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Design A_ Research Collaboration
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Employment

Artistic Associate Professor Design

Faculty of Business
Kristianstad University
2021-Oct-01 → present

Department of Design

Kristianstad University
2017-Dec-18 → present

Design A_ Research Collaboration

Kristianstad University
2021-Apr-22 → present

Research outputs

Att vandra med andra - Digital platsbunden utställning Stadshuset

Rönkkö, K., Johansson, M., Argento, D. & Imre, Ö., 2023-Jan-26

Att vandra med andra: Fotoböcker Gamlegården

Johansson, M., Rönkkö, K., Argento, D. & Imre, Ö., 2023-Jan-19

Citizen participation in climate smart urban development: Part 2

Argento, D., Imre, Ö., Johansson, M. & Rönkkö, K., 2023, 3 ed. Kristianstad: Kristianstad University Press. 50 p. (Faculty of Business Report; no. 3)

Citizen participation in climate smart urban development: Part 1

Argento, D., Imre, Ö., Johansson, M. & Rönkkö, K., 2022-May-17, 2 ed. Kristianstad: Kristianstad University Press. 45 p. (Faculty of Business Report; no. 2)

Abstraction and resilience: symbolics and space

Johansson, M., Gehmann, U. & Siess, A., 2021.

Experiences from formative learning assessment supported by digital tools

Åberg, K., Johansson, M., Wetterstrand, M., Ådahl, K., Faraon, M., Mello, A. & Rönkkö, K., 2020, p. 3161-3171. 10 p.

Med VR och XR mot framtidens digitala rum

Soneson, T. & Johansson, M., 2020, In: Högskolepedagogisk debatt. 1, p. 47-65 18 p.

VR situated simulations

Soneson, T., Johansson, M., Ahlqvist, K., Bruce, B. & Siotis Ekberg, C., 2020, *Interactivity, Game Creation, Design, Learning, and Innovation: 8th EAI International Conference, ArtsIT 2019, and 4th EAI International Conference, DLI 2019, Aalborg, Denmark, November 6–8, 2019, Proceedings*. B., A. & Irene, E. (eds.). Cham: Springer, p. 730-738 8 p. (Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering; no. volume 328).

Worldmaking: designing for audience participation, immersion and interaction in virtual and real spaces

Siess, A., Hepperle, D., Wölfel, M. & Johansson, M., 2019, *Interactivity, game creation, design, learning, and innovation: 7th EAI International Conference, ArtsIT 2018, and 3rd EAI International Conference, DLI 2018, ICTCC 2018, Braga, Portugal, October 24–26, 2018, Proceedings*. L., A., Brooks, E. & Sylla, C. (eds.). Cham: Springer, p. 58-68 10 p. (Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering; no. volume 265).

Ideal spaces exhibition

Johansson, M. & Gehmann, U., 2018, *Interactivity, game creation, design, learning, and innovation: 6th International Conference, ArtsIT 2017, and Second International Conference, DLI 2017, Heraklion, Crete, Greece, October 30–31, 2017, Proceedings*. B., L., A., E., V. & N. (eds.). Adelaide: Springer, p. 22-32 10 p. (Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering; no. volume 229).

Implementation of the ecosystem services approach in Swedish municipal planning

Schubert, P., Ekelund, N., Beery, T. H., Wamsler, C., Jönsson, K. I., Roth, A., Stålhammar, S., Bramryd, T., Johansson, M. & Palo, T. R., 2018, In: *Journal of Environmental Policy and Planning*. 20, 3, p. 298-312 14 p.

Soundscaping

Johansson, M., 2018, *Enhancing art, culture, and design with technological integration*. Khosrow-Pour, M. (ed.). Hershey, Pennsylvania 17033-1240, USA: IGI Global, p. 169-182 13 p.

The people's smart sculpture PS2: best practice study 2014-2018

Koplin, M., Siegert, S., Eirund, H., Ruzin, I., Nedelkovski, I., Johansson, M., Callesen, J., Geiger, C., Culén, A. L., Coughlin, K., Wroblewska, M., Salo, K. & Druzetic, I., 2018

'Wanderlost': a participatory art and design endeavor

Sonesson, T. & Johansson, M., 2018, *Mediterranean cities and island communities: smart, sustainable, inclusive and resilient*. Stratigea, A. & Kavroudakis, D. (eds.). Cham: Springer, p. 135-160 25 p.

Ekosystemtjänstbegreppet: en historisk tillbakablick och den förväntade rollen i svensk miljöpolicy.

