Introduction to the Advances in Design Research for Information Systems Minitrack

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This minitrack provides a venue for information systems (IS) design researchers to share their work and interact with likeminded scholars. Design research may be viewed as having three major subfields. First of all, design theory research focuses on the development of theories about creating new or improved information systems based on kernel or grand theories. The IS design theory concept was first articulated two decades ago [1, 2] and continues to be developed [3]. Second, we view it as important that design science research, which focuses on creating ‘new-to-the-world’ IS artifacts [4-6] has a welcoming outlet. We try to provide such an outlet for researchers doing artifact driven research in information systems, but also in other fields such as industrial engineering or service design. Finally, we also welcome papers that study how designers actually conduct design activities, i.e. science of design research. Papers in this last subfield could potentially come not only from IS, but also from architecture and design.

The papers included in this year’s minitrack cover the topics of the philosophical basis for design research theory development, but also specific design research theories developed by the authors. We also have papers that cover the area of evaluation of design research, a vitally important topic for all design researchers. More specifically, the papers address the development of a design research theory for green information systems. The second paper making a design science theory contribution looks at adaptable e-learning systems. We were also pleased that we have two papers this year, which attempt to further the theory development and philosophy of research discussion within our field. Of the two, the first looks at a dissipative model of pre-theory in the context of theorizing. The second paper puts forward a new concept of resonance that complements research rigor and relevance and thus attempts to address how design researchers can effectively communicate research outcomes. Finally, we have three papers that address different aspects of design research evaluation. The first of these looks at the challenges of applying an evaluation pattern approach while building IS artifacts. The second paper presents a literature review on how experiments have been used in design research theory development. Finally, we have a paper that evaluates a measurement instrument for maturity model design in the area of business intelligence.

References


