1. Record Nr. UNISA996389805703316

Titolo	Great newes from the Barbadoes, or, A True and faithful account of the grand conspiracy of the Negroes against the English and the happy discovery of the same [[electronic resource]] : with the number of those that were burned alive, beheaded, and otherwise executed for their horrid crimes : with a short discription of that plantation
Pubbl/distr/stampa	London, : Printed for L. Curtis, 1676
Descrizione fisica	14 p
Soggetti	Slave rebellions - Barbados Barbados History 17th century
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"With allowance." Imperfect: p. 6 lacking. Reproduction of original in the Huntington Library.
Sommario/riassunto	eebo-0113

2. Record Nr. UNISA996601561603316

Autore	Mandviwalla Munir
Titolo	Design Science Research for a Resilient Future : 19th International Conference on Design Science Research in Information Systems and Technology, DESRIST 2024, Trollhättan, Sweden, June 3-5, 2024, Proceedings
Pubbl/distr/stampa	Cham : , : Springer, , 2024 ©2024
ISBN	9783031611759 9783031611742
Edizione	[1st ed.]
Descrizione fisica	1 online resource (464 pages)
Collana	Lecture Notes in Computer Science Series ; ; v.14621
Altri autori (Persone)	SöllnerMatthias TuunanenTuure
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Intro -- Preface -- Organization -- Contents -- DSR for a Resilient World (Theme Track) -- Disentangling the Problem Space: A Validated Problem Statement for Sustainability Support Systems -- 1 Introduction -- 2 Background -- 3 Research Design -- 4 The Problem Analysis Echelon -- 4.1 Understanding the Practitioner's Problem -- 4.2 Abstracting Sustainable Behavior -- 4.3 Defining Our Problem Situation -- 4.4 Analyzing the Challenges Around Sustainable Behavior -- 4.5 Field Check on Challenges and Solvability of Resource Conservation -- 4.6 Facilitating Sustainable Behavior with Behavioral Interventions -- 4.7 Analyzing the Challenges in the Behavioral Intervention Literature -- 4.8 The Mechanisms for Encouraging Sustainable Behavior -- 4.9 Validated Problem Statement as Design Knowledge -- 5 Discussion -- References -- Let Citizens Speak Up: Designing Intelligent Online Participation for Urban Planning -- 1 Introduction -- 2 Related Work -- 2.1 Online Participation in Urban Planning -- 2.2 Online Participation in Urban Planning -- 3 Research Approach -- 4 Awareness of the Problem -- 5 Suggestion -- 6 Development -- 7 Evaluation -- 8 Findings -- 9 Discussion -- 10 Conclusion -- References --

