



DESRIST 2017

May 30 - June 1 | Karlsruhe, Germany

Accepted full paper

"A design science approach to information systems education" by Goran Goldkuhl, Pär Ågerfalk and Jonas Sjöström

"A Framework for Identifying Design Science Research Objectives for Building and Evaluating IT Artifacts" by Sarah Alismail, Hengwei Zhang and Samir Chatterjee

"Analysis and Design of an mHealth artefact for Community-Based Health Education: An Empirical Evidence of Coronary Heart Disease Prevention Program among Working Adults" by Hoang D. Nguyen, Danny Chiang Choon Poo, Hui Zhang and Wenru Wang

"Assessing Process Fit in ERP Implementation Projects – a Methodological Approach" by Marcus Fischer, David Heim, Christian Janiesch and Axel Winkelmann

"Budget Transparency for Monitoring Public Policies: Limits of Technology and Context" by Erico Przeybilovicz, Maria Alexandra Cunha and Angela Póvoa

"Design and Evaluation of a System Dynamics based Business Model Evaluation Method" by Thomas Moellers, Bastian Bansemir, Max Pretzl and Oliver Gassmann

"Design Principles for Business-Model-based Management—A Service-dominant Logic Perspective" by Michael Blaschke, M. Kazem Haki, Uwe Riss and Stephan Aier

"Designing A Framework for the Development of Domain-Specific Process Modelling Languages" by Sven Jannaber, Dennis M. Riehle, Patrick Delfmann, Oliver Thomas and Jörg Becker

"Designing Anonymous Collaboration in Computer-supported Organizational Participation" by Thomas Wagenknecht, Olga Levina and Christof Weinhardt

"Developing Design Principles for a Service System for Crowd-Based Business Model Validation" by Dominik Dellermann, Nikolaus Lipusch and Philipp Ebel

"Domain-Specific Reference Modeling in the Telecommunications Industry" by Christian Czarnecki and Christian Dietze

"Empathic Avatars in Stroke Rehabilitation: A Co-designed mHealth Artifact for Stroke Survivors" by Hussain M. Aljaroodi, Marc T. P. Adam, Raymond Chiong, David J. Cornforth and Mario Minichiello

"Enabling Business Domain-Specific e-Collaboration: Developing Artifacts to Integrate e-Collaboration into Product Costing" by Diana Lück and Christian Leyh

"Evaluating Knowledge Types in Design Science Research: An Integrated Framework" by Jacky Akoka, Isabelle Comyn-Wattiau, Nicolas Prat and Veda Storey

"Extending CCM4DSR for Collaborative Diagnosis of Socio-Technical Problems" by Raphael David Schilling, Stephan Aier, Maximilian Brosius, Mohammad Kazem Haki and Robert Winter

"Extracting Business Objects and Activities from Labels of German Business Process Models" by Philip Hake, Peter Fettke, Günter Neumann and Peter Loos

"Finding Evidence for Effectual Application Development on Digital Platforms" by Onkar Malgonde and Alan Hevner

"GreenCrowd: An IoT-based Smartphone App for Residential Electricity Conservation" by Olayan Alharbi and Samir Chatterjee

"Insights into Practitioner Design Science Research" by Tadhg Nagle, David Sammon and Cathal Doyle

"Knowledge Accumulation in Design-Oriented Research: Developing and Communicating Knowledge Contributions" by Ana Paula Barquet, Lauri Wessel and Hannes Rothe

"On the Design of Digitized Industrial Products as Key Resources of Service Platforms for Industrial Service Innovation" by Matthias Herterich

"Predictive Procurement Insights: B2B Business Network Contribution to Predictive Insights in the Procurement Process Following a Design Science Research Approach" by Jan Gruenen, Christoph Bode and Hartmut Hoehle

"Strategic Reading in Design Science: Let root-cause analysis guide your readings" by Oscar Diaz, Jeremías P. Contell and John Venable

"Towards Distributed Cognitive Expert Systems" by Schahin Tofangchi, Andre Hanelt and Lutz Kolbe

"User Evaluation of Hand Gestures for Designing an Intelligent In-vehicle Interface" by Hessem Jahani, Hasan J. Alyamani, Manolya Kavakli, Arindam Dey and Mark Billingham

Accepted research in progress paper

"A Sequence Analytics Approach for Detecting Handoff Patterns in Workflows: An Exploratory Case Study on the Volvo IT Incident Management Process" by Akhil Kumar and Veeresh Thummadi

"Action Design Research as a Method-in-Use: Problems and Opportunities" by Amir Haj-Bolouri, Sandeep Purao, Lennarth Bernhardsson and Matti Rossi

"An Assistance System for Business Information Visualization" by Michael Schelkle

"An End-to-End Process Model for Supervised Machine Learning: From Problem to Deployment in Information Systems" by Robin Hirt, Niklas Kühl and Gerhard Satzger

