

Roel J. Wieringa

Design Science Methodology

for Information Systems
and Software Engineering

Design Science Methodology For Information Systems And Software Engineering

WJ Hussar



Design Science Methodology For Information Systems And Software Engineering:

Design Science Methodology for Information Systems and Software Engineering Roel J. Wieringa, 2014-11-19 This book provides guidelines for practicing design science in the fields of information systems and software engineering research. A design process usually iterates over two activities: first designing an artifact that improves something for stakeholders and subsequently empirically investigating the performance of that artifact in its context. This validation in context is a key feature of the book since an artifact is designed for a context; it should also be validated in this context. The book is divided into five parts. Part I discusses the fundamental nature of design science and its artifacts as well as related design research questions and goals. Part II deals with the design cycle, i.e., the creation, design, and validation of artifacts based on requirements and stakeholder goals. To elaborate this further, Part III presents the role of conceptual frameworks and theories in design science. Part IV continues with the empirical cycle to investigate artifacts in context and presents the different elements of research: problem analysis, research setup, and data analysis. Finally, Part V deals with the practical application of the empirical cycle by presenting in detail various research methods, including observational case studies, case-based and sample-based experiments, and technical action research. These main sections are complemented by two generic checklists: one for the design cycle and one for the empirical cycle. The book is written for students as well as academic and industrial researchers in software engineering or information systems. It provides guidelines on how to effectively structure research goals, how to analyze research problems concerning design goals and knowledge questions, how to validate artifact designs, and how to empirically investigate artifacts in context, and finally how to present the results of the design cycle as a whole.

An Introduction to Design Science Paul Johannesson, Erik Perjons, 2021-09-20 This book is an introductory text on design science intended to support both graduate students and researchers in structuring, undertaking, and presenting design science work. It builds on established design science methods as well as recent work on presenting design science studies and ethical principles for design science and also offers novel instruments for visualizing the results, both in the form of process diagrams and through a canvas format. While the book does not presume any prior knowledge of design science, it provides readers with a thorough understanding of the subject and enables them to delve into much deeper detail thanks to extensive sections on further reading. Design science in information systems and technology aims to create novel artifacts in the form of models, methods, and systems that support people in developing, using, and maintaining IT solutions. This work focuses on design science as applied to information systems and technology, but it also includes examples from and perspectives of other fields of human practice. Chapter 1 provides an overview of design science and outlines its ties with empirical research. Chapter 2 discusses the various types and forms of knowledge that can be used and produced by design science research, while Chapter 3 presents a brief overview of common empirical research strategies and methods. Chapter 4 introduces a methodological framework for supporting researchers in doing design science research as well as in presenting

their results This framework includes five core activities which are described in detail in Chapters 5 to 9 Chapter 10 discusses how to communicate design science results while Chapter 11 compares the proposed methodological framework with methods for systems development and shows how they can be combined Chapter 12 discusses how design science relates to research paradigms in particular to positivism and interpretivism and Chapter 13 discusses ethical issues and principles for design science research The new Chapter 14 showcases a study on digital health consultations and illustrates the whole process in one comprehensive example Also added to this 2nd edition are a number of sections on practical guidelines for carrying out basic design science tasks a discussion on design thinking and its relationship to design science and the description of artefact classifications Eventually both the references in each chapter and the companion web site were updated to reflect recent findings

Emotional Data Applications and Regulation of Artificial Intelligence in Society Rosa Ballardini, Rob van den Hoven van Genderen, Sari Järvinen, 2025-01-22 This revolutionary new book on using AI to process human emotion data seeks to raise awareness for the topic thoroughly discuss it from a multidisciplinary perspective and by doing so disseminate research findings that elaborate on the current and future regulatory needs for the responsible and ethical development and application of emotional AI Biometric and psychological data of humans are the most sensitive data on human behavior The book's objective is to provide a holistic understanding of key challenges and propose novel workable substantive and methodological solutions for navigating current and future legal and ethical needs and dilemmas regarding the processes of developing and using emotional AI Although both the academic community and political decision makers continue to intensively discuss issues in the ethical regulation of AI there is still a very limited understanding of both the opportunities and the risks in connection with emotional AI specifically Yet emotional AI is one of the most promising areas of AI developments and applications Several of these innovations could be a welcome change in our society as they could improve our well being in various ways That being said these inventions require considerable investments Thus legal incentives such as IPRs are crucial to supporting investment in these fields Further these innovations might have negative effects on the privacy and autonomy of natural persons raising both legal and ethical concerns Thus their legal and ethical acceptability as well as their societal acceptance might be challenged by several legal provisions in the EU such as the GDPR regulations on communications social platforms and marketing and the draft AI Act Yet the current legal landscape for emotional AI in Europe is anything but clear an aspect that becomes even more apparent when we consider the global picture of the regulatory framework for emotional AI In this book a diverse team of internationally respected experts addresses these issues engaging in a multidisciplinary study into techno economic legal developments concerning emotional AI its impacts and the need for action The book offers in depth scientific and societally relevant insights on the past present and future of AI in general especially its many implications for law and policy Although the primary target audience for the book are academics from the field of law the book also offers sound guidance for legislators

