

1. Record Nr.	UNINA9910616367403321
Titolo	Co-creating for context in the transfer and diffusion of IT : IFIP WG 8.6 International Working Conference on Transfer and Diffusion of IT, TDIT 2022, Maynooth, Ireland, June 15-16, 2022, proceedings // Amany Elbanna [and four others]
Pubbl/distr/stampa	Cham, Switzerland : , : Springer International Publishing, , [2022] ©2022
ISBN	3-031-17968-4
Descrizione fisica	1 online resource (368 pages)
Collana	IFIP Advances in Information and Communication Technology
Disciplina	303.4833
Soggetti	Information technology - Technological innovations Information technology - Security measures
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Intro -- Preface -- Organization -- Contents -- Concepts and Theories in Context -- An Interdisciplinary Review of Ephemerality for Information Systems Research -- 1 Introduction -- 2 Theoretical Background -- 3 Methodological Approach -- 4 Interdisciplinary Review of the Ephemeral -- 4.1 Short-Lived: Speed, Compression, Limitation -- 4.2 Repetitive: Anticipated, Varied -- 4.3 Recombinatory: Multiple Possibilities -- 4.4 Unstable, Durable -- 4.5 A Framework of Ephemeral Dimensions and Characteristics -- 4.6 A Definition for Ephemeral -- 5 Conclusion: Situating the Ephemeral in an IS Context -- References -- Co-design Theory Adoptability: How Organizational Change is Co-created by Design Theorists and Theory Adopters -- 1 Introduction -- 2 Design Logic: Analytical Versus Heuristic Technological Rules -- 3 Heuristic Operators and Design Logic -- 3.1 Applying the Heuristic Operator -- 4 Research Methodology -- 4.1 The Organizational Change Nexus -- 4.2 Multi Case Study Fieldwork -- 5 Analysis of the 108 Cases -- 6 Discussion -- 6.1 Discussion of the Fieldwork -- 6.2 Discussion of the Heuristic Operator -- 7 Conclusion -- References -- A Service-Dominant Logic Perspective on Information Systems Development as Service Ecosystems of Value Co-creation -- 1 Introduction -- 2 Theoretical Background --

3 SDL in the ISD Literature -- 4 Research Approach and Method -- 5 A Case Narrative -- 5.1 Phase 1 - Initiation of the Idea and Funding -- 5.2 Phase 2 - Establishment of the Team -- 5.3 Phase 3 - Conceptual Design of the Game -- 5.4 Phase 4 - Development of the Game -- 5.5 Phase 5 - Launch of the Game -- 6 Analysis and Findings -- 6.1 Actors and Actor-to-Actor Networks -- 6.2 Resource Integration and Service Exchange -- 6.3 Institutions and Institutional Arrangements -- 6.4 Value and Value Co-creation -- 6.5 Service Ecosystems -- 7 Discussion and Conclusion.

References -- Digital Transformation Progress Model for Supporting Co-creation During a Digital Transformation Initiative -- 1 Digital Transformation as Co-creating for Context -- 2 Work System Perspective Underlying the DTPM -- 3 Ideas for Understanding Digital Transformations -- 3.1 Developing the DT Progress Model -- 3.2 Definitions Related to DT and DT Initiative -- 3.3 Phases of a Digital Transformation -- 3.4 Resources for a Digital Transformation -- 3.5 Resource Favorability -- 4 Digital Transformation Progress Model -- 4.1 Comparison with UTAUT -- 5 Potential Uses of the DT Progress Model -- 5.1 DTPM as a Framework for Visualizing Aspects of an Ongoing DT Initiative -- 5.2 DTPM as an Organizing Principle for Narrative DT Project Reports -- 5.3 DTPM as an Organizing Principle for Quantitative DT Project Reports -- 6 Conclusion -- References -- Co-creation in Design, Implementation and Use -- Co-creating a Digital Symptom Tracker: An App as a Boundary Object in the Context of Pediatric Care -- 1 Introduction -- 2 Related Research -- 3 Theory -- 4 Research Methods -- 4.1 Research Context -- 4.2 Data Collection and Analysis -- 5 Findings -- 5.1 Asynchronous Communication to Create a Bridge -- 5.2 Notifications to Increase Compliance -- 5.3 Visualizations to Trigger Reflection -- 5.4 Overview to Encourage Engagement -- 6 Discussion -- 7 Conclusion -- References -- The DECENT Toolkit to Support Design of User Engagement of Mobile Health Technologies from a Practice Theory Perspective -- 1 Introduction -- 2 Related Work -- 2.1 User Engagement Theories -- 2.2 Activity Theory and the Communicative Ecological Framework -- 3 Research Methodology -- 3.1 The DECENT Framework -- 3.2 Designing the DECENT Tools for Capturing Users' Socio-cultural Contexts -- 4 Conclusion -- References.

Good Morning Chatbot, Do I Have Any Meetings Today? Investigating Trust in AI Chatbots in a Digital Workplace -- 1 Introduction -- 2 Literature Review -- 2.1 Conversational AI -- 2.2 Trust in Technology -- 3 Methodology -- 3.1 Case Description -- 3.2 Data Collection -- 3.3 Data Analysis -- 4 Research Findings -- 4.1 Emotional Trust -- 4.2 Cognitive Trust -- 4.3 Organisational Trust -- 5 Discussion -- 6 Contribution, Limitations and Further Research -- References -- AI/Human Augmentation: A Study on Chatbot - Human Agent Handovers -- 1 Introduction -- 2 Conceptual Background -- 3 Method -- 4 Triggering Chatbot - Human Chat Agent Handovers -- 5 Conclusion and Future Research -- References -- Co-creating Through Robotic Process Automation - The Role of Consultants in a Public Sector Automation Journey -- 1 Introduction -- 2 Theoretical Grounding -- 3 Research Method -- 4 Discussion -- 5 Concluding Remarks and Forthcoming Research -- References -- Is Inner Source the Next Stage in the Agile Revolution? -- 1 Introduction -- 2 Research Design -- 3 Case Studies -- 3.1 Pre-agile and 'Big Bang' Adoption of Inner Source at Philips Healthcare -- 3.2 Pre-agile and Incremental Adoption of Inner Source at Bosch -- 3.3 Parallel Incremental Adoption of Agile and Inner Source at Ericsson -- 3.4 Parallel Incremental Adoption of Agile and Inner Source at Paypal -- 3.5 Post-agile

