**Design Theory and Method (2019)**

Agre, P. (1997). *Computation and Human Experience*. New York, NY: Cambridge University Press.

*Agriculture \textbar Sigfox*. (n.d.). Retrieved from <https://www.sigfox.com/en/agriculture>

Alan, L. (2018). *TSA bringing facial recognition to airport security lanes \textbar The Seattle Times*. Retrieved from <https://www.seattletimes.com/business/tsa-bringing-facial-recognition-to-airport-security-lanes/>

A℡IER (Project) (Ed.). (2011). *Design things*. Cambridge, Mass: MIT Press.

Barab, S. A. (2004). Critical Design Ethnography: Designing for Change. *Anthropology \textlesshtml\_ent Glyph="@amp;" Ascii="&amp;"/\textgreater Education Quarterly*, *35*(2), 254–268. <https://doi.org/10.1525/aeq.2004.35.2.254>

Bardzell, J., Bardzell, S., & Stolterman, E. (2014). *Reading critical designs: Supporting reasoned interpretations of critical design*. 1951–1960. <https://doi.org/10.1145/2556288.2557137>

Bardzell, S. (2010). *Feminist HCI: Taking stock and outlining an agenda for design*. 1301. <https://doi.org/10.1145/1753326.1753521>

Barton, R., & Whitehead, J. A. (1969). The Gas-Light Phenomenon. *The Lancet*, *1*, 1258–1266.

Béguin, P. (2003). Design as a mutual learning process between users and designers. *Interacting with Computers*, *15*(5), 709–730. <https://doi.org/10.1016/S0953-5438(03)00060-2>

Berry, W. (1987a). *Home economics: Fourteen essays*. Retrieved from <https://canvas.uw.edu/courses/1041448/files/35607812/download?wrap=1>

Berry, W. (1987b). Preserving Wilderness. In *Home economics: Fourteen essays* (pp. 137–151). San Francisco: North Point Press.

Beyer, H., & Holtzblatt, K. (1998). *Contextual design: Defining customer-centered systems*. San Francisco, Calif: Morgan Kaufmann.

Binder, T., De Michelis, G., Ehn, P., Jacucci, G., Linde, P., & Wagner, I. (2011). *Design things*. Retrieved from <http://public.eblib.com/choice/publicfullrecord.aspx?p=3339317>

Bjögvinsson, E., Ehn, P., & Hillgren, P.-A. (2012). Design Things and Design Thinking: Contemporary Participatory Design Challenges. *Design Issues*, *28*(3), 101–116.

Blackwell, A. F. (2015). Interacting with an Inferred World: The Challenge of Machine Learning for Humane Computer Interaction. *Aarhus Series on Human Centered Computing*, *1*(1), 12. <https://doi.org/10.7146/aahcc.v1i1.21197>

Bødker, S. (2000). Scenarios in user-centred design—setting the stage for reflection and action. *Interacting with Computers*, *13*(1), 61–75. <https://doi.org/10.1016/S0953-5438(00)00024-2>

Bødker, Susanne, & Grønbæk, K. (1991). Cooperative prototyping: Users and designers in mutual activity. *International Journal of Man-Machine Studies*, *34*(3), 453–478. <https://doi.org/10.1016/0020-7373(91)90030-B>

Bowles, N. (2018). *Thermostats, Locks and Lights: Digital Tools of Domestic AbuseâThe New York Times*. Retrieved from <https://www.nytimes.com/2018/06/23/technology/smart-home-devices-domestic-abuse.html>

Bratteteig, T. (2007). Design research in informatics: A comment to Iivari. *Scandinavian Journal of Information Systems*, *19*(2), 65–74.

Brown, T. (2008). Design Thinking. *Harvard Business Review*, *86*(6), 84–92.

Buchanan, R. (2008). Introduction: Design and Organizational Change. *Design Issues*, *24*(1), 2–9. <https://doi.org/10.1162/desi.2008.24.1.2>

Cantrell, B., Martin, L. J., & Ellis, E. C. (n.d.). Designing Autonomy: Opportunities for New Wildness in the Anthropocene. *Trends in Ecology & Evolution*, *32*(3), 156–166. <https://doi.org/10.1016/j.tree.2016.12.004>

Carlsson, Sven. (2007). Developing knowledge through IS design science research: For Whom, what type of knowledge, and how. *Scandinavian Journal of Information Systems*, *19*(2), 39–64.

Carroll, J. (1997). Human-computer interaction: Psychology as a sciene of design. *Annual Review of Psychology*, (68), 61–83.

Carroll, J. M. (1999). Five Reasons for Scenario-Based Design. *HICSS ’99: Proceedings of the Thirty-Second Annual Hawaii International Conference on System Sciences*, *3*, 3051.

