

- Andersen, T. F. (2005). *Unge og Computerkultur. Ambivalens og socialt spillerum i gymnasieelevers computerbrug* (PhD). Aalborg Universitet: Institut for Læring, Aalborg.
- Andersen, T. F. (2012). Thomas Ziehe. Ungdom som optik til at forstå moderniseringen af kultur. I M. Hviid Jacobsen & A. Petersen, *Samfundsteori & samtidsdiagnose*. København: Unge Pædagoger.
- Auger, J. (2013). Speculative design: crafting the speculation. *Digital Creativity*, 24(1), 11–35. <https://doi.org/10.1080/14626268.2013.767276>
- Bleecker, J. (2009). Design Fiction: A Short Essay on Design, Science, Fact and Fiction. Near Future Laboratory. Hentet fra http://drbfw5wfjlxon.cloudfront.net/writing/DesignFiction_WebEdition.pdf
- Blythe, M. A., & Wright, P. C. (2006). Pastiche scenarios: Fiction as a resource for user centred design. *Interacting with Computers*, 18(5), 1139–1164. <https://doi.org/10.1016/j.intcom.2006.02.001>
- 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.
- Boehm, B. W. (1988). A spiral model of software development and enhancement. *Computer*, 21(5), 61–72. <https://doi.org/10.1109/2.59>
- Borchers, J. O. (2000). A pattern approach to interaction design. I *Proceedings of the 3rd conference on designing interactive systems* (s. 369–378). New York City, New York, USA: ACM Press. <https://doi.org/10.1145/347642.347795>
- Buchanan, R. (2001). Design Research and the New Learning. *Design Issues*, 17(4), 3–23. <https://doi.org/10.1162/07479360152681056>
- Buchenau, M., & Suri, J. F. (2000). Experience prototyping. I *Proceedings of the 3rd conference on Designing interactive systems: processes, practices, methods, and techniques* (s. 424–433). Brooklyn, New York: ACM Press. <https://doi.org/10.1145/347642.347802>
- Buxton, B. (2007). *Sketching user experiences: getting the design right and the right design* (Nachdr.). Amsterdam: Morgan Kaufmann.
- Christensen, C. M., Hall, T., Dillon, K., & Duncan, D. S. (2016). *Competing against luck: the*

- story of innovation and customer choice* (First edition). New York, NY: HarperBusiness, an imprint of HarperCollins Publishers.
- Crawford, C. (2013). *Chris Crawford on interactive storytelling* (Second edition). Berkeley, California: New Riders.
- Cross, N. (1999). Design Research: a disciplined conversation. *Design Issues*, 15(2), 5–10.
- Davidson, D., Carnegie-Mellon University, & Entertainment Technology Center. (2010). *Cross-media communications: an introduction to the art of creating integrated media experiences*. [Pittsburgh, Pa.]: ETC Press.
- Diamandis, P. H., & Kotler, S. (2012). *Abundance: the future is better than you think* (1st Free Press hardcover ed). New York: Free Press.
- Dorst, K. (2011). The core of “design thinking” and its application. *Design Issues*, 32(6), 521–532.
- Dow, S. P., & Klemmer, S. R. (2011). The Efficacy of Prototyping Under Time Constraints. I C. Meinel, L. Leifer, & H. Plattner (Red.), *Design Thinking* (s. 111–128). Berlin, Heidelberg: Springer Berlin Heidelberg. https://doi.org/10.1007/978-3-642-13757-0_7
- 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
- Finnemann, N. O. (2011). Mediatization theory and digital media. *Communications*, 36(1), 67–89. <https://doi.org/10.1515/comm.2011.004>
- Flyvbjerg, B. (2006). Five Misunderstandings About Case-Study Research. *Qualitative Inquiry*, 12(2), 219–245. <https://doi.org/10.1177/1077800405284363>
- Flyvbjerg, Bent. (2001). *Making social science matter: why social inquiry fails and how it can succeed again*. Oxford, UK ; New York: Cambridge University Press.
- 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. 261–268). New York, USA: ACM Press. <https://doi.org/10.1145/347642.347800>
- Galle, P. (2010). Elementer af en fælles designfaglig videnskabsteori. *FORMakademisk*, 3(2), 51–76. <https://doi.org/10.7577/formakademisk.111>
- 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>
- 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.
- Gudiksen, S., & Inlove, J. (2018). *Gamification for business: why innovators and changemakers use games to break down Silos, drive engagement and build trust* (1st Edition). New York, NY: Kogan Page Ltd.
- 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* (s. 59–75). 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. (2010). Experience Design: Technology for All the Right Reasons. *Synthesis Lectures on Human-Centered Informatics*, 3(1), 1–95. <https://doi.org/10.2200/S00261ED1V01Y201003HCI008>
- Hassenzahl, M., & Tractinsky, N. (2006). User experience - a research agenda. *Behaviour & Information Technology*, 25(2), 91–97. <https://doi.org/10.1080/01449290500330331>

