



INSTITUTIONEN FÖR KULTURVETENSKAPER

KVL192 Skandinavisk design, 7,5 högskolepoäng

Scandinavian Design, 7.5 credits

Grundnivå / First Cycle

Litteraturlista för KVL192, gällande från och med vårterminen 2024

Litteraturlistan är fastställd av Institutionen för kulturvetenskaper 2023-11-03 att gälla från och med 2024-01-15.

Se bilaga.

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.