The four new papers presented in this issue are well suited to researchers interested in jogging the mind for new research opportunities. The first two are reviews. Gaspay, Dardan, and Legorreta (2008) reveal gaping holes in the application of culture literature in its application of IS problems. McKinney (2008) has introduced a literature that suggests the possibility of a whole new stream of IS research that is very well suited to investigation by the IS research discipline: the support of organizational teams in crisis. Nagm and Kautz (2008) apply event study methodology to extend the productivity literature. This very rigorous and well accepted (elsewhere) methodology could well be applied to any number of IS problems. Rahman (2008) investigates questions about why behavior in creating public goods on the Internet seems to run contrary to economic theory. He uses game theory to try to come up with some answers. The results cry out for more work in this area, using a variety of methods.

Gaspay, Dardan, and Legorreta (2008) conduct an exhaustive review of IS literature that makes use of Geert Hofstede’s five dimensions of national culture (Hofstede and Hofstede, 2005). A number of researchers have developed models of national culture, but only Hofstede’s has been applied to the study of IS. Their dimensions have been well validated and are widely accepted across the academe.

Even within Hofstede’s dimensions of culture, not every dimension has been applied to IS research. Long (vs short) term orientation, developed later than the other four dimensions, has not been widely applied in IS research. Within the IS research community, culture has, not surprisingly, been well applied to research on IT adoption and diffusion, but not much to other streams, such as IS development, e-commerce, IS strategy, IT use, website design, or technology mediated communication. These are all streams of research that would seem ripe for investigation through a cultural lens. The paper exposes a rich area for potential high quality research opportunities, including use of alternative culture models reviewed in the paper, incorporating long term orientation, and application of the culture model to other IS research streams.

McKinney (2008) has written a nice review about efforts to support organizational teams in crisis. Prior research about crisis management has generally focused on support for large scale crises, e.g., terrorist attacks or natural disasters. Here the focus is on support for organizational teams that might face their own crises, for example a flight crew that might face imminent failure of an aircraft. Preparation includes preparation to prevent, respond to, and recover from such potential crises. The paper uses the literature to develop a set of fourteen system principles for such preparation. The paper is expected to be of interest to researchers and practitioners interested in studying or planning systems to support organizational teams, particularly in industries or circumstances where there is substantial risk of crisis.
Nagm and Kautz (2008) extend various event studies in IS with a study of announcements by 217 Australian firms from 1996 through 1999. Dos Santos, Peffers, and Mauer (1993) had initiated the use of event studies in IS research by investigating the market impact of IT announcements in the US. This study was motivated papers that purported to show a productivity paradox, where IT investments seemed not to lead to productivity gains in the organization (Solow, 1987). Dos Santos, Peffers, and Mauer (1993) did not find systematic evidence of such productivity effects, except where the investing firms claimed that the investment was innovative. Subsequently, several papers, e.g., (Im, Dow, and Grover, 2001; Roztocki and Imai, 2003; and Dehning, Richardson, and Zmud, 2003), have extended the dates studied, the sample characteristics, or possible explanatory variables. The results have been mixed, but mostly they have not shown a strong connection between investments and the value of the firm.

Nagm and Kautz do show some positive impact for the Australian firms, more in the years immediately preceding the burst of the technology bubble, but in subsequent years as well. They also observe a difference in impact for firms in IT industries than for those in non-IT industries.

Wikipedia is an online encyclopedia for which anyone can author articles that anyone else can edit. It has grown to be extremely large, with 2.5 million articles by December 2008, much larger than any commercial encyclopedia. It has also been shown to be fairly reliable. Rahman (2008) ponders how such an open forum could grow so fast and produce such high quality work. He uses game theory to investigate three questions. How can Wikipedia be of high quality, given than anyone can edit its articles? Won’t lying, vandalism, and polarized opinions make a mess of it? How can it have reached such a large size, given that it is a public good? Surely free-riding should limit its growth. How is Wikipedia different from open sourced software? The paper presents several interesting propositions to address these questions. This work invites further research, using a variety of methods, to address these questions.

**REFERENCE**