and general policymakers as well as companies and organizations

Ernst Denert Award for Software Engineering

2020 Michael Felderer, Wilhelm Hasselbring, Heiko Kozirolek, Florian Matthes, Lutz Prechelt, Ralf Reussner, Bernhard Rumpe, Ina Schaefer, 2022-02-28 This open access book provides an overview of the dissertations of the eleven nominees for the Ernst Denert Award for Software Engineering in 2020 The prize kindly sponsored by the Gerlind Ernst Denert Stiftung is awarded for excellent work within the discipline of Software Engineering which includes methods tools and procedures for better and efficient development of high quality software An essential requirement for the nominated work is its applicability and usability in industrial practice The book contains eleven papers that describe the works by Jonathan Brachth user EPFL Lausanne entitled What You See Is What You Get Practical Effect Handlers in Capability Passing Style Mojdeh Golagha s Fortiss Munich thesis How to Effectively Reduce Failure Analysis Time Nikolay Harutyunyan s FAU Erlangen N rnberg work on Open Source Software Governance Dominic Henze s TU Munich research about Dynamically Scalable Fog Architectures Anne Hess s Fraunhofer IESE Kaiserslautern work on Crossing Disciplinary Borders to Improve Requirements Communication Istvan Koren s RWTH Aachen U thesis DevOpsUse A Community Oriented Methodology for Societal Software Engineering Yannic Noller s NU Singapore work on Hybrid Differential Software Testing Dominic Steinhofel s TU Darmstadt thesis entitled Ever Change a Running System Structured Software Reengineering Using Automatically Proven Correct Transformation Rules Peter W gemann s FAU Erlangen N rnberg work Static Worst Case Analyses and Their Validation Techniques for Safety Critical Systems Michael von Wenckstern s RWTH Aachen U research on Improving the Model Based Systems Engineering Process and Franz Zieris s FU Berlin thesis on Understanding How Pair Programming Actually Works in Industry Mechanisms Patterns and Dynamics which actually won the award The chapters describe key findings of the respective works show their relevance and applicability to practice and industrial software engineering projects and provide additional information and findings that have only been discovered afterwards e g when applying the results in industry This way the book is not only interesting to other researchers but also to industrial software professionals who would like to learn about the application of state of the art methods in their daily work Design Science Research Methods and Patterns Vijay

K. Vaishnavi, William Kuechler, 2015-05-06 Presenting innovative research methods this second edition of a bestseller describes a simple and practical methodology for conducting cutting edge design science research DSR It provides comprehensive guidance on how to conduct such research and supplies in depth treatment of design science theory and the different types of theory that ca Systems, Software and Services Process Improvement Alastair Walker, Rory V.

O'Connor, Richard Messnarz, 2019-09-09 This volume constitutes the refereed proceedings of the 26th European Conference on Systems Software and Services Process Improvement EuroSPI conference held in Edinburgh Scotland in September 2019 The 18 revised full papers presented were carefully reviewed and selected from 28 submissions They are organized in topical sections Visionary Papers SPI and Safety and Security SPI and Assessments SPI and Future Qualification Team Performance

and SPI Manifesto and Culture The selected workshop papers are also presented and organized in following topical sections GamifySPI Digitalisation of Industry Infrastructure and E Mobility Best Practices in Implementing Traceability Good and Bad Practices in Improvement Functional Safety and Cybersecurity Experiences with Agile and Lean Standards and Assessment Models Team Skills and Diversity Strategies Recent Innovations **Contemporary Empirical Methods in Software**