"CatCare: Designing a serious game to foster hand hygiene compliance in health care facilities" by Kai Klinker, Veronika Fries, Manuel Wiesche and Helmut Krcmar

"Design Science Research for Holistic Climate Services" by Jaakko Helminen and Erkki Sutinen

"Designing Attention-aware Business Intelligence and Analytics Dashboards" by Peyman Toreini and Stefan Morana

"Domain Design Principles for Managing Complexity in Conceptual Modeling" by Carson Woo, Veda Storey and Mala Kaul

"Enhancing Collaboration through Idea-level Granularity: from Information Sharing Across Security Levels to Collaborative Learning" by John Nosek

"Evaluating a Mobile Crisis Response System for the Management of Disaster Volunteers" by Florian Sobiegalla, Oliver Posegga and Kai Fischbach

"Feedback, Affect, and Mediated Communication: Towards an Explanatory Design Theory" by Katharina Jahn, Bastian Kordyaka, Oliver Heger, Henrik Kampling and Bjoern Niehaves

"If You Want Your Research Done Right, Do You Have to Do It All Yourself? Developing Design Principles for Systematic Literature Search Systems" by Benjamin Sturm and Ali Sunyaev

"Positioning Living Labs within Action Design Research: Preliminary Findings from a Systematic Literature Review" by Giovanni Maccani, Shane McLoughlin, David Prendergast and Brian Donnellan

"Representing Business Models in Primarily Physical Industries: An Ecosystem Perspective" by Nicola Terrenghi, Johannes Schwarz and Christine Legner

"stressOUT: Design, Implementation and Evaluation of a Mouse-based Stress Management Service" by Tobias Kowatsch, Fabian Wahle and Andreas Filler

"Tensions in Design Principle Formulation and Reuse" by Leona Chandra Kruse and Stefan Seidel

"The Paradigm of Design Science Research: A Tool-Supported Literature Review" by Alexander Herwix and Christoph Rosenkranz

"Towards a Reference Model for Data Management in the Digital Economy" by Tobias Pentek, Christine Legner and Boris Otto

"Towards Comparable Business Model Concepts: A Resource Description Framework (RDF) Schema for Semantic Business Model Representations" by Johannes Schwarz, Nicola Terrenghi and Christine Legner

"Users' time preference based stochastic resource allocation in cloud spot market: Cloud provider's perspective" by Anik Mukherjee, Sundarraj Rangaraja P and Kaushik Dutta

"Where is the Crowd?" by Stephen Warren, Rob Gleasure, Philip O'Reilly, Joseph Feller, Shanping Li and Jerry Cristoforo

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"*What Can We Learn From Actor Handoff Patterns?*" by Akhil Kumar and Veeresh Thummedi

"*Where is the Crowd?*" by Stephen Warren, Rob Gleasure, Philip O'Reilly, Joseph Feller, Shanping Li and Jerry Cristoforo

Accepted product & prototype paper

"*A Modeling Environment for Visual SWRL Rules based on the SeMFIS Platform*" by Hans-Georg Fill, Benedikt Pittl and Gerald Honegger

"*brAInstorm: Intelligent Assistance in Group Idea Generation*" by Timo Strohmann, Dominik Siemon and Susanne Robra-Bissantz

"*DeProX: A Design Process Exploration Tool*" by Jonas Sjöström

"*Design and Evaluation of a Mobile Chat App for the Open Source Behavioral Health Intervention Platform MobileCoach*" by Tobias Kowatsch, Dirk Volland, Chen-Hsuan Iris Shih, Dominik Rügger, Florian Künzler, Filipe Barata, Andreas Filler, Dirk Büchter, Björn Brogle, Katrin Heldt, Pauline Gindrat, Nathalie Farpour-Lambert and Dagmar L'allemand

"*Designing a Crowd Forecasting Tool to combine Prediction Markets and Real-time Delphi*" by Simon Kloker, Tim Straub and Christof Weinhardt

"*Designing Live Biofeedback for Groups to Support Emotion Management in Digital Collaboration*" by Michael Knierim, Dominik Jung, Verena Dorner and Christof Weinhardt

"*DORA Platform: DevOps Assessment and Benchmarking*" by Nicole Forsgren, Monica Chiarini Tremblay, Debra Vandermeer and Jez Humble

"*DScaffolding: A Tool to Support Learning and Conducting Design Science Research*" by Jeremías P. Contell, Oscar Diaz and John Venable

"*Logistics Service Map Prototype*" by Michael Glöckner, Tim Niehoff, Benjamin Gaunitz and André Ludwig

"*Making Gamification Easy for the Professor: Decoupling Game and Content with the StudyNow Mobile App*" by Matthias Feldotto, Thomas John, Dennis Kundisch, Paul Hensen, Katrin Klingsieck and Alexander Skopalik

"*Trading Stocks on Blocks - Engineering Decentralized Markets*" by Benedikt Notheisen, Magnus Götde and Christof Weinhardt