edition). New York: Crown.

Orange Data Mining. (u.å.-a). *Getting Started With Orange 05: Hierarchical Clustering*. Hentet
fra https://www.youtube.com/watch?time_continue=1&v=dJ5z2SRwzgs

Orange Data Mining. (u.å.-b). *Getting Started with Orange 11: k-Means*. Hentet fra
https://www.youtube.com/watch?time_continue=3&v=vgmL808eSw4

Orange Data Mining. (u.å.-c). *Getting Started with Orange 12: k-Means Explained*. Hentet fra
https://www.youtube.com/watch?time_continue=1&v=I0e0Qyev8Ac

Orange Data Mining. (u.å.-d). *Getting Started with Orange 13: Silhouette*. Hentet fra
https://www.youtube.com/watch?time_continue=1&v=5TPldC_dC0s

Ovad, T., & Larsen, L. B. (2015). The Prevalence of UX Design in Agile Development Processes
in Industry. I *Proceedings of AGILE 2015* (s. 40–49). Washington, D.C: IEEE. https://doi.org
/10.1109/Agile.2015.13

Pacanowsky, M. (1995). Team tools for wicked problems. *Organizational Dynamics*, *23*(3),
36–51. https://doi.org/10.1016/0090-2616(95)90024-1

Page, S. E. (2007). *The difference: how the power of diversity creates better groups, firms, schools,
and societies* (3. printing, 1. pbk. printing). Princeton, NJ: Princeton Univ. Press.

Pan, G. S. C. (2005). Information systems project abandonment: a stakeholder analysis.
International Journal of Information Management, *25*, 173–184.

Petersen, K., & Wohlin, C. (2010). The effect of moving from a plan-driven to an incremental
software development approach with agile practices: An industrial case study. *Empirical
Software Engineering*, *15*(6), 654–693. https://doi.org/10.1007/s10664-010-9136-6

Pickard, A. J., & Childs, S. (Red.). (2013). *Research methods in information* (2. ed). London:
Facet.

Pink, S., Ruckenstein, M., Willim, R., & Duque, M. (2018). Broken data: Conceptualising data in
an emerging world. *Big Data & Society*, *5*(1), 205395171775322. https://doi.org/10.1177
/2053951717753228

Pouloudi, A. (1999). Aspects of the stakeholder concept and their implications for information
systems development (s. 17). IEEE Comput. Soc. https://doi.org/10.1109
/HICSS.1999.772776

Rand, C., & Eckfeldt, B. (2004). Aligning Strategic Planning with Agile Development: Extending
Agile Thinking to Business Improvement. I *Proceedings of the Agile Development*

Conferance (s. 78–82). Los Alamitos, Calif.: IEEE. https://doi.org/10.1109/ADEVC.2004.5

Raven, M. E., & Flanders, A. (1996). Using contextual inquiry to learn about your audiences. *ACM SIGDOC Asterisk Journal of Computer Documentation*, *20*(1), 1–13. https://doi.org/10.1145/227614.227615

Reason, P. (1994). Three Approaches to Participative Inquiry. I N. K. Denzin & Y. S. Lincoln (Red.), *Strategies of qualitative research* (s. 324–339). Thousand Oaks, Calif: Sage Publications.

Regnell, B., Runeson, P., & Wohlin, C. (2000). Towards integration of use case modelling and usage-based testing. *Journal of Systems and Software*, *50*(2), 117–130. https://doi.org/10.1016/S0164-1212(99)00084-9

Reichert, R. (2015). Dating Maps. Mapping Love in Online Dating Communities. I Institute of Network Cultures (Amsterdam), I. A. Degim, J. Johnson, & F. Tao, *Online courtship: interpersonal interactions across borders* (s. 36–46). Amsterdam: Institute of Network Cultures.

Ren, C., & Jóhannesson, G. T. (2017). Collaborative Becoming. Exploring tourism knowledge collectives. I C. Ren, G. T. Jóhannesson, & R. van der Duim (Red.), *Co-creating tourism research: towards collaborative ways of knowing*. Milton Park, Abingdon, Oxon: New York, NY : Routledge.

Resnick, P., & Varian, H. R. (1997). Recommender systems. *Communications of the ACM*, *40*(3), 56–58. https://doi.org/10.1145/245108.245121

Rettig, M. (1994). Prototyping for tiny fingers. *Communications of the ACM*, *37*(4), 21–27. https://doi.org/10.1145/175276.175288

Ricci, F. (Red.). (2011). *Recommender systems handbook*. New York: Springer.

Rogers, R. (2013). The end of the Virtual: Digital methods. I R. Rogers, *Digital methods*. Cambridge, Massachusetts: The MIT Press.

