

References

- [1] Michael Aaron Dennis. *Wiki: web site*. URL: <https://www.britannica.com/topic/wiki>. (accessed: 05.03.2021).
- [2] Anu Helena Suominen and Jari Jussila. “Sense of Virtual Community in Wikipedia Online Community for Technology-Enhanced Learning in Higher Education.” In: *Research and Innovation Forum 2020* (2021), pp. 233–246.
- [3] Douglas Barton. *What do top students do differently?* URL: <https://www.youtube.com/watch?v=Na8m4GPqA30>. (accessed: 26.03.21).
- [4] Best Colleges. *College guide for students with learning disabilities*. URL: <https://www.bestcolleges.com/resources/college-planning-with-learning-disabilities/>. (accessed: 28.03.21).
- [5] Understood team. *4 benefits of inclusive classrooms*. URL: <https://www.understood.org/en/learning-thinking-differences/treatments-approaches/educational-strategies/4-benefits-of-inclusive-classrooms>. (accessed: 29.03.21).
- [6] Straring Point - Carleton University. *Active Learning*. URL: <https://serc.carleton.edu/introgeo/gallerywalk/active.html>. (accessed: 30.03.21).
- [7] Feng Su and Chris Beaumont. “Evaluating the use of a wiki for collaborative learning.” In: *Innovations in Education and Teaching International* 47.4 (2010), pp. 417–431. URL: <https://doi.org/10.1080/14703297.2010.518428>.
- [8] Interaction Design Foundation. *Open-Source, Open-Access Literature*. URL: <https://www.interaction-design.org/literature>. (accessed: 11.02.2021).
- [9] Emily Stevens. *What Is User Experience (UX) Design? Everything You Need To Know To Get Started*. URL: <https://careerfoundry.com/en/blog/ux-design/what-is-user-experience-ux-design-everything-you-need-to-know-to-get-started/>. (accessed: 06.03.2021).

- [10] Rose Allabarton. *What Is The UX Design Process? A Complete, Actionable Guide*. URL: <https://careerfoundry.com/en/blog/ux-design/the-ux-design-process-an-actionable-guide-to-your-first-job-in-ux/#1-ux-processes-explain-user-research>. (accessed: 24.02.2021).
- [11] Saadia Minhas. *User Experience Design Process: Overview of Stakeholders and Activities involved in each stage*. URL: <https://uxplanet.org/user-experience-design-process-d91df1a45916>. (accessed: 01.03.2021).
- [12] Talebook. *How to create Personas, a step by step guide*. URL: <https://uxplanet.org/how-to-create-personas-step-by-step-guide-303d7b0d81b4>. (accessed: 06.03.2021).
- [13] Sarah Gibbons. *UX Stories Communicate Designs*. URL: <https://www.nngroup.com/articles/ux-stories/>. (accessed: 22.02.2021).
- [14] Kim Salazar. *Scenario Mapping for Design Exploration*. Nielsen Norman Group. 2019. URL: <https://www.nngroup.com/videos/scenario-mapping/>.
- [15] Kate Moran. *Design Thinking: Study Guide*. Nielsen Norman Group. 2021. URL: <https://www.nngroup.com/articles/design-thinking-study-guide/>.
- [16] Mats Engwall et al. *Modern industriell ekonomi : särtryck*. Upplaga 1. Lund: Studentlitteratur, 2020. ISBN: 9789144141220.
- [17] *The Definition of User Experience (UX)*. Nielsen Norman Group. URL: <https://www.interaction-design.org/literature/topics/ux-design>.
- [18] Don Norman. *The Design of Everyday Things*. New York: Basic Books, 2013.
- [19] Scott Eidelman, Jennifer Pattershall, and Christian S. Crandall. “Longer is better.” In: *Journal of Experimental Social Psychology* 46.6 (2010), pp. 993–998. ISSN: 0022-1031. DOI: <https://doi.org/10.1016/j.jesp.2010.07.008>. URL: <https://www.sciencedirect.com/science/article/pii/S0022103110001599>.
- [20] Katie Sherwin. *Natural Mappings and Stimulus-Response Compatibility in User Interface Design*. URL: <https://www.nngroup.com/articles/natural-mappings/>. (accessed: 17.02.2021).
- [21] James Greeno. “Gibson’s Affordances.” In: *Psychological review* 101 (May 1994), pp. 336–42. DOI: 10.1037/0033-295X.101.2.336.

