



Fakulteten för humaniora och samhällsvetenskap
Turismvetenskap

Litteraturlista

Kommunikation, digitalisering och platsdesign

Gäller från och med 31 aug 2026

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

Böcker

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

Boylston, S. (2019). *Designing with society: a capabilities approach to design, systems thinking and social innovation*. Routledge, 214 pages

Hoppstadius, F., Tesfahuney, M. & Åkerlund, U. (2026). *Tourism and Place design: Designing places to live, operate and visit* (1 uppl.). Routledge <https://doi.org/10.4324/9781003620174> (Selected chapters

Övrig litteratur enligt lärares anvisningar.

Kapitel i bok

Braunerhielm, L., Ryan Bengtsson, L. & Gibson, L. (2026). Conducting Sensible Digital Place Design. I Hoppstadius, F., Tesfahuney, M. & Åkerlund, U. (Red.). *Tourism and PlaceDesign* (1 uppl.) Routledge <https://doi.org/10.4324/9781003620174>

de Souza e Silva, A. (2025). Framing Location-Based Micromobility as Mobility Justice in Networked Urban Spaces. I G. Goggin & L. Hjorth (Red.). *The Routledge Companion to Mobile Media* (s. 88-92) Routledge.

Gibson, L. & Braunerhielm, L. (2026). Understanding places in the design process. I Hoppstadius, F., Tesfahuney, M. & Åkerlund, U. (Red.). *Tourism and Place design* (1 uppl.) Routledge <https://doi.org/10.4324/9781003620174>

Hoppstadius, F., & Ritter, C. S. (2026). Not by (human) design alone: more-than-tourism landscapes in Sweden and Singapore. I Hoppstadius, F., Tesfahuney, M. & Åkerlund, U. (Red.). *Tourism and Place design. Designing places to live, operate and visit* (1 uppl.) Routledge <https://doi.org/10.4324/9781003620174>

Kitchin, R. & Lauriault, T. (2018). Digital data and data infrastru. I Ash, R. Kitchin, & A. Leszczynski (Red.). *Digital geographies* (s. 83-94) Sage

Munar, A. M., Gymothy, S., & Cai, L. (2013). Tourism social media: A new research agenda. I A. M. Munar, L. Cai, & S. Gym (Red.). *Tourism social media: Transformations in identity, community and culture* (s. 1-15) Emerald

Artiklar

Braunerhielm, L. & Ryan Bengtsson, L. (2023). Geomedia sensibility in media technologies. *Anatolia: An International Journal of Tourism & Hospitality Research*, Vol.35 (3). <https://doi.org/10.1080/13032917.2023.2277369> Pages 506-516

Braunerhielm, L., Gibson, L. & Ryan Bengtsson, L. (2024). Into the unknown: Geomedia perspectives for multiple futures in tourism development. *In Media and communication*, Vol.12. <https://doi.org/10.17645/mac.8157>

Campbell, S. W. (2013). Mobile media and communication: A new field, or just a new journal?. *Mobile Media & Communication*, 1 (1), s. 8-13

Cassinger, C., Gyimóthy, S., & Lucarelli, A. (2021). 20 years of Nordic place branding research: A review and future research agenda. *Scandinavian Journal of Hospitality and Tourism*, 21 (1), s. 70-77.
<https://doi.org/10.1080/15022250.2020.1830434>

Everingham, P., & Motta, S. C. (2020). Decolonising the 'autonomy of affect' in volunteer tourism encounters. *Tourism Geographies*, 24 (2-3), s. 223-243

Janson, A (2020). The transmedia tourist: A theory of how digitalization reinforces the de-differentiation of tourism and social life. *Tourist Studies*, 20 (4). <https://doi.org/10.1177/1468797620937905> Pages 391-408

Mahato, S.S., Phi, G.T. & Prats, L. (2021). Design thinking for social innovation: Secrets to success for tourism social entrepreneurs. *Journal of Hospitality and Tourism Management*, 49

Ryan Bengtsson, L., Braunerhielm, L., Gibson, L. & Hoppstadius, F. (2022). Acton research for digital media innovations: Interventions for destination development. In *Nordicom review*, Vol.43 (2).
<https://doi.org/10.2478/nor-2022-0009> 28 pages

Schrock, A. R. (2015). Communicative affordances of mobile media:: Portability, availability, locatability, and multimediality. *International Journal of Communication*, 9 (18), s. 1229-1246

Tourism social media: A new research agenda. (2017). Serious games and the gamification of tourism. *Tourism Management*, 60, s. 244-256

Fastställt av Fakultetsnämnden vid Fakulteten för humaniora och samhällsvetenskap 28 sep 2026