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Avdelningen för design  
Design A\_ Research Collaboration  
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## Anställning

**Avdelningen för design**  
Högskolan Kristianstad  
2017-dec.-18 → present

**Design A\_ Research Collaboration**  
Högskolan Kristianstad  
2021-apr.-22 → present

**Konstnärlig lektor i digitala medier**  
Fakulteten för ekonomi  
Högskolan Kristianstad  
2017-dec.-18 → present

## Forskningsoutput

### **Citizen participation in climate smart urban development– Part 1**

Argento, D., Imre, Ö., Johansson, M. & Rönkkö, K., 2022-maj-17, 2 red. Kristianstad: Kristianstad University Press. 45 s. (Faculty of Business Report; nr. 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, s. 3161-3171. 10 s.

### **Med VR och XR mot framtidens digitala rum**

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

### **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. (red.). Cham: Springer, s. 730-738 8 s. (Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering; nr. 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. (red.). Cham: Springer, s. 58-68 10 s. (Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering; nr. 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. (red.). Adelaide: Springer, s. 22-32 10 s. (Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering; nr. 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, I: *Journal of Environmental Policy and Planning*. 20, 3, s. 298-312 14 s.

### **Soundscaping**

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

### **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. (red.). Cham: Springer, s. 135-160 25 s.

### **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. (red.). Stockholm: Svenska Sällskapet för Antropologi och Geografi, s. 213-237 24 s. (YMER; nr. 137).

### **Gestaltande examinationsformer**

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

### **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; nr. 6755)

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

Johansson, M. & Gehmann, U., 2016, s. 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, I: *Ecosystem Services*. 17, s. 123-130 7 s.

### **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, I: *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, s. 1690-1699. 9 s.

### **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. (red.). Hershey, Pennsylvania: IGI Global, s. 71-78 7 s.

**Against the self-evident**

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

**Wanderlost**

Johansson, M., 2014.

**Bring the noise**

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

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

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

**The eight continent: design for an intentional surprise**

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

**Abadyl of tunes: bring the noise**

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

**Abadyl of tunes**

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

**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. (red.). Woy Woy, NSW: IGI Global, s. 251-265 14 s.

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

johansson, M. & Messeter, J., 2008, *DIS '08: proceedings of the 7th ACM conference on designing interactive systems*. van, J., MarsdenJohann, G. & Marsden, G. (red.). New York: Association for Computing Machinery (ACM), s. 99-108 9 s.

**Fieldasy**

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

**Projekt****Ideal Spaces Working Group**

Johansson, M. & Gehmann, U.

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