- [22] Kaci Kwiatek. *UX Principles: Constraints, Discoverability, Feedback, and more*. URL: <https://www.zivtech.com/blog/ux-principles-constraints-discoverability-feedback-and-more#:~:text=Constraints%5C%20in%5C%20the%5C%20design%5C%20sense,user%5C%20at%5C%20that%5C%20particular%5C%20moment..> (accessed: 26.02.2021).
- [23] Donald Norman. "Affordance, Conventions, and Design." In: *IX Interactions* 3 (May 1999), pp. 38–43.
- [24] Jakob Nielsen. *Usability engineering*. [New ed.] Boston: AP Professional, 1993. ISBN: 9780125184069.
- [25] Jakob Nielsen. *Powers of 10: Time Scales in User Experience*. Nielsen Norman Group. 2009. URL: <https://www.nngroup.com/articles/powers-of-10-time-scales-in-ux/>.
- [26] Jakob Nielsen. *Short-Term Memory and Web Usability*. Nielsen Norman Group. 2009. URL: <https://www.nngroup.com/articles/short-term-memory-and-web-usability/>.
- [27] Interaction Design Foundation. *User Experience (UX) Design*. URL: <https://www.interaction-design.org/literature/topics/ux-design>. (accessed: 14.02.2021).
- [28] Interaction Design Foundation. *User Interface Design*. URL: <https://www.interaction-design.org/literature/topics/ui-design>. (accessed: 15.02.2021).
- [29] "The UX Design Process: Everything You Need to Know." In: (2020). URL: <https://xd.adobe.com/ideas/guides/ux-design-process-steps/>.
- [30] "What Is a Mockup?" In: (2020). URL: <https://design.tutsplus.com/tutorials/what-is-a-mockup--cms-32231>.
- [31] Jakob Nielsen. *10 Usability Heuristics for User Interface Design*. Nielsen Norman Group. 2020. URL: <https://www.nngroup.com/articles/ten-usability-heuristics/>.
- [32] Emily Stevens. *What Does A UI Designer Actually Do?* URL: <https://careerfoundry.com/en/blog/ui-design/what-does-a-ui-designer-actually-do/#2-ui-design-the-visual-aspect>. (accessed: 20.02.2021).
- [33] Suraj Srinivasa. *How visual perception affects visual design*. URL: <https://uxdesign.cc/how-visual-perception-affects-visual-design-e0a845876d7b>. (accessed: 13.02.2021).
- [34] Interaction Design Foundation. *Visual Design*. URL: <https://www.interaction-design.org/literature/topics/visual-design>. (accessed: 20.02.2021).

