

1. Record Nr.	UNINA9910878051503321
Autore	Filipe Joaquim
Titolo	Enterprise Information Systems : 25th International Conference, ICEIS 2023, Prague, Czech Republic, April 24-26, 2023, Revised Selected Papers, Part II
Pubbl/distr/stampa	Cham : , : Springer International Publishing AG, , 2024 ©2024
ISBN	3-031-64755-6
Edizione	[1st ed.]
Descrizione fisica	1 online resource (296 pages)
Collana	Lecture Notes in Business Information Processing Series ; ; v.519
Altri autori (Persone)	miaekMicha BrodskyAlexander HammoudiSlimane
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Intro -- Preface -- Organization -- Contents - Part II -- Contents - Part I -- Software Agents and Internet Computing -- Enhancing Calibration and Reducing Popularity Bias in Recommender Systems -- 1 Introduction -- 2 Related Work -- 3 Problem and Approach -- 3.1 Popularity Division -- 3.2 Grouping Users -- 3.3 Popularity Distributions -- 3.4 Fairness Measure -- 3.5 Calibration -- 4 Experimental Setup -- 4.1 Datasets -- 4.2 Metrics -- 4.3 Evaluation Methodology -- 4.4 Baselines -- 5 Results -- 5.1 Yahoo Movies -- 5.2 MovieLens 20M -- 5.3 Yahoo Songs -- 6 Conclusion -- References -- Mobile Gaming Supported by the Gaming on the Edge Architecture -- 1 Introduction -- 2 Technologies Used -- 2.1 WebRTC -- 2.2 STUN -- 2.3 GStreamer -- 2.4 Hardware Encoding -- 2.5 Motion Compensation -- 2.6 Virtualization -- 3 Related Work -- 3.1 Considerations About the Related Work -- 4 Architecture Overview -- 5 Evaluation -- 5.1 Results Discussion -- 6 Final Considerations -- References -- Ontology Engineering of an IoT System for Monitoring Hypertension -- 1 Introduction -- 2 Research Methodology -- 2.1 Iteration 1: System Based on Internet of Things for Monitoring Patients with Hypertension (SBloT-MPH) -- 2.2 Iteration 2: Ontology-Driven IoT System for Monitoring Hypertension (ODIoT-SMH) -- 3 ODIoT-SMH Design --

3.1 ODIoT-SMH Architecture -- 4 ODIoT-SMH Ontology Engineering --  
4.1 Ontology Modularity, Alignment, Merge and Extension -- 4.2  
ODIoT-SMH Ontology -- 4.3 Dynamic Analysis and Protégé  
Implementation -- 5 Discussion -- 6 Related Work -- 7 Conclusion --  
References -- Human-Computer Interaction -- Comparative Evaluation  
of Non-immersive and Immersive Approaches for Upper Limb  
Rehabilitation: A Performance and Usability Study -- 1 Introduction --  
2 Context of SCI Rehabilitation -- 2.1 Contribution of Occupational  
Therapy to Spinal Cord Injury Rehabilitation.  
2.2 Grasping Techniques in SCI Rehabilitation -- 3 Virtual Reality as a  
Complement to Traditional Rehabilitation -- 3.1 Virtual Grasp  
Recognition -- 3.2 Simulation of Object Interaction in Virtual Reality --  
3.3 Box and Block Test (BBT) -- 4 Study of Functional Analysis and  
Usability -- 4.1 Profile of Study Participants -- 4.2 Clinical Study Setup  
-- 4.3 Results of the Functional Analysis -- 4.4 Results of the Usability  
Study -- 4.5 Limitations of the Study -- 5 Conclusions -- References  
-- Narrowing the Technological Gap by Promoting Small Commerce  
Through VR and AI for a Lifelike E-Commerce Experience: Needs and  
Solutions -- 1 Introduction -- 2 Related Work -- 2.1 Virtual Reality  
Shopping -- 2.2 Recommendation Systems -- 3 Overview of VR-ZOCO  
-- 3.1 User Interaction Layer -- 3.2 AI Powered Layer -- 3.3  
Persistence Layer -- 3.4 Offers Module -- 3.5 Shop Management  
Module -- 3.6 Output Layer: Bringing Small Commerces to a Virtual  
Environment -- 4 Needs and Solutions for Lifelike E-Commerce with  
Virtual Reality -- 4.1 Digitization of Products at Low-Cost with High-  
Quality -- 4.2 Technologies for Low Cost 3D Scanning at High-Quality  
-- 4.3 Characteristics for 3D Models Evaluation and Performance  
Outcomes -- 5 Discussion -- 6 Conclusions and Future Work --  
References -- Enterprise Architecture -- Unpacking the Digital  
Transformation in an Incumbent Context: The Role of Digital Skills -- 1  
Introduction -- 2 Literature Review -- 2.1 Digital Skills in Incumbent  
Organizations -- 2.2 Digital Transformation and Digital Skills -- 3  
Methods -- 3.1 Research Design -- 3.2 Data Collection and Data  
Analysis -- 4 Findings -- 4.1 The Need to Assess and Develop Digital  
Skills in Green energy: Genesis of Digital Skills& -- People -- 4.2  
How Digital Skills Are Assessed and Developed Within the Incumbent  
Organization.  
4.3 Organizational Mechanisms to Facilitate the Integration of Digital  
Skills Within the Organization -- 4.4 The Role of Digital Champions --  
4.5 Organizational Characteristics and Individual Characteristics  
that Enable to Act as Digital Champions in the Incumbent Organization  
-- 5 Discussion -- 6 Conclusion and Implications -- References --  
Verification of Correctness and Data-Flow Properties for Workflow  
Processes in Maude -- 1 Introduction -- 2 Preliminaries -- 3 Workflow  
Nets with Data -- 4 Specification of Workflow Nets with Data as Rewrite  
Theories in Maude -- 4.1 Specification of WFD-Nets Static Aspects --  
4.2 Specification of WFD-Nets Behaviour -- 5 Verification of Data-Flow  
Properties -- 6 Verification of Correctness Properties -- 7 Related Work  
-- 8 Conclusions -- References -- Blockchain Evolution and Its Impact  
on Business Models: A Comprehensive Review -- 1 Introduction -- 2  
Setting the Stage for the Review -- 2.1 Business Model -- 2.2 The  
Evolution of Blockchain Applications -- 3 Methodology -- 4 Review  
of the Literature -- 4.1 Blockchain 1.0 -- 4.2 Blockchain 2.0 -- 4.3  
Blockchain 3.0 -- 5 Avenues for Future Research -- 6 Conclusions --  
References -- On the Transition from Traditional Retail to Cloud-  
Supported E-Commerce: A Design Science Project -- 1 Introduction --  
2 Methodology -- 2.1 Systematic Literature Review -- 2.2 Artifact  
Realization -- 3 Related Work -- 3.1 Modern Retail Environments --

