

Wissenschaftliches Arbeiten (WIA)

Vorlesung – Hochschule Mannheim

Research Methods

Prof. Thomas Smits

Wintersemester 2017/2018

23. Juli 2017

Table of Contents

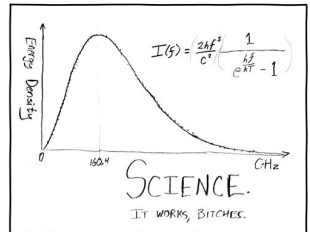


Table of Contents



Objectives

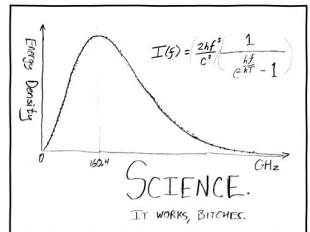
Overview

Design methods

Behavioral Methods

Recommendation

Objectives



Key Questions



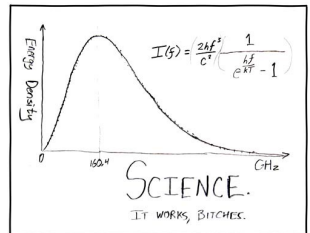
- ▶ What kinds of research do we know?
- ▶ What scientific methods are available to me?
- ▶ What are the specifics of the methods?
- ▶ When should I use which method?

Learning Objectives



- ▶ Know different kinds of research
- ▶ Tell the difference between quantitative and qualitative research
- ▶ Understand the basic concept of different research methods
- ▶ Apply the right method to your research question

Overview





- ▶ A *method* is a type of approach using specific instruments to reach a certain goal
- ▶ A *scientific method* consists of
 - ▶ a system of rules
 - ▶ used by the acting persons
 - ▶ with an explicit description of the rules and terms
 - ▶ that allows to check whether or not the subjects applied and obeyed the rules
- ▶ Different Methods can have a hierarchical relationship

Types of Research



- ▶ *Normative Research*: how **should** things be
- ▶ *Positive Research*: describes how things **are** and **why**
- ▶ *Theoretical Research*: **builds models** and solves them mathematically
- ▶ *Empirical Research*: **observes** real events and **tests** theoretical models
(→ requires theoretical model/research as input)



- ▶ *Exploratory research* identifies and defines a **problem** or **question**
e.g. The sales of our product dropped. What are possible reasons?
- ▶ *Constructive research* develop and proposes **solutions** to a problem
e.g. How can we increase the efficiency of a solar cell?
- ▶ *Empirical research* tests the **feasibility** of a solution using empirical evidence or searches for correlations
e.g. How strong is the correlation between noise and heart diseases in urban areas?

Qualitative vs. quantitative research



- ▶ *Qualitative research* investigates a question without attempting to quantifiably measure variables (→ broad, open questions)
- ▶ *Quantitative research* systematic empirical investigation of quantitative properties and phenomena and their relationships (→ narrow questions, numerical data)

Design vs. Behavioral Science



In computer science two major perspectives on the research methods are possible

- ▶ *Design Science*: Create and evaluate IT solutions in terms of models, methods and systems
- ▶ *Behavioral Science*: Researches the effect of IT solutions on organizations and individuals

Overview: Design Methods



Design methods

- ▶ Prototyping
- ▶ Simulation
- ▶ Modeling / Reference Modeling
- ▶ Deductive Analysis
- ▶ Action Research

Overview: Behavioral Methods



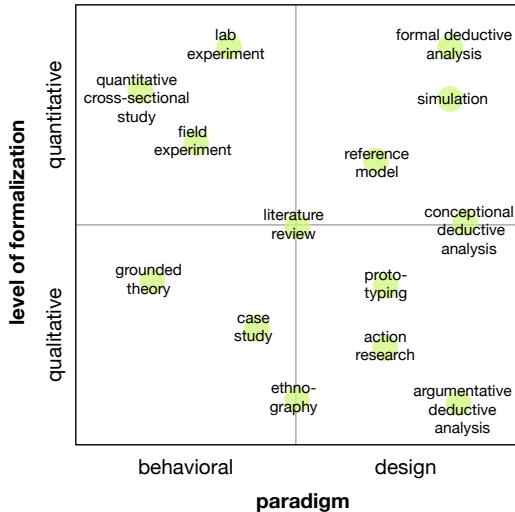
Behavioral Methods

- ▶ Grounded Theory
- ▶ Cross-Sectional Study
- ▶ Case Studies
- ▶ Lab and Field Experiments
- ▶ Ethnography

Special guest

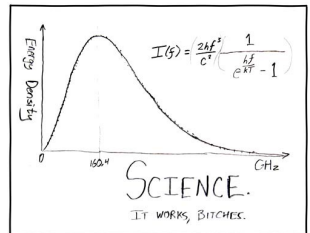
- ▶ Literature Review (State of the Art)

Matrix of methods



Source: Wilde, Hess - Methodenspektrum der Wirtschaftsinformatik

Design methods





Prototyping

- ▶ Often used if the full solution could not be built or only certain aspects should be evaluated
- ▶ **Build** a prototype of the application system or product
- ▶ **Evaluate** the prototype to answer the research question (e. g. regarding performance characteristics, usability, ...)
- ▶ Different kinds of prototypes possible
 - ▶ User interface prototype
 - ▶ Functional prototype
 - ▶ Horizontal prototype
 - ▶ Vertical prototype
 - ▶ ...



