



Design and creation as research strategy: Pointers to resources

Most of us working with information systems and IT try to do research that results in good design. Design and creation are research strategies that one should learn when doing research that will result in new IT artifacts. This page provides pointers to some resources and articles you should read.

Work in progress.

General introduction

- For an introduction to design and creation as a research strategy in information systems you should read Chapter 8 in the excellent [“Researching Information Systems and Computing”](#) that we also use in the course IT3010.
- The seminal article [“Design Science in Information Systems Research”](#) by Hevner et al. gives a comprehensive overview of the topic. The basic thesis in the article is that information systems research consists of behavior science and design science, and that it is important that these two are interconnected and learn from each other.
- A shorter version of the MISQ article, called [“The information systems research cycle”](#), was published in IEEE Computer.
- A much cited article by March and Smith, [“Design and natural science research on information technology”](#) discusses the underlying philosophy behind behavioral sciences and design sciences, and proposes a set of research contributions for design science research. In particular pay attention to Fig.1 in the article.

Methods for design and creation research

- A straight forward method article which is also much cited is [“A Design Science Research Methodology for Information Systems Research”](#) by Ken Peffers et al. It introduces a waterfall model with iterations that can be initiated in different ways based on when you enter the design process.
 - An article that combines action research and design research is [“Action design research”](#) by Maung K. Sein et al. This article argues that we need more iterations in design and creation, combining design with contextual evaluation. Through iterations we can learn more about the effect of the IT artifact.
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