



DEPARTMENT OF CULTURAL SCIENCES

KVL192 Scandinavian Design, 7.5 credits

Skandinavisk design, 7,5 högskolepoäng

First Cycle

Reading list for KVL192, to be valid from spring semester of 2024

Reading list was confirmed by Department of Cultural Sciences on 2023-11-03 to be valid from 2024-01-15.

See appendix.

Scandinavian Design: Reading list VT24

Ashby, Charlotte (2017) *Modernism in Scandinavia, Art, Architecture and Design*, Bloomsbury Visual Arts: [https://www.bloomsburycollections-com.ezproxy.ub.gu.se/book/modernism-in-scandinavia-art-architecture-and-design/Links to an external site.](https://www.bloomsburycollections-com.ezproxy.ub.gu.se/book/modernism-in-scandinavia-art-architecture-and-design/Links%20to%20an%20external%20site)

Björk, Christian (2022) The Myth of “Democratic Design” and Why the Concept Never Should Be Used Again. *Parole Compendiums* <https://www.parole.cc/compendiums/design-dna/the-myth-of-democratic-design-and-why-the-concept-never-should-be-used-again/>

Brunnström, Lasse (2018) *Swedish design: a history*. London: Bloomsbury Visual Arts. 250 p.

Duncan, Carol (1995) ‘The Art Museum as Ritual’. In *Civilizing Rituals: Inside Public Art Museums*. Routledge, London. p. 7-20.

Fallan, Kjetil (2023) “The way north” in Fallan, Kjetil, et al. *Nordic Design Cultures in Transformation, 1960-1980*. 1st ed., New York: Routledge.

From, Lena (2015) ‘Architecture in the Service of Art? Building for Art in the Nordic Countries, 1998-2014’. In *Skiascope, Art Museum Architecture*, ed. Arvidsson, Kristoffer, Gothenburg Museum of Art, Gothenburg. p. 194-251

Halén, Widar & Wickman, Kerstin (eds.) (2006) *Scandinavian design beyond the myth: fifty years of design from the Nordic countries*, Stockholm: Arvinius/Form.

Hansen, P., (2006) Networks, Narratives, and New Markets: The Rise and Decline of Danish Modern Furniture Design, 1930-1970. *Business History Review*, 80(3): 449-483. 35 p.

Jørgensen, Kristine, Sandqvist, Ulf & Sotamaa, Olli (2017) “From hobbyists to entrepreneurs: On the formation of the Nordic game industry. *Convergence: The International Journal of Research into New Media Technologies*, 23(5): 457–476. 20 p.

Kristoffersson, Sara (2014) *Design by IKEA: a cultural history*. London: Bloomsbury. E-book. 150 p.

Lauwaert, Maaïke (2008) Playing outside the box – on LEGO toys and the changing world of construction play, *History and Technology*, 24(3): 221-237.16 p.

Pallasmaa, Juhani (2014) ‘Museum as an Embodied Experience’. In *The Multisensory Museum: Cross-Disciplinary Perspectives on Touch, Sound, Smell, Memory, and Space*. ed. Levent, Nina and Pascual-Leone, Alvaro, Rowman and Littlefield, Lanham. p. 205-212

Zhang, Yanqing & Juhlin, Oskar (2016) "Fashion in Mobile Phone Design—The Emergence of Beautification, Desirability and Variation through Institutional Collaboration". *Fashion Practice*, 8(1): 63–84. 20 p.

Reference literature

Ashby, Charlotte (2017) *Modernism in Scandinavia. Art, Architecture and Design*, Bloomsbury. (Available as e-book via the University Library).

Fiell, Charlotte & Fiell, Peter (2013). *Scandinavian design*. [New ed.] Köln: Taschen. 700 p.