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An Examination of Factors for reusing Technologies in Teamwork

TREO Talk Paper

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Abstract

The use of technology and more recently reuse of technology has received a great deal of attention in Information Technology research. However, students’ use and reuse of technology has received little attention. The purpose of this research is to examine the type of technology is used by students working in a team and if they use the same technology again in the future team projects. Also, the purpose of this research is to examine the reasons for reusing technology. The Technology Continuance Theory is used in this research as an explanatory theory for the reuse of communication and collaboration technologies in teamwork.

The factors examined for reuse of technology are experience with technology, availability of technology, usefulness of technology, satisfaction with technology, and technology ease of use. The examination of use and reuse of technology includes comparing Undergraduate and Graduate students, and Online and Offline students. In addition, students are compared for working in co-located or virtual teams.

The participants are students enrolling in upper-division undergraduate and graduate (MBA) courses. The online and offline courses that require team project for course assignments are targeted for this research. The survey is administrated at the end of the semester using the Qualtrics software. The survey instrument for this research includes demographics and a list of teamwork technologies. Students are first asked to identify the use of technologies in their previous team projects. They are then asked to indicate reuse of those technologies in subsequent teamwork projects. The students were also asked to indicate the reasons for reuse of technologies. A five-point scale is used from “Strongly Agree” to “Strongly Disagree” to indicate the reasons for reuse of technologies.