Rogers, Sharp and Preece. (2011). Interfaces. I Rogers, Sharp and Preece, *Interaction Design* (s. 157–216). West Sussex: Wiley.

Rogers, Y. (2004). New Theoretical approaches for Human-Computer Interaction. *Annual Review of Information, Science and Technology*, *38*, 87–147.

Rogers, Yvonne, Connelly, K., Tedesco, L., Hazlewood, W., Kurtz, A., Hall, R. E., … Toscos, T.

(2007). Why It's Worth the Hassle: The Value of In-Situ Studies When Designing Ubicomp. I J. Krumm, G. D. Abowd, A. Seneviratne, & T. Strang (Red.), *UbiComp 2007: Ubiquitous Computing* (Bd. 4717, s. 336–353). Berlin, Heidelberg: Springer Berlin Heidelberg. https://doi.org/10.1007/978-3-540-74853-3_20

Rogers, Yvonne, Sharp, H., & Preece, J. (2015a). *Interaction design: beyond human-computer interaction* (4th ed). Chichester, West Sussex, U.K: Wiley.

Rogers, Yvonne, Sharp, H., & Preece, J. (2015b). *Interaction design: beyond human-computer interaction* (4th ed). Chichester, West Sussex, U.K: Wiley.

Rokach, L., & Maimon, O. (2015). *Data mining with decision trees: theroy and applications*. London: World Scientific.

Rosenfeld, L., Morville, P., & Arango, J. (2015). *Information architecture: for the web and beyond* (Fourth edition). Sebastopol, CA: O'Reilly Media, Inc.

Rowley, J., & Slack, F. (2004). Conducting a Literature Review. *Management Research News*, *27*(6), 31–39.

Ruppert, E., Law, J., & Savage, M. (2013). Reassembling Social Science Methods: The Challenge of Digital Devices. *Theory, Culture & Society*, *30*(4), 22–46. https://doi.org/10.1177/0263276413484941

Ryan, R. M., & Deci, E. L. (2000). Intrinsic and Extrinsic Motivations: Classic Definitions and New Directions. *Contemporary Educational Psychology*, *25*(1), 54–67. https://doi.org/10.1006/ceps.1999.1020

Saffer, D. (2010). *Designing for interaction: creating innovative applications and devices* (2nd ed). Berkeley, CA: New Riders.

Sauro, J., & Lewis, J. R. (2012). Standardized usability questionnaires. I J. Sauro & J. R. Lewis, *Quantifying the User Experience* (s. 185–240). Elsevier.

Schmeer, K. (u.å.). *Stakeholder Analysis Guidelines*.

Segaran, T. (2007). *Programming collective intelligence: building smart web 2.0 applications* (1st ed). Beijing ; Sebastapol [CA]: O'Reilly.

Sharp, H., Finkelstein, A., & Galal, G. (1999). Stakeholder identification in the requirements engineering process. I *Proceedings of 10th International Workshop on Database & Expert Systems Applications* (s. 387–391). IEEE. https://doi.org/10.1109/DEXA.1999.795198

Shneiderman, B. (1996). The eyes have it: a task by data type taxonomy for information visualizations. I *Proceedings of the IEEE Symposium on Visual Languages* (s. 336–343). Boulder, CO, USA: IEEE Comput. Soc. Press. https://doi.org/10.1109/VL.1996.545307

Sommerville, I. (2011). *Software engineering* (9th ed). Boston: Pearson.

Stahl, G., Koschmann, T., & Suthers, D. (2006). Computer-supported collaborative learning: An historical perspective. I R. K. Sawyer, *Cambridge handbook of the learning sciences* (s. 409–426). Cambridge, UK: Cambridge University Press.

Stake, R. E. (1998). Introduction: Entering the field of qualitative research. I N. K. Denzin & Y. S. Lincoln (Red.), *Strategies of qualitative inquiry* (s. 86–110). Thousand Oaks, Calif: Sage Publications.

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

Strauss, A., & Corbin, J. (1994). Grounded theory methodology: An overview. I N. K. Denzin & Y. S. Lincoln (Red.), *Strategies of qualitative research* (s. 273–285). Thousand Oaks, Calif: Sage Publications.

Surowiecki, J. (2004). *The wisdom of crowds: why the many are smarter than the few and how collective wisdom shapes business, economies, societies, and nations* (1st ed). New York: Doubleday.

Tan, P.-N., Steinbach, M., & Kumar, V. (2013). *Introduction to Data Mining*. Harlow, United Kingdom: Pearson Education Limited. Hentet fra http://public.eblib.com/choice/PublicFullRecord.aspx?p=5176280

Tegarden, D. P. (1999). Business information visualization. *Communications of the AIS*, *1*(4), 1–38.

