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Foreword - System Design For, With and By Users

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Selected Papers of the Information Systems Research Seminar in Scandinavia (IRIS)

Issue 6 (2015)

IRIS38: System Design For, With and By Users

1 About issue 6 (2015)

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2 Foreword

This issue of IRIS selected papers contains eight papers which have been nominated by group leaders at the 2015 IRIS seminar in Oulu, Finland. The papers have subsequently been revised and resubmitted for inclusion in this issue.

The first paper in this issue; *What Does a Chair Afford? A Heideggerian Perspective of Affordances* asks a philosophical and interesting question. The authors, **Arto Lanamäki, Devinder Thapa and Karen Stendal** investigate the affordance concept by reviewing the use of the concept in selected literature. By using a Heideggerian lens, they provide a discussion not only about affordance as such, but the general need to think about and carefully define the concepts we use in academia.

Dorina Rajanen, Mikko Salminen and Niklas Ravaja looks at differences in reading a newspaper printed on paper, and one presented on a tablet computer. In *Reflections on the Use of Psychophysiology in Studying Reading on Digital Media* they employ electroencephalographic (EEG) measurements to look at approach motivation and experience among readers, and then reflects on the use of the selected method and its implications for research and design.

The third paper comes from **Henrik Kallio**, who presents results from an investigation of business decision making and the role of the participants' cultural background. In *Decision-Making Strategies in Business Simulation Environment: A Cultural Approach*, the author looks at decision making teams, and the strategies they employ in a simulated environment.

Looking at the role of data in participatory processes for spatial planning; **Joshua Ddamba and Yvonne Dittrich** discusses how the participatory process in it self creates data which informs decisions and processes. In *Data for Participation and Participation as Data: Supporting Incremental Participatory Decision-Making in Urban Planning*, the authors report their insights from a city renewal project in Copenhagen.

Lester Allan Lasrado, Ravi Vatrapu and Kim Normann Andersen, in their paper *Maturity Models Development in IS Research: A Literature Review*, takes a look at the use of maturity models in international IS literature, and argues that maturity models should play a bigger role also in Scandinavian IS research, where such models are rarely used.

The sixth paper comes from Sweden, where **Martin Ljungdahl Eriksson and Lena Pareto** are reporting from a sound design project. In *Designing Activity-Based and Context-Sensitive Ambient Sound Environments in Open-Plan Offices*, they explore how workplaces can be changed by in-

roducing acoustic designs in the environment, and evaluate how these designs are received by the test subjects.

Focusing on European game developers in and their application of usability practices, **Mikko Rajanen and Joonas Nissinen** are reporting from two European surveys conducted in 2012 and 2014. Their paper; *A Survey of Game Usability Practices in Northern European Game Companies* provides an introduction to game usability, as well as insight into the diverse usability practices employed in game companies.

The final paper in this issue comes from **Truls Löfstedt**. In *Exploring Integrated Management Systems - Challenges and Potentials in Relation to IT Governance*, Löfstedt presents initial results from a case study of an integrated management system (IMS) at a government agency in Sweden. He argues for three perspectives which are to be considered in the design of an IMS.

A bouquet of eight varied papers are waiting for you - now download, read, and enjoy.

Halden, Norway
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