Overcoming Rebound Effects: A Process Blueprint for Circular Systems Design -- 1 Introduction -- 2 Theoretical Background -- 2.1 Circular Design Strategies -- 2.2 Rebound Effects -- 3 Method -- 3.1 Problem Definition -- 3.2 Design Creation and Evaluation -- 4 Results -- 4.1 Problem Identification and Objective Definition -- 4.2 Artifact Development -- 4.3 Artifact Demonstration and Evaluation -- 4.4 Adaptation of the Design Tool -- 5 Discussion -- 6 Conclusions, Limitations and Future Research -- References -- General Track -- Conceptualizing Multi-party AI Reliance for Design Research -- 1 Introduction -- 2 Background -- 2.1 AI Reliance.
2.2 (Cognitive) Balance Theory -- 3 Conceptualization of MPAIR -- 3.1 Reliance Balance -- 3.2 Multi-party AI Reliance -- 4 MPAIR in Practice -- 4.1 Example A: Conversational Agents in Financial Advisory Service Encounters -- 4.2 Example B: AI-Based Price Estimations in Used Car Market Negotiations -- 4.3 Conclusion -- 5 Discussion -- 5.1 The Importance of Single-User Appropriate Reliance -- 5.2 Design Principle for MPAIR -- 5.3 Future Extensions of MPAIR -- 6 Conclusion -- References -- Wasn't Expecting that - Using Abnormality as a Key to Design a Novel User-Centric Explainable AI Method -- 1 Introduction -- 2 Background and Related Literature -- 2.1 Counterfactual Explanations -- 2.2 Abnormality in Explanations -- 2.3 Abnormality in Counterfactual Explanations -- 3 A Novel XAI Method to Generate Abnormal Counterfactual Explanations -- 3.1 Abnormality Measure Based on KDE -- 3.2 Integration of the Abnormality Measure into an XAI Method to Generate Counterfactual Explanations -- 4 Demonstration and Evaluation -- 4.1 Case Setting and Data Set -- 4.2 Instantiation of ACE and a Competing Artifact -- 4.3 Functionally-Grounded Evaluation -- 4.4 Human-Grounded Evaluation -- 5 Implications, Limitations, and Further Research -- 5.1 Implications for Theory and Practice -- 5.2 Limitations and Further Research -- References -- Designing a Large Language Model-Based Coaching Intervention for Lifestyle Behavior Change -- 1 Introduction -- 2 Related Work -- 2.1 Motivational Interviewing -- 2.2 Large Language Models -- 3 Methodology -- 4 Objectives of a Solution -- 5 Design and Development -- 5.1 Deriving Design Principles from Theory and User Interviews -- 5.2 Development of an Initial Prompt -- 6 Demonstration -- 7 Evaluation -- 8 Discussion and Conclusion -- References -- A Design-Principle-Friendly Conceptual Model of Observational Crowdsourcing.
1 Introduction -- 2 Background -- 2.1 Crowdsourcing: Definitions, Conceptual Models and Taxonomies -- 2.2 Design Science Research and Design Principles -- 3 Methodology -- 3.1 Identifying Relevant Literature and Inclusion Criteria -- 3.2 Analysis and Theoretical Development -- 4 Results -- 5 Discussion and Conclusion -- References -- Design Principles for Machine Learning Based Clinical Decision Support Systems: A Design Science Study -- 1 Introduction -- 2 Research Approach -- 3 The Readmission Prediction Algorithm -- 4 Exploring the Inpatient Care Process -- 5 Explainable AI and Clinical Decision Support Systems -- 5.1 Explainable Artificial Intelligence -- 5.2 Designing Clinical Decision Support Systems -- 6 User eXperience Design -- 6.1 Exploration of User Needs -- 6.2 Exploration of Stakeholders and the Inpatient Care Process -- 6.3 Exploration of Design Alternatives -- 7 Design Principles for CDSS in the Context of Readmission Prediction for Heart Failure Patients -- 8 Conclusions -- References -- Theory-Driven Design of a Negotiation Canvas for Reaching Win-Win Agreements -- 1 Introduction -- 2 Conceptual Background -- 2.1 Negotiations -- 2.2 Canvas Development -- 3 Methodology -- 3.1 Design Science Research -- 3.2 Evaluation Strategy