- Hofstadter, D. R. (2000). *Gödel, Escher, Bach: an eternal golden braid*. Penguin.
- 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.
- How to create a mind: the secret of human thought revealed*. (2012). Brilliance Audio.
- 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. (2010). Transmedia Storytelling and Entertainment: An annotated syllabus. *Continuum*, 24(6), 943–958. <https://doi.org/10.1080/10304312.2010.510599>
- Jensen, J. F. (2016a). Det danske mediemiljø ved årtusindskiftet. I K. Bruhn Jensen, *Dansk mediehistorie 4*. Samfundslitteratur.
- Jensen, J. F. (2016b). Fra computere til sociale medier. I K. Bruhn Jensen, *Dansk mediehistorie 4*. Samfundslitteratur.
- Jensen, T., & Vistisen, P. (2012). En opdagelsesrejse ud i de sociale medier: i sporene på Sherlock. *Akademisk kvarter*, 4(8), 291–306.
- Juul, J. (2014). On Absent Carrot Sticks: The Level of Abstraction in Video Games. I M.-L. Ryan, *Storyworlds across Media. Toward a Media-Conscious Narratology* (s. 173–192).
- Kirby, D. (2010). The Future is Now: Diegetic Prototypes and the Role of Popular Films in Generating Real-world Technological Development. *Social Studies of Science*, 40(1), 41–70. <https://doi.org/10.1177/0306312709338325>
- Knutz, E., Markussen, T., & Christensen, P. R. (2014). The Role of Fiction in Experiments within Design Art & Architecture - Towards a New Typology of Design Fiction. *Artefact*, 3(2).
- Kolko, J. (2010a). Abductive Thinking and Sensemaking: The Drivers of Design Synthesis. *MIT's Design Issues*, 26(1), 15–28.
- Kolko, J. (2010b). 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>
- Kolko, J. (2010c). Connecting Research and Innovation With Synthesis. Hentet 9. februar 2017, fra <http://johnnyholland.org/2010/12/connecting-research-and-innovation-with-synthesis/>
- Kurzweil, R. (2005). *The singularity is near: when humans transcend biology*. London: Penguin.
- 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.
- Lindell, R. (2012). Pining for the Materiality of Code. Præsenteret ved From Materials to Materiality: Connecting Practice and Theory in HCI, Workshop at the 2012 Conference on Human Factors in Computing Systems (CHI) conference, ACM.
- Lupton, E. (2017). *Design is storytelling*. New York, NY: Cooper Hewitt, Smithsonian Design Museum.
- Lupton, E., & Phillips, J. C. (2015). *Graphic design: the new basics* (2nd edition, revised and expanded). New York, NY [u.a.]: Princeton Architectural Press [u.a.].
- Lynda Course. (u.å.-a). Illustrator CC 2018 Essential Training. Hentet 22. oktober 2018, fra <https://www.lynda.com/Illustrator-tutorials/Illustrator-CC-2018-Essential-Training/628695-2.html>
- Lynda Course. (u.å.-b). Photoshop CC 2018 Essential Training: The Basics. Hentet 22. oktober 2018, fra <https://www.lynda.com/Photoshop-tutorials/Photoshop-CC-2018-Essential-Training-Basics/625922-2.html>
- Lynda Course. (u.å.-c). Welcome. Hentet 22. oktober 2018, fra <https://www.lynda.com/3D-Printing-tutorials/Welcome/151814/164195-4.html>
- Löwgren, J. (2004). Animated use sketches as design representations. *Interactions*, 11(6), 22–27. <https://doi.org/10.1145/1029036.1029048>
- Manovich, L. (2001). *The language of new media* (1st MIT Press pbk. ed). Cambridge, Mass: MIT Press.
- 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>
- Markussen, T., & Knutz, E. (2013). The poetics of design fiction. I *Proceedings of the 6th International Conference on Designing Pleasurable Products and Interfaces* (s. 231–240). Newcastle: ACM Press. <https://doi.org/10.1145/2513506.2513531>
- Mattelmäki, T., Brandt, E., & Vaajakallio, K. (2011). On designing open-ended interpretations for collaborative design exploration. *CoDesign*, 17(2), 79–93.
- 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.

McKinsey Global Institute. (2018). Notes from the AI Frontier - Insights from hundreds of use cases.

Nielsen, J. (1992). The usability engineering life cycle. *Computer*, 25(3), 12–22. <https://doi.org/10.1109/2.121503>

Nielsen, Jakob. (1993). *Usability engineering*. Boston: Academic Press.

Nielsen, Jakob, & Landauer, T. K. (1993). A mathematical model of the finding of usability problems. I *Proceedings of the SIGCHI conference on Human factors in computing systems - CHI '93* (s. 206–213). Amsterdam, The Netherlands: ACM Press. <https://doi.org/10.1145/169059.169166>

Ovesen, N. (2013). Facilitating Problem-Based Learning in Teams with Scrum. I Bohemia, E. et al. (Red.) (s. 856). Præsenteret ved Design education - growing our future: proceedings of the 15th International Conference on Engineering and Product Design Education, Dublin: Dublin Institute of Technology.

Petzold, C. (2008). *The annotated Turing: a guided tour through Alan Turing's historic paper on computability and the Turing machine*. Indianapolis, IN: Wiley Pub.