Carroll, J. M. (2000a). Introduction to this Special Issue on “Scenario-based System Development.” *Interacting with Computers*, *13*, 41–42.

Carroll, J. M. (2000b). *Making use: Scenario-based design of human-computer interactions*. Cambridge, Mass: MIT Press.

Carroll, J. M. (2000c). *Making use: Scenario-based design of human-computer interactions*. Cambridge, Mass: MIT Press.

Carroll, J. M. (2006). Dimensions of Participation in Simon’s Design. *Design Issues*, *22*(2), 3–18. <https://doi.org/10.1162/desi.2006.22.2.3>

Carroll, J. M., & Rosson, M. B. (2003). A Trajectory for Community Networks Special Issue: ICTs and Community Networking. *The Information Society*, *19*(5), 381–393. <https://doi.org/10.1080/714044685>

Carroll, J. M., & Rosson, M. B. (2007). Participatory design in community informatics. *Design Studies*, *28*(3), 243 – 261. <http://dx.doi.org/10.1016/j.destud.2007.02.007>

Carroll, J. M., & Rosson, M. B. (2008). Theorizing mobility in community networks. *International Journal of Human-Computer Studies*, *66*(12), 944–962. <https://doi.org/10.1016/j.ijhcs.2008.07.003>

CHI Conference, Olson, G. M., Jeffries, R., SIGCHI (Group : U.S.), Association for Computing Machinery, & ACM Digital Library. (2006). *CHI 2006: Conference on Human Factors in Computing Systems : Montreal, Canada, April 22-27, 2006*. Retrieved from <http://dl.acm.org/citation.cfm?id=1125451>

Chow, Y. W., Pietranico, R., & Mukerji, A. (1975). Studies of oxygen binding energy to hemoglobin molecule. *Biochemical and Biophysical Research Communications*, *66*(4), 1424–1431.

Chris Baranuik. (2016). Virtual reality sickness “tackled with field of view trick.” *BBC News*. Retrieved from <http://www.bbc.com/news/technology-36550369>

Clarke, R. (2015). Beyond Buildings: A Design-Based Approach to Future Librarianship. In *Leading the 21st-Century Academic Library: Successful Strategies for Envisioning and Realizing Preferred Futures*. Lanham, MD: Scarecrow Press.

*Communications Primer, A*. (n.d.). Retrieved from <http://archive.org/details/communications_primer>

Cook, J. (2018). *Amazon patents new Alexa feature that knows when you’re ill and offers you medicine*. Retrieved from <https://www.telegraph.co.uk/technology/2018/10/09/amazon-patents-new-alexa-feature-knows-offers-medicine/>

Coze, J. C. L. (2015). Reflecting on Jens Rasmussen’s legacy. A strong program for a hard problem. *Safety Science*, *71, Part B*, 123 – 141. <http://dx.doi.org/10.1016/j.ssci.2014.03.015>

Cross, N. (1993). Science and design methodology: A review. *Research in Engineering Design*, *5*(2), 63–69. <https://doi.org/10.1007/BF02032575>

Cross, N. (1999). Design Research: A Disciplined Conversation. *Design Issues*, *15*(2), 5. <https://doi.org/10.2307/1511837>

Cross, N. (2001). Designerly Ways of Knowing: Design Discipline Versus Design Science. *Design Issues*, *17*(3), 49–55. <https://doi.org/10.1162/074793601750357196>

Czeskis, A., Dermendjieva, I., Yapit, H., Borning, A., Friedman, B., Gill, B., & Kohno, T. (2010). *Parenting from the pocket: Value tensions and technical directions for secure and private parent-teen mobile safety*. 1. <https://doi.org/10.1145/1837110.1837130>

Dantec, C. A. L., & DiSalvo, C. (2013). Infrastructuring and the formation of publics in participatory design. *Social Studies of Science*, *43*(2), 241–264. <https://doi.org/10.1177/0306312712471581>

Davidoff, S., Lee, M. K., Dey, A. K., & Zimmerman, J. (2007). Rapidly Exploring Application Design Through Speed Dating. In J. Krumm, G. D. Abowd, A. Seneviratne, & T. Strang (Eds.), *UbiComp 2007: Ubiquitous Computing* (Vol. 4717, pp. 429–446). Retrieved from <http://link.springer.com/10.1007/978-3-540-74853-3_25>

Day, M. (2018a). *Amazon considering opening 3,000 cashierless Go stores, report says \textbar The Seattle Times*. Retrieved from <https://www.seattletimes.com/business/amazon/amazon-considering-opening-3000-cashierless-go-stores-report-says/>

