
- What is IS ?
 - Is IS actually *producing first principles and core theories* about its subject matter?
- Design Research ?
 - What makes it different from "just" design

Relevant

- For Researchers
- For Reviewers
- For our "users" in the field
 - (a matter of confidence ...)

Research Method in IS

- What is IS
 - Is IS actually *producing first principles and core theories* about its subject matter?
 - C-IS versus M-IS
 - CS, SE, MIS
- Multiple definitions
 - => Multiple research methods ?
 - Which one to use when ?

Design Research <> Natural Sciences

- Design Research
 - = Developing a useful artifact
 - goal-oriented, artificial
 - <> discovering the "truth" or universal principles)
- Design versus Design Research ?

Design Science versus Natural Sciences

	Design Sciences		Natural Sciences	
	Build	Evaluate	Theorise	Justify
Concepts				
Models				
Methods				
Instantiation				

Table 1. Framework of March & Smith [3]

What is Research ?

- Common elements
 - New Knowledge: Uncovering the abstract, fundamental principles
 - context specific
 - ... universal
 - Genericity means valuable ?
 - Represent Knowledge
 - formal – mathematical
 - diagrammatic
 - informal - essay
 - Transparent Rationale
 - Validation

Design Science

- Discovering truth – Universal Laws
 - Also in DS !
 - example: functional dependency
 - Genericity key to utility
- Is a SEARCH process ?
 - No guarantee on FINDING a solution
 - Knowledge base + CREATIVITY
 - key
 - by definition informal ?


