

Editor's Introduction

Editorial Introduction – Infusion and Impact of Information Systems

Information systems have been an essential infrastructure. How systems can be successfully infused into organizations and why the same systems may be useful in one organization but fail in another remain to be an issue that needs investigation. In this issue, three papers are published.

The first one by Hassandoust, Techatassanasoontorn and Tan presents a descriptive review of the information system (IS) infusion literature and proposes a structured framework of factors influencing IS infusion. Information technology adoption has been a very popular research area, but how to make adopted information systems to be infused the organization is not well studied. This paper surveys relevant literature, identifies theories and factors, and proposes a useful framework for guiding future research in this area.

The second paper by Khuntia, Tanniru, Fregoli and Nawrocki examines the impact of nurse call systems in hospitals. Healthcare is an important domain for IT applications. Proper application of IT can significantly improve healthcare quality and patient satisfaction. The authors propose an innovative framework to classify hospital (organizational) units by their velocity and uncertainty and examine how these attributes affect the outcome of nurse call systems. The framework is generalizable to other domains as well.

The third paper by Wang and Hsu examines psychological benefits of mobile games (a special type of mobile apps). Mobile devices are changing the nature of information systems applications. Now most information systems have mobile touch points. Gaming is a special domain not well researched in information systems. Given more and more systems are adopting gamification as an element for boosting system usage and user performance, the finding of game challenge and rewards on self-esteem may have implications on IS design in the future.

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