Day, M. (2018b). *Home-security startup Ring is now in Amazon’s constellation, but moving in its own orbit \textbar The Seattle Times*. Retrieved from <https://www.seattletimes.com/business/amazon/home-security-startup-ring-is-now-in-amazons-constellation-but-moving-in-its-own-orbit/>

Deitering, A.-M., & Filar-Williams, B. (2018). Make It Work: Using Service Design to Support Collaboration in Challenging Times. *International Information & Library Review*, *50*(1), 54–59. <https://doi.org/10.1080/10572317.2017.1422901>

DiSalvo, C., Lodato, T., Fries, L., Schechter, B., & Barnwell, T. (2011). The collective articulation of issues as design practice. *CoDesign*, *7*(3–4), 185–197. <https://doi.org/10.1080/15710882.2011.630475>

Duane, D. (2016). The Unnatural Kingdom. *The New York Times*. Retrieved from <http://www.nytimes.com/2016/03/13/sunday-review/the-unnatural-kingdom.html>

Dunlop, C. E. M., & Kling, R. (1991). *Computerization and controversy: Value conflicts and social choices*. Boston: Boston : Academic Press.

Dunne, J. (1997). *Back to the rough ground: Practical judgment and the lure of technique*. Notre Dame, Ind: University of Notre Dame Press.

Eames, C., & Eames, R. (1991). The Eames Report April 1958. *Design Issues*, *7*(2), 63. <https://doi.org/10.2307/1511408>

*Eames: The Architect and the Painter*. (2011). New York: First Run Features.

Ehn, P. (1988). *Work-oriented Design of Computer Artifacts.* Mahwah, NJ: Lawrence Erlbaum.

Ehn, P. (2008). *Design Things: Challenges to design thinking in the tradition of participatory design*. Presented at the New York, N.Y. New York, N.Y: ACM.

Ehn, P., & Kyng, M. (1991). Cardboard computers: Mocking-it-up or Hands-on the future. In J. M. Greenbaum & M. Kyng (Eds.), *Design at work: Cooperative design of computer systems*. Hillsdale, N.J: L. Erlbaum Associates.

Fallman, D. (2007). Why Research-Oriented Design Isn’t Design-Oriented Research: On the Tensions Between Design and Research in an Implicit Design Discipline. *Knowledge, Technology & Policy*, *20*(3), 193–200. <https://doi.org/10.1007/s12130-007-9022-8>

FBI. (2018). *Internet Crime Complaint Center (IC3) \textbar Foreign Cyber Actors Target Home and Office Routers and Networked Devices Worldwide [Public Service Annoucement]*. Retrieved from <https://www.ic3.gov/media/2018/180525.aspx>

Feinberg, M. (2012a). *Information studies, the humanities, and design research: Interdisciplinary opportunities*. 18–24. <https://doi.org/10.1145/2132176.2132179>

Feinberg, M. (2012b). Synthetic Ethos: The Believability of Collections at the Intersection of Classification and Curation. *The Information Society*, *28*(5), 329–339. <https://doi.org/10.1080/01972243.2012.708709>

Ferrario, M. A., Simm, W., Forshaw, S., Gradinar, A., Smith, M. T., & Smith, I. (2016). Values-first SE: Research Principles in Practice. *Proceedings of the 38th International Conference on Software Engineering Companion*, 553–562. <https://doi.org/10.1145/2889160.2889219>

Feynman, R. (1955). The Value of Science. *Engineering and Science*, *19*, 13–15.

Floyd, C., Mehl, W.-M., Resin, F.-M., Schmidt, G., & Wolf, G. (1989). Out of Scandinavia: Alternative Approaches to Software Design and System Development. *Human-Computer Interaction*, *4*(4), 253–350. <https://doi.org/10.1207/s15327051hci0404_1>

Friedman, B., & Hendry, D. (2012). *The envisioning cards: A toolkit for catalyzing humanistic and technical imaginations*. 1145. <https://doi.org/10.1145/2207676.2208562>

Fry, T. (1999). *A new design philosophy: An introduction to defuturing*. Sydney: UNSW Press.

Fuad-Luke, A. (2009). *Design activism: Beautiful strangeness for a sustainable world*. London ; Sterling, VA: Earthscan.

