The objective of this minitrack is to develop architectures of particularly social knowledge systems to support organizations facing changing environments. Organizational decision-making and learning are people-intensive processes. Individuals learn and share what they have learned with those “nearby” them, who in turn share knowledge with others. In this manner, knowledge propagates or “spirals” throughout the organization and beyond. This growth of knowledge and the understanding it brings enable organizations to react quickly to changing environments, a necessity for survival. However, because these needs are so strongly based in the social perspective, we believe that technological support of these systems should have a foundation that can recognize the social aspects of knowledge creation and use.

This minitrack in general seeks to explore knowledge management (KM) architectures, tools, and social media technologies such as mashups in the context of knowledge systems – for example as related to supporting knowledge use and transfer or to organizational learning, particularly from a design science perspective. We discuss a wide range of approaches that focus on architectural design for knowledge-based or learning organizations.

After a rigorous review process, two papers were accepted for presentation:

The first paper is co-authored by Tobias Heide and Lukasz Lis: The authors propose a combined approach of dynamic knowledge mapping, which is based on a manual creation of the underlying context (e.g., the metaphor) of the visualization. The particular knowledge items are mapped onto this background automatically in response to changes in the knowledge base. Thus, this approach benefits from the use of a challenging graphical context while allowing for an automated generation of visualizations.

The second paper is co-authored by Philip Raeth, Maurice Kügler, and Stefan Smolnik: In their paper, the authors introduce a multilevel model for investigating the impact of organizational social web site (SWS) usage on individual and team performance. They propose that team SWS usage impacts individual and team performance through its improved structural collaboration capabilities. Organizational learning, social capital, and network theories serve as the theoretical basis.

We wish to thank all of the authors who submitted work for consideration in this minitrack. We would also like to thank the dedicated reviewers who provided time and effort in reviewing the submitted papers. We believe that these papers contribute very much to furthering our understanding of knowledge systems and design sciences approaches, and we look forward to discussing them in our session.