- [35] Jakob Nielsen. *User Interface Design Fails*. Nielsen Norman Group. 2020. URL: <https://www.nngroup.com/videos/ui-design-fails/>.
- [36] Jakob Nielsen. *User Interface Design Fails*. URL: <https://www.youtube.com/watch?v=pI0HcLXVurM&t=61s>. (accessed: 26.03.21).
- [37] Interaction Design Foundation. *Emotional Design*. URL: <https://www.interaction-design.org/literature/topics/emotional-design>. (accessed: 20.02.2021).
- [38] Gabriela Constantinescu et al. “Usability testing of an mHealth device for swallowing therapy in head and neck cancer survivors.” In: *Health Informatics Journal* 25 (Apr. 2018). DOI: 10.1177/1460458218766574.
- [39] Jakob Nielsen. *Usability 101: Introduction to Usability*. URL: <https://www.nngroup.com/articles/usability-101-introduction-to-usability/#:~:text=Usability%5C%20is%5C%20a%5C%20quality%5C%20attribute,use%5C%20during%5C%20the%5C%20design%5C%20process>. (accessed: 21.02.2021).
- [40] Jaye Hannah. *The Color Guide: An Introduction To Color Theory And Color Palettes*. URL: <https://careerfoundry.com/en/blog/ui-design/introduction-to-color-theory-and-color-palettes/>. (accessed: 26.02.2021).
- [41] Linda Mayer and Rashid Bhikha. *Overview of the Significance of Colours*. Asian Journal of Science and Technology. 2014. URL: <http://www.tibb.co.za/wp-content/uploads/2018/12/Part-1-Overview-of-the-Meaning-and-Significance-of-Colours.pdf>.
- [42] Felix Wichmann, Lindsay Sharpe, and Karl Gegenfurtner. “The Contributions of Color to Recognition Memory for Natural Scenes.” In: *Journal of experimental psychology. Learning, memory, and cognition* 28 (June 2002), pp. 509–20. DOI: 10.1037//0278-7393.28.3.509.
- [43] Folkhälsomyndigheten. “Psykisk ohälsa bland högskole- och universitetsstudenter kan förebyggas.” In: (2018). URL: <https://www.folkhalsomyndigheten.se/publicerat-material/publikationsarkiv/p/psykisk-ohalsa-bland-hogskole-och-universitetsstudenter-kan-forebyggas/>?
- [44] Prakhar Verma. *13 Learning Methods To Learn Smarter And Grow Faster: Are You An Active Learner Or A Passive Learner?* URL: <https://medium.com/skilluped/13-learning-methods-to-learn-smarter-and-grow-faster-20b8ac7b2b4a>. (accessed: 29.04.21).
- [45] The Human Memory. *Human Memory Storage*. URL: <https://human-memory.net/memory-storage/>. (accessed: 01.05.21).

- [46] Education Corner. *The Learning Pyramid*. URL: <https://www.educationcorner.com/the-learning-pyramid.html>. (accessed: 02.05.21).
- [47] Surbhi S. *Difference Between Active and Passive Learning*. 2021. URL: <https://keydifferences.com/difference-between-active-and-passive-learning.html#:~:text=Basis%20for%20Comparison-,Active%20Learning,conscious%20efforts%20in%20this%20regard..> (accessed: 29.04.21).
- [48] Harald Søndergaard and Raoul Mulder. “Collaborative learning through formative peer review: Pedagogy, programs and potential.” In: *Computer Science Education* 22 (Dec. 2012). DOI: 10.1080/08993408.2012.728041.
- [49] one habit at a time Develop Good Habits - A better life. *The Learning Retention Pyramid: A Simple Guide*. URL: <https://www.developgoodhabits.com/>. (accessed: 30.04.21).
- [50] Thomas Frank. *How to Use the Feynman Technique to Learn Faster (With Examples)*. URL: <https://collegeinfo geek.com/feynman-technique/>. (accessed: 29.04.21).
- [51] Erica Finnerman. “Eurostudent V: En kort inblick i situationen förstudenter med funktionsnedsättning.” In: (2015). URL: https://www.uhr.se/globalassets/_uhr.se/lika-mojligheter/eurostudent/eurostudentv-funk-150624.pdf.
- [52] Stefan Johansson. “Svenskarna med funktionsnedsättning och internet: Hur personer med olika funktionsnedsättningar använder internet.” In: (). URL: <https://internetstiftelsen.se/docs/svenskarna-med-funktionsnedsattning-och-internet-smfoi-2017-huvudrapport.pdf>.
- [53] Interaction Design Foundation. *Accessibility*. URL: <https://www.interaction-design.org/literature/topics/accessibility#:~:text=Both%20overlap%20and%20are%20vital,also%20key%20distinctions%20between%20them.&text=Accessibility%20on%20the%20other%20hand,e.g.%20using%20assistive%20devices.> (accessed: 25.04.21).
- [54] FUNKA. *Målgrupper*. URL: <https://www.funka.com/design-for-alla/malgrupper/>. (accessed: 27.04.21).