Fussel, S. (2018). In Fraud Detection, Everything You Do Online and Off Is a ClueâThe Atlantic. *The Atlantic*. Retrieved from <https://www.theatlantic.com/technology/archive/2018/10/online-fraud-detection-surveillance/573175/>

Gaver, W. (2012). *What should we expect from research through design?* 937. <https://doi.org/10.1145/2207676.2208538>

Goel, V., & Pirolli, P. (1992). The structure of Design Problem Spaces. *Cognitive Science*, *16*(3), 395–429. <https://doi.org/10.1207/s15516709cog1603_3>

González, Á. (2016). *Amazon unveils smart convenience store sans checkouts, cashiers \textbar The Seattle Times*. Retrieved from <https://www.seattletimes.com/business/amazon/amazoncom-unveils-self-driving-brick-and-mortar-convenience-store/>

Grünloh, C. (2018). *Harmful or Empowering? Stakholders’ Expectations and Experiences of Patient Accessible Electronic Health Records* (Doctoral Thesis in Human-Computer Interaction). KTH Royal Institute of Technology, Stockholm, Sweden.

Harris, M., & Raviv, A. (2002). Organization Design. *Management Science*, *48*(7), 852–865. <https://doi.org/10.1287/mnsc.48.7.852.2821>

Hauser, C. (2018). *Police Use Fitbit Data to Charge 90-Year-Old Man in Stepdaughter’s KillingâThe New York Times*. Retrieved from <https://www.nytimes.com/2018/10/03/us/fitbit-murder-arrest.html>

Head, A., J. (2016). *Planning and Designing Academic Library Learning Spaces: Expert Perspectives of Architects, Librarians, and Library Consultants*. Retrieved from Project Information Literacy website: <http://www.projectinfolit.org/uploads/2/7/5/4/27541717/pil_libspace_report_12_6_16.pdf>

Hendry, D., Woelfer, J. P., & Duong, T. (2016). U-District Job Co-op: Constructing a Future Vision for Homesless Young People and Employment (Under Review). *Information Technology and People*. Retrieved from <https://canvas.uw.edu/courses/1041448/files/folder/readings/Week%2001%3A%20Questions/Optional%20Readings?preview=35608446>

Hevner, Alan, March, Salvatore, Park, Jinsoo, & Ram, Sudha. (2004). Design science in information systems research. *MIS Quarterly*, *28*, 75–105.

Holmer, H. B., DiSalvo, C., Sengers, P., & Lodato, T. (2015). Constructing and Constraining Participation in Participatory Arts and HCI. *Int. J. Hum.-Comput. Stud.*, *74*(C), 107–123. <https://doi.org/10.1016/j.ijhcs.2014.10.003>

Ideo Product Development (Ed.). (2003). *IDEO Method Cards: 51 ways to inspire design ; learn, look, ask, try*. London: Ideo.

Iivari, J. (2007). A paradigmatic analysis of information systems as a design science. *Scandinavian Journal of Information Systems*, *19*(2), 39–64.

Illich, I. (1973). *Tools for conviviality* (1st ed.). New York: Harper & Row.

*“Impose Psychosis” A Case Varietn of the Gasliht Phenomenon*. (n.d.).

Irani, L., Vertesi, J., Dourish, P., Philip, K., & Grinter, R. E. (2010). *Postcolonial computing: A lens on design and development*. 1311. <https://doi.org/10.1145/1753326.1753522>

Jantsch, E. (1975). *Design for evolution: Self-organization and planning in the life of human systems*. New York: Braziller.

Jasanoff, S. (2003). Technologies of Humility: Citizen Participation in Governing Science. *Minerva*, *41*(3), 223–244. <https://doi.org/10.1023/A:1025557512320>

Kelley, T., & Littman, J. (2001). *The art of innovation: Lessons in creativity from IDEO, America’s leading design firm* (1st ed). New York: Currency/Doubleday.

Kleon, A. (2012). *Steal like an artist: 10 things nobody told you about being creative*. New York: Workman Pub. Co.

Kolko, J. (2015). Design Thinking Comes of Age. *Harvard Business Review*, *93*(9), 66–71.

Kranzberg, M. (1986). Kranzberg’s laws. *Technology and Culture*, (27), 544–560.

Krippendorff, K. (2006). *The semantic turn: A new foundation for design*. Retrieved from <http://www.crcnetbase.com/isbn/9780415322201>

Kurutz, S. (2016). Want to Find Fulfillment at Last? Think Like a Designer. *New York Times*. Retrieved from <http://www.nytimes.com/2016/09/18/fashion/design-thinking-stanford-silicon-valley.html>

Lahey, J. (n.d.). How Design Thinking Became a Buzzword at School. *The Atlantic*. Retrieved from <https://www.theatlantic.com/education/archive/2017/01/how-design-thinking-became-a-buzzword-at-school/512150/>

Lane, D., Napier, H. A., Batsell, R., & Naman, J. (1993). Predicting the Skilled Use of Hierarchical Menus With the Keystroke-Level Model. *Human-Computer Interaction*, *8*(2), 185–192. <https://doi.org/10.1207/s15327051hci0802_4>

Laurel, B. (Ed.). (2003). *Design research: Methods and perspectives*. Cambridge, Mass: MIT Press.

