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Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 7939
Disciplina	005.743
Soggetti	Computer science User interfaces (Computer systems) Human-computer interaction Application software Information technology - Management Software engineering Business information services Models of Computation User Interfaces and Human Computer Interaction Computer and Information Systems Applications Computer Application in Administrative Data Processing Software Engineering IT in Business
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
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Nota di contenuto	System Integration and Design -- How to Prevent Reinventing the Wheel? -- Design Principles for Project Knowledge Management Systems -- Designing an Artifact for the Integration of Ubiquitous Information Systems in an Enterprise Context -- Design Principles for Research Data Export: Lessons Learned in e-Health Design Research -- Metaissues -- What's the Best Bet? An Analysis of Design Scientists'

Perceptions of Receptivity and Impact of IS Journals -- Seeking Constructive Synergy: Design Science and the Constructive Research Approach -- Pattern-Based Design Research – An Iterative Research Method Balancing Rigor and Relevance -- Business Process Management and ERP -- Patterns as an Artifact for Business Process Improvement – Insights from a Case Study -- ERP Event Log Preprocessing: Timestamps vs. Accounting Logic -- Enriching Process Models for Business Process Compliance Checking in ERP Environments -- Theory Development 1 -- Rethinking Design Theory in Information Systems -- How to Generalize an Information Technology Case Study -- Reconciling Theories with Design Choices in Design Science Research -- Emerging Themes -- Formidable Bracelet, Beautiful Lantern: Studying Multi-sensory User Experience from a Semiotic Perspective -- Boundary Resources Dependency in Third-Party Development from the Developer's Perspective -- Organizational Design of Innovative Education – Insights from a Combined Design and Action Research Project -- Theory Development 2 -- Don't Ignore the Iceberg: Timely Revelation of Justification in DSR -- An Argumentative Approach of Conceptual Modelling and Model Validation through Theory Building -- BWW Ontology as a Lens on IS Design Theory: Extending the Design Science Research Roadmap -- Green IS and Service Management -- Towards an Innovative Service Development Process in the Electricity Industry -- Design Science in Practice: Designing an Electricity Demand Response System -- A Decision Support Tool to Define Scope in IT Service Management Process Assessment and Improvement -- Green IS for GHG Emission Reporting on Product-Level? An Action -- Design Research Project in the Meat Industry -- Method Engineering -- Design Methodology for Construction of Mapping Applications -- Cherry Picking with Meta-Models: A Systematic Approach for the Organization-Specific Configuration of Maturity Models -- Towards a Domain-Specific Method for Multi-Perspective Hospital Modelling – Motivation and Requirements -- Products and Prototypes -- The Service Meta Modeling Editor – Bottom-Up Integration of Service Models -- Icebricks: Business Process Modeling on the Basis of Semantic Standardization -- Estimating Operating System Process Energy Consumption in Real Time -- Cross-Platform Development of Business Apps with MD2 -- Context-Awareness in the Car: Prediction, Evaluation and Usage of Route Trajectories -- Self-Service Management Support Systems— There's an App for That -- Designing a Web-Based Classroom Response System -- New-Generation Managers and Their IS Support— Getting It Right with the Corporate Navigator -- MUSE: Implementation of a Design Theory for Systems that Support Convergent and Divergent Thinking -- Mini Smart Grid @ Copenhagen Business School: Prototype Demonstration -- preCEP: Facilitating Predictive Event-Driven Process Analytics -- Developing Creative Business Models – The OctoProz Tool -- Work in Progress Papers -- Using Empirical Knowledge and Studies in the Frame of Design Science Research -- Towards a Reference Model for a Productivity-Optimized Delivery of Technology Mediated Learning Services -- A Framework for Classifying Design Research Methods -- Constructing Software-Intensive Methods: A Design Science Research Process with Early Feedback Cycles -- User Guidance for Document-Driven Processes in Enterprise Systems -- Cooperative Games and Their Effect on Group Collaboration -- Respondent Behavior Logging: An Opportunity for Online Survey Design -- Towards Design Principles for Pharmacist-Patient Health Information Systems.

Technology, DESRIST 2013, held in Helsinki, Finland, in June 2013. The 24 full papers, 8 research-in-progress papers, 12 short papers, and 8 poster abstracts were carefully reviewed and selected from 93 submissions. The papers are organized in topical sections on system integration and design; meta issues; business process management and ERP; theory development; emerging themes; green IS and service management; method engineering; papers describing products and prototypes; and work-in-progress papers.