- [55] Luz Rello, Gaurang Kanvinde, and Ricardo Baeza-Yates. "Layout guidelines for web text and a web service to improve accessibility for dyslexics." In: *W4A 2012 - International Cross-Disciplinary Conference on Web Accessibility* (Apr. 2012). DOI: 10.1145/2207016.2207048.
- [56] "Designing for Dyslexia." In: (2017). URL: <https://uxplanet.org/designing-for-dyslexia-6d12e8c41cd7>.
- [57] Dumb little man - tips for life. *UI/UX Design for Users with Dyslexia*. URL: <https://www.dumblittleman.com/dyslexia-website-accessibility/>. (accessed: 28.04.21).
- [58] Busayomi Oyewole. *How visually impaired people navigate the web: what people that work with digital products need to know*. URL: <https://uxdesign.cc/how-visually-impaired-people-navigate-the-web-7f9eab9d9c37>. (accessed: 27.04.21).
- [59] Robert E. Cunnings and Matt Barton. *Wiki Writing: Collaborative Learning in the College Classroom*. University of Michigan Press, 2008. URL: <http://www.jstor.org/stable/j.ctv65sx6q>.
- [60] The hub. *Kollin*. URL: <https://thehub.io/startups/kollin>. (accessed: 28.04.21).
- [61] Kollin. *Kollin - Maxa ditt plugg*. URL: <https://kollin.io/>. (accessed: 26.04.21).
- [62] Alexander Nordh. "God man i fickan: Involving people with cognitive impairments in participatory design activities." Royal Institute of technology (KTH), 2020.
- [63] Julian Sybella Nansamba. "A frame of user interface design requirements for usability and improved consumer behaviors in social commerce." Jönköping University, 2020.
- [64] Raimo Streefkerk. *Inductive vs. deductive reasoning*. Scribbr. 2019. URL: <https://www.scribbr.com/methodology/inductive-deductive-reasoning/#:~:text=Inductive%5C%20reasoning%5C%20moves%5C%20from%5C%20specific,reasoning%5C%20the%5C%20other%5C%20way%5C%20around>.
- [65] James Rath. *The inductive process: Implications for Research Reporting*. Association for Supervision and Curriculum. 1967. URL: http://www.ascd.org/ASCD/pdf/journals/ed_lead/el_196701_raths.pdf.
- [66] *An introduction to research methods*. Scribbr. URL: <https://www.scribbr.com/category/methodology/>.

- [67] Raimo Streefkerk. *Qualitative vs. quantitative reserach*. Scribbr. 2019. URL: <https://www.scribbr.com/methodology/qualitative-quantitative-research/>.
- [68] Heba Maarouf. "Pragmatism as a Supportive Paradigm for the Mixed Research Approach: Conceptualizing the Ontological, Epistemological, and Axiological Stances of Pragmatism." In: *International Business Research* 12.9 (Sept. 2019), pp. 1–12. DOI: 10.5539/ibr.v12n9p1. URL: <https://ideas.repec.org/a/ibn/ibrjnl/v12y2019i9p1-12.html>.
- [69] John W. Creswell and Vicki L. Plano Clark. *Designing and conducting mixed methods research*. SAGE Publications, 2007. URL: <https://searchworks.stanford.edu/view/6721278>.
- [70] U.L.T.P Gunasekare. "Mixed Research Method as the Third Research Paradigm: A Literature Review." In: *International Journal of Science and Research* 4 (Aug. 2015), pp. 361–367.
- [71] Alison Berent-Spillson. *Mixed mtehods in design reserach*. UX Collective. URL: <https://uxdesign.cc/mixed-methods-in-design-research-f91007903d26>. (accessed: 05.05.2021).
- [72] Robert Barcik. *How to Choose A Research Strategy*. URL: <https://www.youtube.com/watch?v=kqkVStFLzL4>. (accessed: 25.04.21).
- [73] Shona McCombes. *How to do survey research*. Scribbr. 2019. URL: <https://www.scribbr.com/methodology/survey-research/>.
- [74] Adam Ramshaw. *The Pros and Cons of Surveys That Are Critical to Success*. URL: <https://www.genroe.com/blog/pros-and-cons-of-surveys/11471>. (accessed: 02.05.21).
- [75] Stefan Johansson. "Design for Participation and Inclusion will Follow. Disabled People and the Digital Society." Royal Institute of Technology (KTH), 2019.
- [76] *Ethnographic Research: Types, Methods*. formplus. URL: <https://www.formpl.us/blog/ethnographic-research>.
- [77] Elena Luchita. *8 tips for writing great usability tasks*. URL: <https://maze.co/blog/write-great-usability-tasks/>. (accessed: 27.04.21).
- [78] Robert Barcik. *Non-Probability Sampling Techniques*. URL: <https://www.youtube.com/watch?v=Uih7cXuP2tA>. (accessed: 26.04.21).