Laurel, B., & Mountford, S. J. (Eds.). (1990). *The Art of human-computer interface design*. Reading, Mass: Addison-Wesley Pub. Co.

Lim, Y.-K., Stolterman, E., & Tenenberg, J. (2008). The Anatomy of Prototypes: Prototypes As Filters, Prototypes As Manifestations of Design Ideas. *ACM Trans. Comput.-Hum. Interact.*, *15*(2), 7:1–7:27. <https://doi.org/10.1145/1375761.1375762>

Löwgren, J., & Stolterman, E. (2004). *Thoughtful interaction design: A design perspective on information technology*. Cambridge, Mass: MIT Press.

Luca, E., & Narayan, B. (2016). Signage by Design: A Design-Thinking Approach to Library User Experience. *Weave: Journal of Library User Experience*, *1*(5). <http://dx.doi.org/10.3998/weave.12535642.0001.501>

Maass, D. (2018). *County Welfare Office Violated Accountability Rules While Surveilling Benefits Recipients \textbar Electronic Frontier Foundation*. Retrieved from <https://www.eff.org/deeplinks/2018/07/county-welfare-office-violated-accountability-rules-while-surveilling-benefits>

Makar, A. B., McMartin, K. E., Palese, M., & Tephly, T. R. (1975). Formate assay in body fluids: Application in methanol poisoning. *Biochemical Medicine*, *13*(2), 117–126.

Malik, O. (2016). Silicon Valley Has an Empathy Vacuum. *The New Yorker*. Retrieved from <http://www.newyorker.com/business/currency/silicon-valley-has-an-empathy-vacuum>

Malpass, M. (2013). Between Wit and Reason: Defining Associative, Speculative, and Critical Design in Practice. *Design and Culture*, *5*(3), 333–356. <https://doi.org/10.2752/175470813X13705953612200>

Manjoo, F. (2018). *A Future Where Everything Becomes a Computer Is as Creepy as You FearedâThe New York Times*. Retrieved from <https://www.nytimes.com/2018/10/10/technology/future-internet-of-things.html>

Manzini, E. (2015). *Design, when everybody designs: An introduction to design for social innovation*. Cambridge, Massachusetts: The MIT Press.

Marcelo Pakman. (2000). Thematic foreword: Reflective practices: The legacy Of Donald Schön. *Cybernetics & Human Knowing*, *7*, 5–8.

Margolin, V., & Margolin, S. (2002). A “Social Model” of Design: Issues of Practice and Research. *Design Issues*, *18*(4), 24–30. <https://doi.org/10.1162/074793602320827406>

Marttila, T. (2011). Designing Anti-Activism: Apocalypse faster! *Nordes*, *0*(4). Retrieved from <http://www.nordes.org/opj/index.php/n13/article/view/127>

McArthur, T. (1986). *Worlds of reference: Lexicography, learning, and language from the clay tablet to the computer*. Cambridge [Cambridgeshire] ; New York: Cambridge University Press.

McLuhan, M., Fiore, Q., & Agel, J. (2001). *The medium is the massage: An inventory of effects*. Corte Madera, Calif: Gingko Press.

McLuhan, M., Gordon, W. T., Lamberti, E., & Scheffel-Dunand, D. (2011). *The Gutenberg galaxy: The making of typographic man* (1st ed). Toronto ; Buffalo: University of Toronto Press.

*Meet the Bird Brainiacs: Common Raven*. (2016). Retrieved from <http://www.audubon.org/magazine/march-april-2016/meet-bird-brainiacs-common-raven>

Mitcham, C. (1994). *Thinking through technology: The path between engineering and philosophy*. Chicago: University of Chicago Press.

Mitchell, M. H. (Margaret H. (1935). *The passenger pigeon in Ontario*. Toronto]: University of Toronto Press.

Moggridge, B. (2007). *Designing interactions*. Retrieved from <http://www.designinginteractions.com/book>

Muller, M. J. (2002). Participatory Design: The third space in HCI. In J. Jacko & A. Sears (Eds.), *The Human Computer Interaction Handbook: Fundamentals, Evolving Technologies and Emerging Application*. Mahwah, NJ: Lawrence Erlbaum.

Munari, B., & Creagh, P. (2008). *Design as art*. London: Penguin.