Schubert, P., Jönsson, K. I., Bramryd, T., Johansson, M., Brink, E., Wamsler, C., Palo, T., Beery, T. H., Ekelund, N. & Stålhammar, S., 2017, *Urban utveckling och interaktion*. B. & T. (eds.). Stockholm: Svenska Sällskapet för Antropologi och Geografi, p. 213-237 24 p. (YMER; no. 137).

Gestaltande examinationsformer

Johansson, M., 2017, *Högskolepedagogisk debatt*, 2, p. 45-53 8 p.

Implementering av ekosystemtjänst-begreppet i kommunal verksamhet: slutrapport

Jönsson, K. I., Ekelund, N., Wamsler, C., Brink, E., Beery, T. H., Palo, T. R., Schubert, P., Stålhammar, S., Bramryd, T. & Johansson, M., 2017, Stockholm: Naturvårdsverket. (Naturvårdsverket Rapport; no. 6755)

Ideal spaces: digital-cultural ecology and the medium-sized city

Johansson, M. & Gehmann, U., 2016, p. 5.

Perceptions of the ecosystem services concept: opportunities and challenges in the Swedish municipal context

Beery, T., Stålhammar, S., Jönsson, I., Wamsler, C., Bramryd, T., Brink, E., Ekelund, N., Johansson, M., Palo, T. & Schubert, P., 2016, In: *Ecosystem Services*. 17, p. 123-130 7 p.

Priority areas in municipality planning: ecosystemservices, environmental impact assessments and research areas

Palo, T. R., Lagercrantz, K., Bramryd, T., Johansson, M., Beery, T., Jönsson, K. I., Wamsler, C., Brink, E., Schubert, P. & Ekelund, N., 2016, In: *One Ecosystem*. 1

SOCIAL ART IN EUROPEAN SPACES - AN APPROACH TO PARTICIPATION METHODOLOGIES WITHIN PS2

Koplin, M., Vistica, O., Johansson, M., Nedelkovski, I., Salo, K., Eirund, H., Schrank, C. & Blau, L., 2016, p. 1690-1699. 9 p.

The people's smart sculpture PS2

Johansson, M., 2016.

Gestalt

Johansson, M., Gehmann, U. & Reiche, M., 2015.

Wanderlost

Johansson, M., 2015, *Analyzing art, culture, and design in the digital age*. Mura, G. (ed.). Hershey, Pennsylvania: IGI Global, p. 71-78 7 p.

Against the self-evident

Johansson, M. & Åberg, K., 2014, *Real virtuality: about deconstruction and multiplication of world*. Gehmann, U. & Rieche, M. (eds.). Berlin: Transcript Verlag, p. 419-441 22 p.

Wanderlost

Johansson, M., 2014.

Bring the noise

Johansson, M., 2013, In: *International Journal of Art, Culture and Design Technologies*. 3, 1, p. 26-35 9 p.

Meals and shift work: food choice, time of day and meal environment - three important dimensions for rest and health

Lenneräs, M., Nyberg, M., Johansson, M. & Wetterstrand, M., 2013.

The eight continent: design for an intentional surprise

Johansson, M., 2013, p. 232-239. 7 p.

Abadyl of tunes: bring the noise

Johansson, M., 2012, p. 278-282. 4 p.

Abadyl of tunes

Johansson, M., Hall, J. & Salo, J., 2011, p. 40-43. 3 p.

E-participation – engaged participation

Johansson, M., Wetterstrand, M. & Lundstedt, R., 2011.

The City of Abadyl

Johansson, M., 2011, *Metaplasticity in Virtual Worlds: Aesthetics and Semantic Concepts*. Mura, G. (ed.). Woy Woy, NSW: IGI Global, p. 251-265 14 p.

Place-specific computing: conceptual design cases from urban contexts in four countries

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Fieldasy

johansson, M. & Linde, P., 2004.

Projects

Ideal Spaces Working Group

Johansson, M. & Gehmann, U.

14-01-01 → ...

Koldioxidsnål samhällsbyggnadsprocess för en hållbar stadsutveckling - klimatsmarta Näsby
Rönkkö, K., Johansson, M. & Argento, D.

Möjliga och omöjliga världar: Textsamtal kring skönlitteratur som distansöverbyggande och gemensamhetskapande aktivitet för distansstudenter
Ahlin, L., Freij, M., Åberg, K. & Johansson, M.
22-09-01 → 23-08-31