Engineering Michael Felderer,Guilherme Horta Travassos,2020-08-27 This book presents contemporary empirical methods in software engineering related to the plurality of research methodologies human factors data collection and processing aggregation and synthesis of evidence and impact of software engineering research The individual chapters discuss methods that impact the current evolution of empirical software engineering and form the backbone of future research Following an introductory chapter that outlines the background of and developments in empirical software engineering over the last 50 years and provides an overview of the subsequent contributions the remainder of the book is divided into four parts Study Strategies including e g guidelines for surveys or design science Data Collection Production and Analysis highlighting approaches from e g data science biometric measurement and simulation based studies Knowledge Acquisition and Aggregation highlighting literature research threats to validity and evidence aggregation and Knowledge Transfer discussing open science and knowledge transfer with industry Empirical methods like experimentation have become a powerful means of advancing the field of software engineering by providing scientific evidence on software development operation and maintenance but also by supporting practitioners in their decision making and learning processes Thus the book is equally suitable for academics aiming to expand the field and for industrial researchers and practitioners looking for novel ways to check the validity of their assumptions and experiences Chapter 17 is available open access under a Creative Commons Attribution 4 0 International License via link [springer.com](https://www.springer.com) Experimentation in Software Engineering Claes Wohlin,Per Runeson,Martin Höst,Magnus C. Ohlsson,Björn Regnell,Anders Wesslén,2024-09-03 This textbook which has become the leading source for empirical software engineering research through its earlier editions provides an in depth introduction to experimentation in software engineering The focus is on the steps to go through when conducting experiments It also introduces a structure for selecting a research design and an introduction to systematic literature reviews surveys and case study research Experiments are valuable tools for all software engineers who evaluate and choose between different solutions methods techniques languages and tools The book has three main parts Part I introduces empirical research through a structure for selecting a research design and explains several essential areas related to empirical research Moreover it provides introductions to systematic literature reviews experiments surveys and case studies Part II devotes one chapter to each of the five experiment steps scoping planning execution analysis and result presentation Part III completes the presentation with two examples Assignments and statistical material are provided in appendices The book provides indispensable information regarding empirical studies particularly for experiments but also for systematic literature studies

surveys and case studies This new edition comprises substantial new material This includes a chapter on selecting a research design which helps put experimentation into a broader context of other research approaches Furthermore a new chapter on survey research has been added Novel contributions concerning A B testing replications open science validity threats paired comparison design and tools for statistical analysis have been added Moreover systematic literature studies experiments and case study research descriptions have been consolidated The book has also been updated based on the evolution of software engineering since the previous edition s publication The book is intended for students teachers researchers and practitioners who would like to compare different options for example feature designs or different development methods techniques languages or tools Teachers can use the book for undergraduate or graduate students the book can be used as a course book on experimentation and empirical studies in general Researchers will also benefit from the book by learning more about how to conduct empirical studies Likewise practitioners may use it as a cookbook when evaluating different solutions alternatively for evaluating new methods or techniques before implementing them in their organisation

Product-Focused Software Process Improvement Davide Taibi,Marco Kuhrmann,Tommi Mikkonen,Jil Klünder,Pekka Abrahamsson,2022-11-13 This book constitutes the refereed proceedings of the 23rd International Conference on Product Focused Software Process Improvement PROFES 2022 which took place in Jyväskylä Finland in November 2022 The 24 full technical papers 9 short papers and 6 poster papers presented in this volume were carefully reviewed and selected from 75 submissions The book also contains and 8 doctoral symposium papers and 7 tutorial and workshop papers The contributions were organized in topical sections as follows Keynote Cloud and AI Empirical Studies Process Management Refactoring and Technical Debt Software Business and Digital Innovation Testing and Bug Prediction Posters Tutorials Workshop on Engineering Processes and Practices for Quantum Software PPQS 22 1st Workshop on Computational Intelligence and Software Engineering CISE 2022 Doctoral Symposium