- [79] William C. Adams. “Conducting Semi-Structured Interviews.” In: *Handbook of Practical Program Evaluation*. John Wiley & Sons, Ltd, 2015. Chap. 19, pp. 492–505. ISBN: 9781119171386. DOI: <https://doi.org/10.1002/9781119171386.ch19>. eprint: <https://onlinelibrary.wiley.com/doi/pdf/10.1002/9781119171386.ch19>. URL: <https://onlinelibrary.wiley.com/doi/abs/10.1002/9781119171386.ch19>.
- [80] Cory Sanchez. “Unstructured Interviews.” In: *Encyclopedia of Quality of Life and Well-Being Research*. Ed. by Alex C. Michalos. Dordrecht: Springer Netherlands, 2014, pp. 6824–6825. ISBN: 978-94-007-0753-5. DOI: 10.1007/978-94-007-0753-5_3121. URL: https://doi.org/10.1007/978-94-007-0753-5_3121.
- [81] EssayMIN. *Importance of a Case Study*. 2018. URL: <https://essaymin.com/blog/importance-of-a-case-study/>. (accessed: 27.05.21).
- [82] Shona McCombes. *How to do a case study*. Scribbr. 2019. URL: <https://www.scribbr.com/methodology/case-study/>.
- [83] Robert K. Yin. *Designing and conducting mixed methods research*. SAGE Publications, 2003. URL: https://iwansuharyanto.files.wordpress.com/2013/04/robert_k_-_yin_case_study_research_design_and_mebookfi-org.pdf.
- [84] Rolf Johansson. “Case study methodology.” In: *Methodologies in Housing Research* (Stockholm, Sweden, Sept. 22–24, 2003). 2003.
- [85] Kate Moran. *Usability Testing 101*. Nielsen Norman Group. URL: <https://www.nngroup.com/articles/usability-testing-101/>. (accessed: 27.04.2021).
- [86] Ruairidh Currie. *UX Testing for the Masses: Keep it Simple and Cost-effective*. Designers. URL: <https://www.toptal.com/designers/ux/ux-testing-for-the-masses>.
- [87] *Remote Testing*. usability.gov. URL: <https://www.usability.gov/how-to-and-tools/methods/remote-testing.html>.
- [88] Shona McCombes. *How to write a hypothesis*. Scribbr. 2019. URL: <https://www.scribbr.com/research-process/hypotheses/>.
- [89] Kara Pernice. *UX Prototypes: Low Fidelity vs. High Fidelity*. URL: <https://www.nngroup.com/articles/ux-prototype-hi-lo-fidelity/>. (accessed: 26.03.21).

- [90] Virginia Braun, Victoria Clarke, and Paul Weate. “Using thematic analysis in sport and exercise research.” In: *Routledge handbook of qualitative research in sport and exercise*. Ed. by Brett Smith and Andrew C. Sparkes. London: Routledge., 2016. Chap. 15, pp. 191–205.
- [91] Jacl Caulfield. *How to do thematic analysis*. Scribbr. 2019. URL: <https://www.scribbr.com/methodology/thematic-analysis/>.
- [92] Roman Kamushken. *For those 10 companies Figma was a starting point to new heights*. Prototypr.io. 2020. URL: <https://blog.prototypr.io/for-those-10-companies-figma-was-a-starting-point-to-new-heights-611db7ee3b2b>.
- [93] Mariya Videva. *Using Figma for User Experience Design*. codecoda. 2020. URL: <https://codecoda.com/en/blog/entry/using-figma-for-user-experience-design>.
- [94] University of Glasgow. *Ethics application procedure*. University of Glasgow. 2002. URL: <https://www.gla.ac.uk/colleges/arts/research/ethics/ethicsapplicationprocedures/>.

