DISCUSSION OF "LEARNING ROUTINES AND DISTRUPTIVE TECHNOLOGICAL CHANGE" BY LYYTINEN, ROSE, & YOO (2010)

A. What is the paper's area of concern (and also for the theory that the authors develop)?

B. What is a "multi-site, theory-building case study" (p. 171)?
   i. How are cases selected?
   ii. What data is collected?
   iii. How is data collected?
   iv. How is data analyzed?

C. What does the following conceptualizations mean (exemplify)?
   i. "distributed gate-keeping"
   ii. "brokering external knowledge"
   iii. "use of simple design rules and artefacts"
   iv. "building peer networks"

D. Provide examples from your own experiences that may be described with the four conceptualizations.

E. Explain "parallel ambidexterity" as used in figure 1.
   i. Describe the individual parts of the figure.
   ii. What influences what in the figure?
   iii. What is the purpose of the framework?
   iv. Provide examples from your own experience of the five relationships between the four conceptualizations.

F. The paper describes hyper-learning in software development organizations during internet adoption. What contemporary technologies or innovations are software development organizations facing now that demand them to hyper-learn?

G. If we should design a system for supporting systems developers based on the results from the paper, what would the requirements be for such a system?