Science in Design Tarun Grover,Mugdha Thareja,2020-12-21 There is an important overlap between science and design The most significant technological developments cannot be produced without designers to conceptualize them By the same token designers cannot do their job properly without a good understanding of the scientific or technical principles that are being developed within the product Science in Design Solidifying Design with Science and Technology reveals the significance of the essential yet understudied intersection of design and scientific academic research and encompasses technological development scientific principles and the point of overlap between science and design Encourages readers to comprehend the role of science in all facets of design Discusses the fundamental involvement of science required for engineering and design irrespective of whether the design is from an individual business or social perspective Covers the ontology characteristics and application of science in major fields of design education and design research with an introduction of emerging practices transforming sustainable growth through applied behavioral models Depicts the art and science of material selection using new design techniques and technology advances like augmented

reality AI and decision support toolkits This unique book will benefit scientists technologists and engineers as well as designers and professionals across a variety of industries dealing with scientific analysis of design research methodology design lifecycle and problem solving

Designing the Information Systems Artefact Robert Winter, 2025-08-30 This book provides essential methodological guidance on IS artifacts to address key challenges in Design Science Research DSR As a foundation for understanding and categorizing DSR artifacts it proposes a more differentiated empirically justified DSR artifact typology Additionally it presents an artifact type agnostic architecture model for DSR project knowledge offering concrete recommendations for researchers and practitioners alike As most DSR artifacts exist on a wide range of abstraction levels an artifact type agnostic perspective of abstraction is presented and a set of fundamental generalization and contextualization operations is proposed The concept of managed evolution and insights from tension theory are used to propose a collaboration model fostering effective interaction between researchers and practitioners in DSR Finally by associating empirically validated classes of functional requirements with solution classes candidates for general constructional patterns are developed All chapters share a contemporary understanding of DSR artifacts as complex combinations of IT organizational and use elements ranging from algorithms to informal interventions in organizations These artifacts are based on both descriptive knowledge and empirical justifications or ideally both and are exemplified by contextualized instantiations that solve situated problems in organizations or administrations This book provides a unified and practical approach to advancing DSR offering insights for both advanced academic researchers and industry practitioners whose work involves IS artifacts

Proceedings of the 17th European Conference on Game-Based Learning Ton Spil, Guido Bruinsma , Luuk Collou, 2023-10-05 These proceedings represent the work of contributors to the 24th European Conference on Knowledge Management ECKM 2023 hosted by Iscte Instituto Universit rio de Lisboa Portugal on 7 8 September 2023 The Conference Chair is Prof Florinda Matos and the Programme Chair is Prof lvaro Rosa both from Iscte Business School Iscte Instituto Universit rio de Lisboa Portugal ECKM is now a well established event on the academic research calendar and now in its 24th year the key aim remains the opportunity for participants to share ideas and meet the people who hold them The scope of papers will ensure an interesting two days The subjects covered illustrate the wide range of topics that fall into this important and ever growing area of research The opening keynote presentation is given by Professor Leif Edvinsson on the topic of Intellectual Capital as a Missed Value The second day of the conference will open with an address by Professor Noboru Konno from Tama Graduate School and Keio University Japan who will talk about Society 5 0 Knowledge and Conceptual Capability and Professor Jay Liebowitz who will talk about Digital Transformation for the University of the Future With an initial submission of 350 abstracts after the double blind peer review process there are 184 Academic research papers 11 PhD research papers 1 Masters Research paper 4 Non Academic papers and 11 work in progress papers published in these Conference Proceedings These papers represent research from Australia Austria Brazil

Bulgaria Canada Chile China Colombia Cyprus Czech Republic Denmark Finland France Germany Greece Hungary India Iran Iraq Ireland Israel Italy Japan Jordan Kazakhstan Kuwait Latvia Lithuania Malaysia Mexico Morocco Netherlands Norway Palestine Peru Philippines Poland Portugal Romania South Africa Spain Sweden Switzerland Taiwan Thailand Tunisia UK United Arab Emirates and the USA

A Design Science Research Methodology Guide for graduate students Betina

Tagle, 2019-04-23 This guide helps graduate students work with Design Science Research DSR methodology DSR is used in technology research to bring solutions to problems and add to the knowledge base The information in this guide has excellent resources for students to get started in DSR Design Science at the Intersection of Physical and Virtual Design