-- 4 The Negotiation Canvas -- 4.1 Problem Identification and Objectives of the Negotiation Canvas -- 4.2 Design and Development of the Negotiation Canvas -- 4.3 Demonstration and Evaluation of the Negotiation Canvas -- 5 Discussion -- 5.1 Canvas Enhancement, Limitations and Future Research -- 6 Conclusion -- Appendix A. The Novice Evaluation Task -- References -- DSR Methods and Education -- A Typology of Knowledge Creation in Design Science Research Projects -- 1 Introduction -- 2 Related Literature: Design Principles and Theories -- 2.1 Foundations of Principles and Knowledge.
3 A Typology for Knowledge Creation in DSR -- 3.1 Design Attribute Postulates -- 3.2 Design Theories -- 3.3 Good Design Practices -- 3.4 Design Principles -- 4 A Dual Use Framework of DSR Knowledge Typology -- 5 Conclusions and Future Work -- References -- Classifying Design Science Research in Terms of Types of Reasoning from an Epistemological Perspective -- 1 Introduction -- 2 Epistemological Types of Reasoning -- 2.1 Induction -- 2.2 Deduction -- 2.3 Abduction -- 3 Methodology -- 4 Discussion of Results -- 4.1 Quantitative Analysis -- 4.2 Qualitative Analysis -- 5 Generalized Framework for Reasoning in DSR -- 6 Conclusion -- References -- Visualizing Argumentation for Research Problem and Research Design -- 1 Introduction -- 2 Literature Review -- 2.1 Identification of a Research-Worthy Problem -- 2.2 Conceptual Modeling for Visualization of Research Problems -- 3 Methodology -- 4 Suggestion -- 5 Implementation -- 6 Application of the Modelling Language -- 7 Discussion -- 8 Conclusion -- References -- Toward a Method for Design Science Research Meta-Studies to Improve the Reusability of Design Principles -- 1 Introduction -- 2 Research Background -- 2.1 Design Principles and Related Work on Their Reusability -- 2.2 Meta-Studies and Systematic Reviews -- 3 Methodology -- 4 Results -- 4.1 Derivation of the Method for Design Science Research Meta-Studies -- 4.2 Evaluation in an Expert Workshop -- 4.3 Demonstration of the Method for Design Science Research Meta-Studies -- 5 Discussion -- 6 Conclusion -- References -- Dialectical Tensions in Design Theorizing: Exploring the Selection, Use, and Development of Kernel Theory -- 1 Introduction -- 2 Kernel Theory in Design Science Research -- 3 A Dialectical Inquiry Perspective on Kernel Theory -- 3.1 Pre-use: Picking Paradox -- 3.2 In-Use: Adoption Ambivalence -- 3.3 Post-use: Development Dilemma.
4 Responses to Tensions in Kernel Theory Operationalization -- 4.1 Generic Responses to Kernel Theory Operationalization -- 4.2 Specific Responses to Kernel Theory Operationalization -- 5 Contributions, Limitations, and Outlook -- References -- Design Science Research as a Guide for Innovative Higher Education Teaching: Towards an Application-Oriented Extension of the Proficiency Model -- 1 Introduction -- 2 Theoretical Background and Related Work -- 3 Instantiating DSR for Designing Higher Education -- 4 Application-Oriented Extension of the Proficiency Model -- 5 Conclusion -- 6 Outlook -- References -- Let's Chat to Negotiate: Designing a Conversational Agent for Learning Negotiation Skills -- 1 Introduction -- 2 Conceptual Background and Related Work -- 2.1 Negotiations and the Harvard Negotiation Model -- 2.2 Learning Negotiation Skills -- 2.3 Learning Systems for Negotiation Skills -- 3 Research Methodology -- 4 Results -- 4.1 Problem Identification and Objectives of a Solution -- 4.2 Design and Development -- 4.3 Demonstration and Evaluation -- 5 Discussion -- 5.1 Limitations and Further Research -- 6 Contributions -- References -- DSR in Practice -- No Need to Cry over Spilt Milk: A Workflow for Regenerating Graph Data Using Robotic

Process Automation -- 1 Introduction -- 2 Research Background -- 2.1 Document Image Analysis -- 2.2 Robotic Process Automation -- 2.3 Graph Digitizing Software Tools -- 2.4 Comparative Approaches -- 3 Research Method -- 4 Objectives of a Solution -- 5 Design, Development and Demonstration -- 5.1 Workflow -- 5.2 Data Understanding -- 5.3 Preprocessing -- 5.4 Extraction and Postprocessing -- 6 Evaluation and Results -- 6.1 Evaluation -- 6.2 Intercoder Reliability -- 7 Discussion and Contribution -- 7.1 Discussion -- 7.2 Contribution -- 8 Conclusion -- References.

Towards a Smarter Tomorrow: A Design Science Perspective on Building a Smart Campus IoT Data Platform.