Adoption of Inner Source at Zalando -- 4 Conclusion -- References --  
Open Source Software Governance: Towards a Link to the Business  
World -- 1 Introduction -- 2 Literature Review -- 3 Research Agenda  
-- 3.1 Vertical Domains in Terms of Domain-Specific Applications --  
3.2 Vertical Domains in Terms of Sector Oriented Projects. -- 4  
Conclusion -- References -- IS Use and Impact in Context -- Setting  
Goals in a Digital Transformation of Environmental Assessment: A Case  
Study -- 1 Introduction.  
2 Related Research -- 2.1 Digital Transformation -- 2.2 Sustainable  
Development Goals -- 3 Research Approach -- 3.1 The Case -- 3.2  
Data Collection and Data Analysis -- 4 Findings -- 4.1 Scoping,  
Accumulating, and Analyzing -- 4.2 (Re)write -- 4.3 Sharing,  
Commenting, and Hearing -- 4.4 Approval -- 5 Discussion  
and Conclusion -- References -- Reviewing Transfer and Diffusion  
of Climate Technology in Households: Towards a Greener IT Future --  
1 Introduction -- 2 Method -- 3 Findings -- 3.1 Diffusion and Transfer  
Seen from a Macro Policy Level -- 3.2 The Importance of Including  
Factors from Diffusion of Innovations Theory -- 4 Taking a Socio-  
cultural Perspective -- 5 Co-creating Diffusion and Adoption -- 6  
Discussion and Conclusion -- References -- IT Diffusion in the Society:  
The Expansion of Smart Cities and Their Impact on the Sustainable  
Development -- 1 Introduction -- 2 Literature Review -- 2.1  
Digitalization and Its Impact on Society -- 2.2 The Smart City Concept  
-- 2.3 The Link Between Sustainability and Smart Cities -- 3 Research  
Methodology -- 4 Preliminary Results and Future Research  
Opportunities -- 4.1 Bibliometric Study of Sustainability in Smart Cities  
-- 4.2 The Interplay Between Smart City and Sustainability -- 4.3  
Limitations and Future Research -- 5 Conclusion -- References --  
A Negotiated Public Value for Digital Entrepreneurship: A Case Study  
of Bahrain -- 1 Introduction -- 2 Literature Review -- 2.1 National ICT  
Initiatives for Entrepreneurial Ecosystems -- 2.2 Public and Private  
Sector Collaboration and ICT Initiatives -- 3 Theoretical Framework:  
Public Value -- 4 Methodology -- 5 Case Study: Digital  
Entrepreneurship in Bahrain -- 5.1 Economic Vision 2030  
and Becoming an ICT Innovation Hub -- 5.2 Start-Up Bahrain  
as a Community and Digital Platform -- 6 Analysis.  
6.1 Perspectives on the Community and Platform from the Stakeholder  
Environment -- 6.2 Negotiated Public Value by the Community -- 6.3  
Operational Capacity Through the Startup Bahrain Platform -- 7  
Discussion and Conclusion -- References -- Contextual Use of IoT  
Based Water Quality Control System -- 1 Introduction -- 2 Related  
Studies -- 3 Research Methodology -- 3.1 Research Approach -- 3.2  
Research Design -- 4 Result and Discussion -- 4.1 Water Monitoring  
App -- 4.2 UTAUT Evaluation -- 4.3 Implication for Research  
and Practice -- 5 Conclusion and Recommendation -- References --  
Working from Home Beyond Covid-19: Technology - Friend or Foe? --  
1 Introduction -- 2 Literature Review -- 3 Methodology -- 4 Findings  
-- 4.1 The Changing Nature of Work -- 4.2 Developing a Balance  
Between Home and Work-Related Technology Use -- 4.3 Managing  
Communication via Social Media Technology -- 4.4 Balancing  
Technology and Work: An Ongoing Challenge -- 4.5 Technology-  
Enabled Work as a 'Barrier' from Workplace -- 5 Discussion  
and Conclusion -- References -- Work-From-Home Performance  
During the Pandemic: How Technology Availability Moderates Job Role,  
Stress and Family-Work Conflict -- 1 Introduction -- 2 Related Work --  
2.1 Working from Home During COVID-19 -- 2.2 Stress -- 2.3 Family-  
Work Conflict -- 3 Research Design -- 4 Methodology and Sampling --  
5 Results -- 5.1 Descriptive Statistics -- 5.2 Regression Analysis -- 6

Discussion -- 6.1 Job Role -- 6.2 Stress -- 6.3 Family-Work Conflict --  
7 Limitations and Directions for Future Research -- References -- The  
State of Health Information Systems Research in Africa: A Scoping  
Review -- 1 Introduction -- 2 Methodology -- 2.1 Setting  
the Academic Scope and Study Background -- 2.2 Identification  
and Curation of Relevant Publications on the Subject -- 2.3 Bibliometric  
Assessment -- 3 Findings.  
4 Conclusion and Research Avenues.

---