Nathan, L. P., Friedman, B., Klasnja, P., Kane, S. K., & Miller, J. K. (2008). *Envisioning systemic effects on persons and society throughout interactive system design*. 1–10. <https://doi.org/10.1145/1394445.1394446>

Nathan, L. P., Klasnja, P. V., & Friedman, B. (2007). *Value scenarios: A technique for envisioning systemic effects of new technologies*. 2585. <https://doi.org/10.1145/1240866.1241046>

Nelson, H. G., & Stolterman, E. (2012). The ultimate particular. In *The design way: Intentional change in an unpredictable world* (Second edition, pp. 41–56). Cambridge, Massachusestts ; London, England: The MIT Press.

Norman, D. A. (2013). *The design of everyday things* (Rev. and expanded ed). New York, NY: Basic Books.

Nunamaker, J. F., Chen, M., & Purdin, T. D. M. (1990). Systems Development in Information Systems Research. *Journal of Management Information Systems*, *7*(3), 89–106.

Nussbaum, M. (2000). The Costs of Tragedy: Some Moral Limits of Cost‐Benefit Analysis. *The Journal of Legal Studies*, *29*, 1005–1036.

Orr, D. W. (1994). *Earth in mind: On education, environment, and the human prospect*. Washington, DC: Island Press.

Pangaro, P. (n.d.). *Leadership and Language in Regenerating Organizations*. Retrieved from <http://pangaro.com/leadership-language-regenerating-organizations.html>

Papanek, V. J. (1984). *Design for the real world: Human ecology and social change* (2nd ed., completely rev). New York: Van Nostrand Reinhold Co.

Papanek, V. J. (1995). *The green imperative: Natural design for the real world*. New York: Thames and Hudson.

Petroski, H. (1999). Books on bookshelves. In *The Book on the Bookshelf* (pp. 3–23). New York: Knopf.

Prahalad, C. K., & Ramaswamy, V. (2004). Co-creation experiences: The next practice in value creation. *Journal of Interactive Marketing*, *18*(3), 5–14. <https://doi.org/10.1002/dir.20015>

Preece, J., Rogers, Y., & Sharp, H. (2015). *Interaction design: Beyond human-computer interaction* (Fourth edition). Chichester: Wiley.

President, E. O. of the. (2016). *Artificial Intelligence, Automation, and the Economy*. Retrieved from <https://www.whitehouse.gov/sites/whitehouse.gov/files/documents/Artificial-Intelligence-Automation-Economy.PDF>

Protzen, J.-P., & Harris, D. J. (2010). *The universe of design: Horst Rittel’s theories of design and planning*. Oxon [England] ; New York, N.Y: Routledge.

Pye, D. (1978a). *The nature and aesthetics of design*. London: The Herbert Press.

Rasmussen, J. (1997a). Merging paradigms: Decision making, management, and cognitive control. In R. Flin, E. Salas, M. Strub, & L. Mai (Eds.), *Decision Making Under Stress: Emerging Themes and Applications* (pp. 67–81). Brookfield, USA: Ashgate.

Rasmussen, J. (1997b). Risk management in a dynamic society: A modelling problem. *Safety Science*, *27*(2/3), 183–213.

Rasmussen, J. (2000). Human factors in a dynamic information society: Where are we heading? *Ergonomics*, *43*(7), 869–879.

Rein, M., & Schön, D. (1996). Frame-critical policy analysis and frame-reflective policy practice. *Knowledge and Policy*, *9*(1), 85–104. <https://doi.org/10.1007/BF02832235>

Rittel, H. W. J., & Webber, M. M. (1973). Dilemmas in a general theory of planning. *Policy Sciences*, *4*(2), 155–169. <https://doi.org/10.1007/BF01405730>

Rosson, M. B., & Carroll, J. M. (2002a). *Usability engineering: Scenario-based development of human-computer interaction* (1st ed). New York: Morgan Kaufmann.

Rosson, M. B., & Carroll, J. M. (2002b). *Usability engineering: Scenario-based development of human-computer interaction* (1st ed). San Francisco: Academic Press.

Rubin, R., E. (2010). The values and ethics of library and information science. In *Foundations of Library and Information Science* (Third Edition, pp. 405–439). New York: Neal-Schuman Publishers.

Salvatore T. March, & Veda C. Storey. (2008). Design science in the information systems discipline: An introduction to the special issue of design science research. *MIS Quarterly*, *32*, 725–730.

Sanders, E. B.-N., & Stappers, P. J. (2008). Co-creation and the new landscapes of design. *CoDesign*, *4*(1), 5–18. <https://doi.org/10.1080/15710880701875068>

Sanders, E. B.-N., & Stappers, P. J. (2014). Probes, toolkits and prototypes: Three approaches to making in codesigning. *CoDesign*, *10*(1), 5–14. <https://doi.org/10.1080/15710882.2014.888183>

Sanders, Elizabeth B.-N., & Westerlund, B. (2003). Harnessing people’s creativity: Ideation and expression through visual communication. In J. D. Langford & D. McDonagh (Eds.), *Focus groups: Supporting effective product development*. London ; New York: Taylor & Francis.

