



Fakulteten för humaniora och samhällsvetenskap  
Turismvetenskap

# Litteraturlista

## Kommunikation, digitalisering och platsdesign

Gäller från och med 1 sep 2025

**Kurskod:** TVGP32  
**Kursens benämning:** Kommunikation, digitalisering och platsdesign  
**Högskolepoäng:** 7.5  
**Utbildningsnivå:** Grundnivå

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### Böcker

Ash, J., Kitchin, R. & Leszczynski, A. (eds.) (2018). *Digital Geographies*. Sage Publications, 312 sidor

Falkheimer, Jesper & Heide, Mats (2018). *Strategic communication. An introduction*. New York: Abingdon, Oxon: Routledge

Löwgren, J. & Reimer, B. *Collaborative media. Production, Consumption, and Design Interventions*. Cambridge, Massachusetts: The MIT Press

<https://mitpress.mit.edu/books/collaborative-media> (valda delar)

Minazzi, R (2015). *Social Media Marketing in Tourism and Hospitality*. Springer, 163 sidor.

Munar, A.M., Gyimóthy, S., Cai, L. (eds.) (2013). *Tourism Social Media: Transformations in Identity, Community and Culture*. Emerald Publishing. Tourism Social Science Series. Vol.18. Valda kapitel (150 sidor). E-bok.

Wikberg-Nilsson, Åsa; Ericson, Åsa; Törlind, Peter (2021). *Design: process och metod*. Studentlitteratur Valda delar (ca 200 s.)

Övrig litteratur enligt lärarens anvisningar.

### Artiklar

Bruns, Axel (2006). Towards Producers: Futures for User-Led Content Production. In *Proceedings Cultural Attitudes towards Communication and Technology*, s. 275-284

Fritz, F., Susperregui, A. & Linaza, M.T (2005). Enhancing Cultural Tourism experiences with Augmented Reality Technologies

Mack, R., Bloese, J. & Pan, B. Believe it or not: Credibility of blogs in tourism *Journal of Vacation Marketing*. 2008/Vol.4/Nr.2

Mortara, M., Catalano, C. E., Bellotti, F., Fiucci, G., Houry-Panchetti, M. & Petridis, P (2014). Learning cultural heritage by serious games. In *Journal of Cultural Heritage* 15

Rose G., Degen, M., & Melhuish, C (2014). Networks, interfaces, and computer-generated images: learning from digital visualisations of urban redevelopment projects. *Environment and Planning*

Volo, S. Bloggers' reported tourist experiences: Their utility as a tourism data source and their effect on prospective tourists, *Journal of Vacation Marketing*. 2010/Vol.16/Nr.4

Waterton, E (2009). Sights of Sites: Picturing Heritage, Power and Exclusion. *Journal of Heritage Tourism*

Xiang, Z. & Tussyadiah, I. (eds.). *Information and Communication 525 Technologies in Tourism 2014*. s.525-537. DOI: 10.1007/978-3-319-03973-2\_38, O? Springer International Publishing Switzerland 2013

Yovcheva, Z., Buhalis, D. & Gatzidis, C (2011). Overview of smartphone Augmented Reality applications for tourism. *e-Review of Tourism Research (eRTR)*

## **Referensmaterial**

Birch, N (2011). *The Impact of Digitisation on Creative and Cultural Industries*. Munich : GRIN Verlag

Buhalis, D (2003). *E-tourism: Information Technology for strategic tourism management*. Pearson: London

Crouch, D., Jackson, R. & Thompson, F. (red.) (2005). *The media and the tourist imagination-convergent cultures*. London: Routledge

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

Falkheimer, Jesper & André Jansson (eds) (2006). *Geographies of Communication: The Spatial Turn in Media Studies*. Göteborg: Nordicom

Qualman, E (2011). *Socialnomics; how social media change the way we live and do business*. Hoboken, New Jersey: Wiley

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Fastställt av Fakultetsnämnden vid Fakulteten för humaniora och samhällsvetenskap 7 mar 2025