3.2 Cloud Provider Comparison -- 4 Architecture Development -- 4.1 Capabilities of Modern (E-)Retailing -- 4.2 Matching Cloud Tools with the Capabilities -- 5 Prototype and Evaluation -- 6 Conclusion and Future Improvement -- References -- Challenges as Regards Aligning IT and Business with Agility When Applying the BizDevOps Approach -- 1 Introduction -- 2 Conceptual Context -- 2.1 BizDevOps -- 2.2 Enterprise Architecture.

2.3 Business Capability -- 3 Difficulties and Solutions -- 3.1 Difficulty Dimension: People -- 3.2 Difficulty Dimension: Processes -- 3.3 Difficulty Dimension: Information -- 3.4 Difficulty Dimension: Resources -- 3.5 Specifics Solutions -- 4 Proposals for Agile Alignment of IT and Business -- 4.1 A Holistic First Step: Business Capability -- 5 Related Work -- 6 Conclusions -- Appendix A -- References -- Tackling Alignment Challenges: A Light-Weight Method to Plan Business and IT Co-evolution -- 1 Introduction -- 2 Related Work -- 3 Research Approach -- 4 Alignment Challenges and Solutions -- 5 The Planning Method -- 5.1 Planning Team -- 5.2 Step 1: Set Ambition -- 5.3 Step 2: Define Evolution Steps -- 5.4 Step 3: Compose the Evolution Plan -- 5.5 Step 4: Validate the Evolution Plan -- 5.6 Step 5: Facilitate Initiation and Monitoring -- 5.7 Resources -- 5.8 Meeting Identified Alignment Challenges -- 6 Worked-Out Example -- 7 Evaluation -- 8 Conclusions -- 8.1 Contributions -- 8.2 Solving Alignment Issues -- 8.3 Future Work -- References -- Defining and Evaluating Prudence and Recklessness of Enterprise Architecture Debt -- 1 Introduction -- 2 Related Work -- 3 Systematic Literature Review -- 3.1 Search Scope -- 3.2 Search Strategy -- 3.3 Study Selection Criteria -- 3.4 Study Selection Process -- 3.5 Data Extraction -- 3.6 Data Synthesis -- 4 Definition of Prudence and Recklessness in EA Debt -- 4.1 Prudence -- 4.2 Recklessness -- 5 Evaluating Prudence of EA Debt -- 5.1 Prudence Evaluation Process -- 5.2 Applying the Prudence Evaluation Process - An Example -- 6 Interviews with EA Debt Experts -- 6.1 The Expert Interviews -- 6.2 Part 1: Participants' Background -- 6.3 Part 2: Feedback on the Proposed Definitions -- 6.4 Part 3: Feedback on the Proposed Process -- 7 Results from Expert Interviews -- 7.1 Refined Definitions.

7.2 Findings on the Process' Applicability -- 8 Study Contributions and Validity -- 8.1 Contributions -- 8.2 Threats to Validity -- 9 Conclusions and Future Work -- References -- Advancing Toward a Reference Ontology for Enterprise Architecture Mining from APIs -- 1 Introduction -- 2 Motivation -- 3 Research Background -- 4 Ontology Development Methodology -- 5 The Ontology for EA Mining from APIs -- 5.1 Purpose Identification -- 5.2 Ontology Requirements -- 5.3 Ontology Capture and Formalization -- 5.4 Demonstration -- 6 Evaluation and Verification -- 6.1 Evaluation Process -- 6.2 Evaluation Roles -- 6.3 Evaluation Material -- 6.4 Evaluation Criteria -- 7 Discussion -- 8 Conclusion and Future Work -- References -- Author Index.

---