



Fakulteten för humaniora och samhällsvetenskap
Medie- och kommunikationsvetenskap

Litteraturlista

Projektledning och design

Gäller från och med 14 feb 2020

Kurskod: MKA201
Kursens benämning: Projektledning och design
Högskolepoäng: 15
Utbildningsnivå: Avancerad nivå

Böcker

Bardzell, J., Bardzell, S., & Blythe, M (2018). *Critical theory and interaction design*. MIT Press

Gustavsson, G (2019). *Agile Project Management*. Lund: Studentlitteratur 574 s.

Kasprisin, R. (2019). *Project Urban design: the composition of complexity (1st ed.)*. New York: Routledge 500 s.

Lupton, E., & Phillips, J. C. (2015). *Graphic Design: The New Basics: Revised and Expanded*. Chronicle Books

Mendes, M. M., Sá, T., & Cabral, J. (2017). *Architecture and the Social Sciences: Inter-and Multidisciplinary Approaches Between Society and Space*. Springer.

Murray, J.H (2011). *Inventing the medium: principles of interaction design as a cultural practice*. MIT Press

Rodgers, P. A., Yee, J. (Eds). (2015). *The Routledge Companion to Design Research (1st Ed.)*. New York: Routledge 522 s.

Kapitel i bok

Esposito, E. (2014). Plans and the unpredictable. I Shamiyeh, M. (Red.). *Driving Desired Futures: Turning Design Thinking into Real Innovation*. Basel: Birkhäuser (s. 100-108)

Latour, B. (2008). A cautious prometheus? A few steps toward a philosophy of design. I Glynne, J, Hachney, F., Minton, V. (Red.). *Proceedings of the 2008 annual international conference of the design history society* (s. 2-10) Cornwall: ?Networks of Design?, Annual International Conference

of the Design <https://hal-sciencespo.archives-ouvertes.fr/hal-00972919/file/112-design-cornwall.pdf>

Artiklar

Bjögvinsson, E., Ehn, P., & Hillgren, P. A. (2012). Design things and design thinking:: Contemporary participatory design challenges. *Design issues*, 28 (3), s. 101-116

Lupton, D. (2018). Towards design sociology. *Sociology Compass*, 12 (1)

Rosin, M., Wong, J., O'Connell, K., Storksdieck, M., & Keys, B. (2019). Guerilla Science: Mixing Science with Art, Music and Play in Unusual Settings. *Leonardo*, 11 (1)

Sanders, E. B-N, Stappers, P. J. (2008). Co-creation and the new landscapes of design. *CoDesign: International Journal of CoCreation in Design and the Arts*, 4 (1), s. 5-18

Övrigt

Henning, S, Vogler, R. (2013), Geomedia skills: A required prerequisite for public participation in urban planning? In Proceedings REAL CORP 2013, Tagungsband, ISBN: 978-3-9503110-5-1, pp. 357-66

Referensmaterial

Christensen, B. T., Ball, L., Halskov, K. (2017). *Analysing Design Thinking:: Studies of Cross-Cultural Co-Creation*. CRS Press

Ewing, R., & Clemente, O. (2013). *Measuring urban design:: Metrics for livable places*. Island Press. Island Press

Giannini, T., & Bowen, J. P. (Eds.) (2019). *Museums and Digital Culture:: New perspectives and research*. Springer

Juneau-Sion, C., Sanchez, E., Jekel, T., Lyon, J. & Gryl, I. (2014). *Learning and Teaching with Geomedia*. Cambridge: Cambridge Scholars Publishing 220 s.

Keshavarz, M (2018). *The Design Politics of the Passport: Materiality, Immobility, and Dissent*. Bloomsbury Publishing

Larice, M., & Macdonald, E. (Eds.) (2007). *The urban design reader*. London: Routledge

McQuire, S. (2016). *Geomedia: Networked Cities and the Future of Public Space*. Polity: Cambridge, UK 213 s.

Fastställt av Fakultetsnämnden vid Fakulteten för humaniora och samhällsvetenskap 17 feb 2020