Thorlacius, L. (2007). The Role of Aesthetics in Web Design. *Nordicom Review*, *28*(1). https://doi.org/10.1515/nor-2017-0201

Tifentale, A., & Manovich, L. (2015). Selfiecity: Exploring Photography and Self-Fashioning in Social Media. I D. M. Berry & M. Dieter (Red.), *Postdigital Aesthetics* (s. 109–122). London: Palgrave Macmillan UK. https://doi.org/10.1057/9781137437204_9

Torraco, R. J. (2005). Writing Integrative Literature Reviews: Guidelines and Examples. *Human*

Resource Development Review, *4*(3), 356–367. https://doi.org/10.1177/1534484305278283

Tramborg, A. (2017). Delrapport 5. Teknologianvendelse og interaktioner med eksisterende praksisser. Hentet 3. marts 2018, fra https://media.videotool.dk /?vn=25_20170830220955881949999904196

Tufte, E. R. (2001). *The visual display of quantitative information* (2. ed). Cheshire, Conn: Graphics Press.

Vredenburg, K., Mao, J.-Y., Smith, P. W., & Carey, T. (2002). A survey of user-centered design practice. I *Proceedings of the SIGCHI Conference on human factors in computing systems* (s. 471–478). Montreal, Canada: ACM Press. https://doi.org/10.1145/503376.503460

Waffle, M. (u.å.). Moodle 2 for Admin - Customizing Existing Themes - YouTube. Hentet 3. marts 2018, fra https://www.youtube.com/watch?time_continue=1&v=JNuorl8kx9Q

Warfel, T. Z. (2009). *Prototyping: a practitioner's guide*. Brooklyn, N.Y: Rosenfeld Media.

Webb, N., & Renshaw, T. (2008). Eyetracking in HCI. I P. Cains & A. L. Cox, *Research methods for human-computer interaction* (s. 35–69). Cambridge: Cambridge University Press.

Webster, J., & Watson, R. T. (2002). Analyzing the Past to Prepare for the Future: Writing a Literature Review. *MIS Quarterly*, *26*(2), 13–23.

Wenger, E. (2008). *Communities of practice: learning, meaning, and identity* (16th pr). Cambridge: Cambridge Univ. Press.

Wenger, E., McDermott, R. A., & Snyder, W. (2002). *Cultivating communities of practice: a guide to managing knowledge*. Boston, Mass: Harvard Business School Press.

Wenger, E., White, N., & Smith, J. D. (2009). *Digital habitats: stewarding technology for communities*. Portland, OR: Cpsquare.

Whitten, J. L., & Bentley, L. D. (2007). *Systems analysis and design methods* (7th ed). Boston: McGraw-Hill/Irwin.

Winthereik, B. R. (2010). The Project Multiple: Enactments of systems development. *Scandinavian Journal of Information Systems*, *22*(2), 3.

Woolley, A. W., Chabris, C. F., Pentland, A., Hashmi, N., & Malone, T. W. (2010). Evidence for a Collective Intelligence Factor in the Performance of Human Groups. *Science*, *330*(6004), 686–688. https://doi.org/10.1126/science.1193147

Wright, A. (2009). Our sentiments, exactly. *Communications of the ACM*, *52*(4), 14–15.

https://doi.org/10.1145/1498765.1498772

Wright, K. B. (2006). Researching Internet-Based Populations: Advantages and Disadvantages of Online Survey Research, Online Questionnaire Authoring Software Packages, and Web Survey Services. *Journal of Computer-Mediated Communication*, *10*(3), 00–00. https://doi.org/10.1111/j.1083-6101.2005.tb00259.x

Yee, S., & Chu, T. (2015, juli 27). A visual introduction to machine learning. Hentet 4. januar 2018, fra http://www.r2d3.us/visual-intro-to-machine-learning-part-1/

Yee, S., & Chu, T. (u.å.). A visual introduction to machine learning, Part II. Hentet 11. oktober 2018, fra http://www.r2d3.us/visual-intro-to-machine-learning-part-2/

Zimmer, M. (2010). "But the data is already public": on the ethics of research in Facebook. *Ethics and Information Technology*, *12*(4), 313–325. https://doi.org/10.1007/s10676-010-9227-5

Zobel, J. (2014). *Writing for Computer Science* (3. udg.). London: Springer London.

Zwitter, A. (2014). Big Data ethics. *Big Data & Society*, *1*(2), 205395171455925. https://doi.org/10.1177/2053951714559253