Jan vom Brocke, Riitta Hekkala, Sudha Ram, Matti Rossi, 2013-06-21 This book constitutes the refereed proceedings of the 8th International Conference on Design Science Research in Information Systems and Technology DESRIST 2013 held in Helsinki Finland in June 2013 The 24 full papers 8 research in progress papers 12 short papers and 8 poster abstracts were carefully reviewed and selected from 93 submissions The papers are organized in topical sections on system integration and design meta issues business process management and ERP theory development emerging themes green IS and service management method engineering papers describing products and prototypes and work in progress papers *Practical*

Aspects of Design Science Markus Helfert, Brian Donnellan, 2012-09-11 This book constitutes the refereed proceedings of the European Design Science Symposium EDSS 2011 held in Leixlip Ireland in October 2011 held in conjunction with the Intel European Research and Innovation Conference ERIC 2011 The 15 revised full papers presented were carefully reviewed and selected from various submissions The papers are organized in topical sections on design science and processes evaluation and utility and applying design science *New Horizons in Design Science: Broadening the Research Agenda* Brian

Donnellan, Markus Helfert, Jim Kenneally, Debra VanderMeer, Marcus Rothenberger, Robert Winter, 2015-04-30 This book constitutes the thoroughly refereed proceedings of the 10th International Conference on Design Science Research in Information Systems and Technology DESRIST 2015 held in Dublin Ireland in May 2015 The 22 full papers 11 short papers and 10 short papers describing prototypes and products were carefully reviewed and selected from 111 submissions The papers are organized in topical sections on design science research in action meta perspectives data mining and analytics emerging themes design practice and design thinking and prototypes **Digital Technology and Organizational Change**

Cecilia Rossignoli, Francesco Virili, Stefano Za, 2017-10-03 This book includes a selection of the best research papers presented at the annual conference of the Italian chapter of the Association for Information Systems AIS which took place in Verona Italy in October 2016 Tracing various aspects of the ongoing phenomenon of evolution towards a global society and consequently the ever innovating digital world it first discusses emerging technologies and the new practices in the information systems world It then examines the new businesses and ongoing business transformations Lastly it considers the economic and societal changes brought about by access to and exploitation of socio technical networks The plurality of views

offered makes the book particularly relevant for users companies scientists and governments **Global Perspectives on Design Science Research** Robert Winter,J. Leon Zhao,Stephan Aier,2010-06 This book constitutes the refereed proceedings of the 5th International Conference on Global Perspectives on Design Science Research DERIST 2010 held in St Gallen Switzerland in June 2010 The 35 revised full papers presented together with 10 revised short papers were carefully reviewed and selected from 80 submissions The papers are organized in topical sections on organising design research reflecting design science research design research techniques design and context design and organisation design and information design research exemplars design and behaviour designing collaboration as well as design and requirements engineering

Design Science Methodology for the Management Sciences Raymond Opdenakker,Carin Cuijpers,2025-03-03 This textbook is a comprehensive guide to applying design science methodology to solve field problems within and between organizations Aimed at students managers researchers and professionals in the management sciences this textbook explores how tacit knowledge can be scientifically extracted and transformed into actionable solution concepts or artifacts Key concepts include the co evolution of problem and design spaces the development of design propositions and the creation of practical models protocols and policies The book introduces a new paradigm that balances rigor with relevance detailing how design propositions can lead to real world applications Through its detailed exploration of design science research the book not only offers tools for immediate problem solving but also contributes to the broader body of knowledge in management sciences **Intelligent Information Systems** Luise Pufahl,Kristina Rosenthal,Sergio España,Selmin Nurcan,2025-06-06 This book constitutes the thoroughly refereed proceedings of the CAiSE 2025 Forum and Doctoral Consortium held as part of the 37th International Conference on Advanced Information Systems Engineering CAiSE 2025 during June 2025 This year the conference took place under the theme Bridging Silos The CAiSE Forum is a place for presenting and discussing new ideas and tools related to information systems engineering Intended to serve as an interactive platform the Forum aims at the presentation of emerging new topics and controversial positions as well as demonstration of innovative systems tools and applications It received 23 submissions of which 11 have been accepted 15 submissions were invited from the CAiSE main research track The overall 26 papers include 20 vision and 6 tool demonstration papers The Doctoral Consortium aims to attract PhD candidates working on foundations techniques tools and applications in the Information Systems Engineering field The Doctoral Consortium received a total of 27 submissions of which 12 were accepted for presentation

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