Sanders, Elizabeth B.-N., & Westerlund, B. (2011). *Experiencing, exploring and experimenting in and with co-design spaces.* 1–5.

Schön, D. A. (1985). *The design studio: An exploration of its traditions and potentials*. London : Portland, OR: RIBA Publications for RIBA Building Industry Trust ; Exclusive distributor, ISBS.

Schön, D. A. (1987a). *Educating the reflective practitioner: Toward a new design for teaching and learning in the professions* (1. ed). San Francisco, Calif.: Jossey-Bass.

Schön, D. A. (1987b). Preparing professionals for the demands of practice. In *The Jossey-Bass Higher Education Series*. *Educating the reflective practitioner: Toward a new design for teaching and learning in the professions* (1st ed, pp. 3–21). San Francisco: Jossey-Bass.

Schön, D. A. (1987c). Teaching artistry through reflection-in-action. In *The Jossey-Bass Higher Education Series*. *Educating the reflective practitioner: Toward a new design for teaching and learning in the professions* (1st ed, pp. 22–43). San Francisco: Jossey-Bass.

Schön, D. A. (1988). Designing: Rules, types and words. *Design Studies*, *9*(3), 181–190. <https://doi.org/10.1016/0142-694X(88)90047-6>

Schön, D. A. (1991). The design process as reflection-in-action. In *The Jossey-Bass Higher Education Series*. *Educating the reflective practitioner: Toward a new design for teaching and learning in the professions* (1. ed, pp. 44–79). San Francisco, Calif.: Jossey-Bass.

Schon, D. A. (1993). Generative metaphor: A perspective on problem-setting in social policy. In A. Ortony (Ed.), *Metaphor and thought* (pp. 137–163). New York: Cambridge University Press.

Schön, D. A., & Rein, M. (1994). *Frame reflection: Toward the resolution of intractable policy controversies*. New York: BasicBooks.

Schrader, P. (1970). Poetry of Ideas: The Films of Charles Eames. *Film Quarterly*, *23*(3), 2–19. <https://doi.org/10.2307/1210376>

Sengers, P., Boehner, K., David, S., & Kaye, J. “Jofish.” (2005). *Reflective design*. 49. <https://doi.org/10.1145/1094562.1094569>

Simon, H. (1996a). The psychology of thinking: Embedding artifice in nature. In *The Sciences of the Artificial* (pp. 51–83). Cambridge, Mass: MIT Press.

Simon, H. (1996b). Understanding the natural and artificial worlds. In *The Sciences of the Artificial* (pp. 1–24). Retrieved from <https://mitpress.mit.edu/sites/default/files/titles/content/9780262691918_sch_0001.pdf>

Simon, H. A. (1996). Social Planning: Designing the evolving artifact. In *The sciences of the artificial* (3rd ed). Cambridge, Mass: MIT Press.

Simon, H. A. (2008). The science of design: Creating the artificial. In *The sciences of the artificial* (3. ed., [Nachdr.]). Cambridge, Mass.: MIT Press.

Smith, R. J., & Bryant, R. G. (1975). Metal substitutions incarbonic anhydrase: A halide ion probe study. *Biochemical and Biophysical Research Communications*, *66*(4), 1281–1286.

Snyder, J., Heckman, R., & Scialdone, M. J. (2009). Information studios: Integrating arts-based learning into the education of information professionals. *Journal of the American Society for Information Science and Technology*, *60*(9), 1923–1932. <https://doi.org/10.1002/asi.21138>

Soper, S. (2018). *Amazon Said to Plan Up to 3,000 Cashierless Stores by 2021âBloomberg*. Retrieved from <https://www.bloomberg.com/news/articles/2018-09-19/amazon-is-said-to-plan-up-to-3-000-cashierless-stores-by-2021>

Spinuzzi, C. (2002). *A Scandinavian challenge, a US response: Methodological assumptions in Scandinavian and US prototyping approaches*. 208–215. <https://doi.org/10.1145/584955.584986>

Steen, M, Manschot, M, & De Koning, N. (2011). Benefits of co-design in service design projects. *International Journal of Design*, *5*(2), 53–60.

Stenquist, P. (2018). *Order a coffee and pay, with a tap on your car’s dash \textbar The Seattle Times*. Retrieved from <https://www.seattletimes.com/business/order-a-coffee-and-pay-with-a-tap-on-your-cars-dash/>

Stolerman, E. (2008). The Nature of Design Practice and Implications for Interaction Design Research. *International Journal of Design*, *2*(1), 55–65.