Simulation

- ▶ **Transform** target system into a simulation model
- ▶ **Evaluate** the simulation to answer the research question (e. g. behavior of the system under certain conditions)
- ▶ Often used if the problem can be formalized (mathematically) but not solved analytical



Modeling (Modellierung)

- ▶ **Create** a model (formal or semi-formal) based on
 - ▶ observations (inductive) or
 - ▶ theories (deductive)
- ▶ Not a full method, only a means to describe reality

Reference Modeling (Referenzmodellierung)

- ▶ **Create** a model of a desired **target** state
- ▶ **Create** a model of the **current** state
- ▶ **Compare** the models with each other



Deductive Analysis (Deduktion)

- ▶ Use **logic** to deduce new statements from
 - ▶ formal models (*formal deductive analysis*) or
 - ▶ semi-formal models (*conceptional deductive analysis*)
 - ▶ general arguments (*argumentative deductive analysis*)

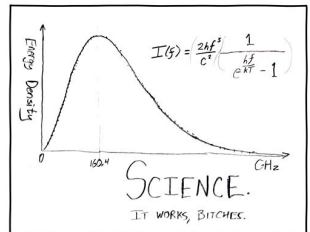


Action Research (*Aktionsforschung*): Introduced by Kurt Lewin → solve real problems in the social sciences instead of only describing phenomena

- ▶ Solve a **practical problem** with a group consisting of
 - ▶ practitioners
 - ▶ scientists
- ▶ Iterate the solution in multiple cycles

Kurt Lewin: Aktionsforschung und Minderheitenprobleme. 1948. In: K. Lewin (Ed.): Die Lösung sozialer Konflikte. Christian-Verlag, Bad-Neuheim, S. 278–298.

Behavioral Methods





Grounded Theory (gegenstandsverankerte Theoriebildung)

- ▶ Intensive **observation** of the subject
- ▶ Collect, categorize and evaluate **qualitative data** using well defined methods
- ▶ **Derive new theories** by **induction** from the data

Bryant, A. & Charmaz, K. (Eds.) (2007) The SAGE Handbook of Grounded Theory. Los Angeles: Sage.



Cross-Sectional Study (Querschnittsanalyse)

- ▶ Quantitative **data** on the research object (or subject) is gathered in **large quantities**
 - ▶ surveys
 - ▶ interviews
 - ▶ Delphi method
 - ▶ Szenarios
- ▶ Data is **analyzed with statistical methods** to derive knowledge about the research object



Case Studies (Fallstudie)

- ▶ Analysis of **complex, difficult to isolate** phenomena in their **natural environment**
- ▶ Focus on **single objects** and events (no large amount of data) → qualitative study
- ▶ Validation of a thesis with the case or interpretation of behavior
- ▶ Focus on behavior but also usable for design → Mostly behavioral Sciences



Experiment

- ▶ In a **controlled environment** a variable is changed and
- ▶ the **effect on other variables** is measured
- ▶ Is performed either in a controlled, artificial environment (→ *Lab Experiment*) or
- ▶ in the natural environment of the subject analyzed (→ *Field Experiment*)



Ethnography (*Ethnographie*)

- ▶ Method from the behavioral sciences
- ▶ The subject is **observed in its natural environment** to generate insights and knowledge
- ▶ In contrast to case a study is the **researcher deeply embedded** in the social context (living together with the subjects)

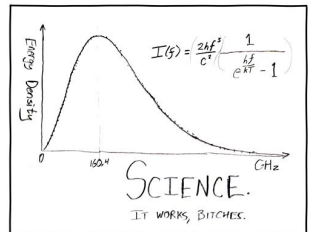
Literature Review (State of the Art)



Literature Review (*Literaturstudie*)

- ▶ Review of the relevant literature to capture the current knowledge in an area (→ *state of the art*)
- ▶ Derive the current state of the art by aggregating and comparing the existing works
- ▶ If done systematically to identify, appraise, select and synthesize **all** high-quality literature in an area, a *systematic review* is performed
- ▶ Every scientific paper should contain a section of the state of the art

Recommendation



What to use when?



Research	Prototyping	Simulation	Modeling	Deductive	Action R.
Exploratory	X	X	X	-	X
Constructive	X	X	X	X	X
Empirical	-	-	-	-	-

Research	Grounded T.	C-S Study	Case S.	Experiment	Ethnography
Exploratory	X	-	X	-	X
Constructive	X	-	-	-	-
Empirical	-	X	X	X	X

Combine Methods for the Best Result



Example

- ▶ Examine the field with state of the art
- ▶ Model a the current business process to understand shortcomings (→ explore)
- ▶ Prototype a possible solution (→ construct)
- ▶ Validate the prototype with experiments (→ empirical)
- ▶ ...