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Design science is an outcome
based information technology*

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research methodology, which
offers specific guidelines
for evaluation and iteration
within research projects.
Design science research
focuses on the development
and performance of artifacts
with the explicit intention

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of improving the functional
performance of the artifact.
Design science research is
typically applied to
categories of artifacts
including algorithms,
human/computer interfaces,
design methodologies and

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Design science (methodology)

- *Wikipedia*

The paper motivates,
presents, demonstrates in
use, and evaluates a
methodology for conducting

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in information systems (IS.
[...]) The design science
research methodology (DSRM)
presented here incorporates
principles, practices, and
procedures required to carry
out such research and meets

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three objectives: it is
consistent with prior
literature, it provides a
nominal process model for
doing DS research, and it
provides a mental model for
presenting and evaluating
...

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...

Design Science Methodology
for Information Systems and
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Describes research

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methodologies for design
science research in
information systems and
software engineering
Provides guidelines for how
to structure your research
goals and analyse your
research problem into design

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*Design Science Methodology
for Information Systems and
...*

The paper motivates,
presents, demonstrates in
use, and evaluates a

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methodology for conducting
design science (DS) research
in information systems (IS).
DS is of importance in a
discipline oriented to the
creation of successful
artifacts. Several
researchers have pioneered

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DS research in IS, yet over
the past 15 years, little DS
research has been done
within the discipline.

*A Design Science Research
Methodology for Information*

...

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Methodology for Information
Systems Research ABSTRACT:
The paper motivates,
presents, demonstrates in
use, and evaluates a
methodology for conducting
design science (DS) research

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DS
is of importance in a
discipline oriented to the
creation of successful
artifacts. Several IS
researchers have pioneered

A Design Science Research

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The design science research methodology (DSRM) presented here incorporates principles, practices, and procedures required to carry out such research and meets

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three objectives: it is consistent with prior literature, it provides a nominal process model for doing DS research, and it provides a mental model for presenting and evaluating DS research in IS.

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...

The design science research methodology (DSRM) presented here incorporates principles, practices, and

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procedures required to carry
out such research and meets
three objectives: it is
consistent...

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Methodology for Information*

...

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Design science research methodology is one of the design approaches in the area of computer science and software engineering [15] [16]. It creates an artifact by artificial object and its basic ...

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*(PDF) Design science
research methodology in
Computer ...*

Design science research that focuses on the development of artifacts involves two primary activities to

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improve and understand the
behavior of aspects of
Information Systems: (1) the
creation of new knowledge
through design of novel or
innovative artifacts (things
or processes) and (2) the
analysis of the artifact's

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use and/or performance with
reflection and abstraction.

*DESIGN SCIENCE RESEARCH IN
INFORMATION SYSTEMS*

Design science research
(hereafter DSR) is a
relatively new approach to

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research (Reubens, 2016) with
h a goal to construct a new
reality (i.e. solve
problems) instead of
explaining an existing...

*Design science research – a
short summary | by Rauno*

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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

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activities: first designing
an artifact that improves
something for stakeholders
and subsequently empirically
investigating the
performance of that artifact
in its context.

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...

This issue was addressed by Peffers et al. (2008) who defined such a template for design science research for information systems: the

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methodology (DSRM). In this
paper, we first discuss
design science research and
the DSRM. Then, we
illustrate the application
of the DSRM to AIS research
through retroactive

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Design theory involves examining and evaluating design as a concept. A number of scholars in information systems research have examined and evaluated the concept of design. The focus of design in

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design of IT artifacts.
Software Engineering
There are differing opinions
about what constitutes
design for information
technology artifacts.

Design Theory - IS Theory

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Design science methodology

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A concept of design science was introduced in 1957 by R. Buckminster Fuller who defined it as a systematic form of designing. He expanded on this concept in

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his World Design Science
Decade proposal to the
International Union of
Architects in 1961. The term
was later used by S. A.
Gregory in the 1965 'The
Design Method' Conference
where he drew the

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distinction between
scientific method and design
method. Gregory was clear in
his view that design was not
a science and that design
science referred

Design science - Wikipedia

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R.J. Wieringa, Design And
science as nested problem
solving, in Proceedings of
the 4th International
Conference on Design Science
Research in Information
Systems and Technology,
Philadelphia (ACM, New York,

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2009), pp. 1–12 Google And
Scholar
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*What Is Design Science? |
SpringerLink*

The design-science paradigm
seeks to extend the
boundaries of human and

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organizational capabilities
by creating new and
innovative artifacts. Both
paradigms are founda- tional
to the IS discipline,
positioned as it is at the
confluence of people,
organizations, and techno-

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