Stoop, J. (1990). Scenarios in the design process. *Applied Ergonomics*, *21*(4), 304–310. <https://doi.org/10.1016/0003-6870(90)90201-8>

Tarnoff, B. (2018). *Can Silicon Valley workers rein in Big Tech from within? \textbar Ben Tarnoff \textbar Opinion \textbar The Guardian*. Retrieved from <https://www.theguardian.com/commentisfree/2018/aug/09/silicon-valley-tech-workers-labor-activism>

*The Work of Charles and Ray Eames: A Legacy of Invention \textbar Exhibitions - Library of Congress*. (1999). Retrieved from <http://www.loc.gov/exhibits/eames/>

*Thinking Machines in the Physical World \textbar IEEE 2016 Conference on Norbert Wiener in the 21st Century*. (n.d.). Retrieved from <http://21stcenturywiener.org/impact-today/>

Tohidi, M., Buxton, W., Baecker, R., & Sellen, A. (2006a). *Getting the right design and the design right: Testing many is better than one.* 1243. <https://doi.org/10.1145/1124772.1124960>

Tohidi, M., Buxton, W., Baecker, R., & Sellen, A. (2006b). *User sketches: A quick, inexpensive, and effective way to elicit more reflective user feedback*. 105–114. <https://doi.org/10.1145/1182475.1182487>

Tufte, E. R. (2006). *Beautiful evidence*. Cheshire, Conn: Graphics Press.

Vicente, K. (1999). *Cognitive Work Analysis: Toward Safe, Productive, and Healthy Computer-Based Work*. New York: Taylor & Francis.

Visser, F. S., Stappers, P. J., Lugt, R. van der, & Sanders, E. B.-N. (2005). Contextmapping: Experiences from practice. *CoDesign*, *1*(2), 119–149. <https://doi.org/10.1080/15710880500135987>

Voß, J.-P., & Amelung, N. (2016). Innovating public participation methods: Technoscientization and reflexive engagement. *Social Studies of Science*, *46*(5), 749–772. <https://doi.org/10.1177/0306312716641350>

Wack, P. (1985a). Scenarios: Shooting the rapids. *Harvard Business Review*, *63*(6), 139–150.

Wack, P. (1985b). Scenarios: Uncharted waters ahead. *Harvard Business Review*, *63*(5), 73–89.

Waks, L. J. (2001). Donald Schon’s Philosophy of Design and Design Education. *International Journal of Technology and Design Education*, *11*(1), 37–51. <https://doi.org/10.1023/A:1011251801044>

Weagle, S. (2018). *The Rise of IoT Botnet Threat and DDoS attacks \textbar Corero*. Retrieved from <https://www.corero.com/blog/870-the-rise-of-iot-botnet-threats-and-ddos-attacks.html>

Weidenhaupt, K., Pohl, K., Jarke, M., & Haumer, P. (1998). Scenarios in system development: Current practice. *IEEE Software*, *15*(2), 34–45. <https://doi.org/10.1109/52.663783>

Wiener, N. (1961). *Cybernetics, or control and communication in the animal and the machine (2nd ed.).* Retrieved from <http://content.apa.org/books/13140-000>

Wiener, N. (1988). *The human use of human beings: Cybernetics and society*. New York, N.Y: Da Capo Press.

Winograd, T. (Ed.). (1996). *Bringing design to software*. New York, N.Y. : Reading, Mass: ACM Press ; Addison- Wesley.

Winograd, T., & Flores, F. (1986). *Understanding computers and cognition: A new foundation for design*. Norwood, N.J: Ablex Pub. Corp.

Yoo, D. (2018). Stakeholder Tokens: A constructive method for value sensitive design stakeholder analysis. *Ethics and Information Technology*. <https://doi.org/10.1007/s10676-018-9474-4>

Yoo, D., Huldtgren, A., Woelfer, J. P., Hendry, D. G., & Friedman, B. (2013). *A value sensitive action-reflection model: Evolving a co-design space with stakeholder and designer prompts*. 419. <https://doi.org/10.1145/2470654.2470715>

Zimmerman, J., Stolterman, E., & Forlizzi, J. (2010). *An analysis and critique of* Research *through Design: Towards a formalization of a research approach*. 310. <https://doi.org/10.1145/1858171.1858228>

*Interaction Design and Architecture(s)*. Retrieved from <http://www.mifav.uniroma2.it/inevent/events/idea2010/?s=9>

*International Journal of Design*. Retrieved from <http://www.ijdesign.org/ojs/index.php/IJDesign/>

*Design Issues*. Retrieved from <http://www.mitpressjournals.org/loi/desi>

*Design Studies*. Retrieved from <http://www.journals.elsevier.com/design-studies/>