Pine, B. J., & Korn, K. C. (2011). *Infinite possibility: creating customer value on the digital frontier* (1st ed). San Francisco, CA: Berrett-Koehler Publishers.

Pine, J., & Gilmore, J. (1998). Welcome to the Experience Economy. *Harvard Business Review*, July-August, 97–106.

Poulsen, S. B., & Rosenstand, C. A. F. (2009). Reflekterende innovativ workshop. I J. Stolt & C. Vintergaard, *Praksiselemmentet 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?* Frederiksberg: Øresund Entrepreneurship Academy.

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

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

- Rosenstand, C. A. F., & Laursen, P. K. (2013). Managing Functional Power: In Vision Driven Digital Media Creation. *Akademisk kvarter*, (6), 81–94.
- Rosenstand, C., Gertsen, F., & Vesti, H. (2018). A definition and a conceptual framework of digital disruption. Præsenteret ved The ISPIM Innovation Conference – Innovation, The Name of The Game, Stockholm.
- Rosenstand, Claus. (2018). *Digital Disruption - Faretruende og fascinerende forandringer*. Aalborg: Aalborg Universitetsforlag.
- 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, Marie-Laure. (2001a). Beyond Myth and Metaphor. The Case of Narrative in Digital Media. *Gamestudie*, 1(1). Hentet fra <http://www.gamestudies.org/0101/ryan/>
- Ryan, Marie-Laure. (2001b). *Narrative as virtual reality: immersion and interactivity in literature and electronic media*. Baltimore, Md.: Johns Hopkins Univ. Press.
- Ryan, Marie-Laure. (2005). Peeling the Onion: Layers of Interactivity in Digital Narrative Texts. Præsenteret ved Interactivity of Digital Texts, Münster, Germany.
- Ryan, Marie-Laure. (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. (2014). Story/Worlds/Media. Tuning the Instruments of a Media-Conscious Narratology. I M.-L. Ryan & J.-N. Thon, *Storyworlds across Media. Toward a Media-Conscious Narratology* (s. 29–45). Lincoln: University of Nebraska Press.
- 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, L., & Stappers, P. J. (2012). *Convivial design toolbox: generative research for the front end of design*. Amsterdam: BIS.
- Scupin, R. (1997). The KJ method: A technique for analyzing data derived from Japanese ethnology. *Human organization*, 56(2), 233–237.
- Sonne-Ragans, V. (2012). *Anvendt videnskabsteori: reflekteret teoribrug i videnskabelige opgaver*.

Frederiksberg: Samfundslitteratur.

Sperschneider, W., & Bagger, K. (2000). Ethnographic fieldwork under industrial constraints: Towards Design-in-Context. Præsenteret ved NordiCHI Conference, Stockholm.

StartupNation. (u.å.). *Competing Against Luck - Clayton Christensen, Karen Dillon and Taddy Hall*. Hentet fra <https://www.youtube.com/watch?v=V603pf9s5WA>

Sterling, B. (2011). Patently Untrue. Hentet 9. februar 2017, fra <http://www.wired.co.uk/magazine/archive/2013/10/play/patently-untrue>

The Artificial Intelligence Channel. (u.å.). *Ray Kurzweil - Human-Level AI is Just 12 Years Away*. Hentet fra <https://www.youtube.com/watch?v=JiXVMZTyZRw>

Turing, A. M. (1950). Computing Machinery and Intelligence. *Mind*, 49(236), 433–460.

van Welie, M., van der Veer, G. C., & Eliëns, A. (2001). Patterns as Tools for User Interface Design. I J. Vanderdonckt & C. Farenc (Red.), *Tools for Working with Guidelines* (s. 313–324). London: Springer London. https://doi.org/10.1007/978-1-4471-0279-3_30

Vistisen, P. (2016a). *Sketching with Animation: using animation to portray fictional realities - aimed at becoming fact (Animation-based Sketching)* (PhD). Aalborg Universitet, Aalborg.

Vistisen, P. (2016b). *Sketching with Animation: using animation to portray fictional realities - aimed at becoming fact (Animation-based Sketching)* (PhD). Aalborg Universitet, Aalborg.

Vistisen, P., & Poulsen, S. B. (2015). Investigating User Experiences Through Animation-based Sketching. I A. Murnieks, G. Rinnert, B. Stone, & R. Tegtmeier (Red.) (s. 29–38). 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.

Wasson, C. (Red.). (2002). Collaborative Work: Integrating the Roles of Ethnographers and Designers. I *Creating breakthrough ideas* (s. 1–18). Westport, CT: Bergin & Garvey.

Weizenbaum, J. (1966). ELIZA---a computer program for the study of natural language communication between man and machine. *Communications of the ACM*, 9(1), 36–45. <https://doi.org/10.1145/365153.365168>

Wolf, M. J. P. (2013). *Building imaginary worlds: the theory and history of subcreation*. New

York: Routledge.

Ylirisku, S., & Buur, J. (2007). *Designing with video: focusing the user-centred design process*.
London: Springer.

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>

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.