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| 轉譯（Translation）過程 | 問題化 | 利益綑綁 | 徵召 | 動員 |
| 預期目標 | * 解決青年失業問題 * 提高年長工作者社會價值 | * 吸引Takers 和 Givers到平台 | * 鼓勵Givers積極參與 | * 維持網絡穩定性 * 擴大網絡影響力 |
|  | **問題化階段：可能面臨挑戰與不確定性**   1. 大眾對知識或資訊分享的接受程度： 如何判斷分享的職場經驗或專業知識是否能被廣泛接受？分享內容對於大眾而言的有用性與吸引度？ 2. Giver參與網路的意願：如何鼓勵Giver積极參與並認識到「幫助他人」的社會價值？ 3. Taker自身的準備程度：Taker容易因為缺乏工作經驗、資源和信心，而在求職時面臨挑戰。   Taker是否準備就緒以提前學習職場知識以提高就業能力？   1. 網絡建立的完整度：是否真正幫助及考慮到所有利害關係人？ 2. Be A Giver Platform對所有使用者的公平性與包容度：如何確保平台機制具包容性和使用者友善，同時配對機制的技術偏誤可能導致對特定群體的不公及負面影響。 | 利益綑綁-協商對象   1. 概念「知識能助人」 2. Be A Giver專案小組成員 3. Be A Giver平台 4. Givers 5. Takers | **信念影響行動，鼓勵Takers角色轉換，促進更多Givers的參與的正向循環：**  通過平台機制和設計，讓takers們獲得所需要的職場資源，**培養Taker使用平台的習慣**，增加平台與使用者間的依賴程度，**間接讓Takers看到更多能幫助的人**，促使taker最終也變成giver的網絡正向循環。  **邀請多元Giver加入，提升互動社會價值**：邀請企業成為Giver以**促進企業與求職者間資源流動，企業提供實習和培訓計畫進而促進知識、資訊傳遞，而將互動的意涵從表面的「工作配對」提升到不同群體間的「社會包容」。**  **促進勞資雙方互動，提升工作媒合成功率：**企業藉由平台資料分析功能**了解求職者的背景和期望**，並調整企業招聘策略，增加雙方媒合的成功率。 | **Be A Giver 倡議明確的價值主張：**年輕人無所畏懼，年輕一代值得尊重。  網絡穩定的正向循環：動員藉由「行動 讓行動者們**認知到共同利益**」以約束其行為。  擴大網落規模與影響：夠鼓勵行動者們參與網絡、並吸引其他Actors加入。  進一步**「促進雙向的知識傳遞」：**  Takers 獲得  technical skill  有關職場的經驗談  Givers 獲得  年輕人們的新觀點  想法而被激勵 |
| 技術可供性 | 挪用  Appropriative Affordance | 錨定  Anchoring Affordance | 根源  Rooted Affordance | 自我強化  Self-enforcing Affordance |
| 行動 | 104認知到**「知識共用」和「跨代合作」**是解決問題的重要關鍵。  專案小組**挪用104現有平台、演算法、配對系統來開發新Be a giver平台**，期望平台技術能建立Givers 和 Takers 之間的聯繫。 | 強調「技術與社會需求」結合，be a giver平台**藉由協助處理社會議題**來**提供社會價**值，通過強調「**Be A Giver平台提供真正的幫助**」在**情感上取得使用者們共鳴。** | **維繫參與的穩定性與持續性**：為了確保givers持續參與，通過獎勵與鼓勵機制來強化連結，(在互動中)讓giver感到被重視、並將幫助他人視為giver自我實現的一環。 | **動員階段目標是建立「專注於知識共享和學習」的生態系統：**將「平台」視為聚集「不同利害關係人」的重要媒介。  **不同階段的共同目標是「傳遞核心價值」：**   * **吸引群眾關注**   **(背後的意涵)此不是單單吸引群眾對平台的關注，而是期待通過關注平台**   * **進而關注勞動力市場產生的社會議題，透過關注議題** * **提升人們願意加入網路的可能性** * **進而提升群眾願意成為網絡中的Actors** * **更可能成為Takers and Givers** * **擴大網路及加固網絡的穩定性** * **創造社會價值** |
| IT 人造物銘印 | * 配對演算法 * 持續性反饋機制   以ANT框架而言，**演算法在使用者互動和配對過程扮演著主動參與者，而反饋機制也協助持優化平台。** | * 平台提供工具   + 滿意度調查   + 反饋機制   這些工具用以確保配對中Givers和Takers需求及能力的一致性，也提升配對的有效性。  同時**在技術上將Giver和Taker反饋作為平台演化的重要依據，這也影響Taker「為平台創造價值」的心態，鼓勵Takers成為未來的Givers**。 | * 平台建立系統   + Giver achievement mechanism   + 平台獎勵機制：獎牌和積分   激勵角色（機制）的引入，有效促進使用者保持一致的參與，也使不同**參與者的職責和目的也因此逐漸變得更加清晰** | * 平台動員參與者的核心機制   + 知識共享   + 學習機制   透過平台功能將參與者的互動數位化，增強線上知識分享(活動)，並將「**核心價值融入到平台體驗**中」、以提高他們對平台價值的認可。 |
| 可供性實現 | 開發並內部測試「Be A Giver」平台。  **將技術元件視為主動參與者**，並以使用者為中心、參考客戶反饋來持續優化平台功能 | 利益綑綁階段可以使用各種設備以加強行動者間關聯並穩定網路結構。  **For Takers**   * Resume Coach * Resume Clinic   通過**履歷健檢和專業課程以提升求職競爭力，增強參與平台意願**。  For Givers   * 分享專業技能和經驗的空間   這也直接影響年輕求職者的職業發展。 | 平台引入Giver achievement system：   * **助人的價值嵌入到平台技術結構中**，幫助giver在他們的貢獻中感受到成就感和價值。   協助giver：   * 履行社會責任 * 傳遞職場經驗及職務專業知識 * 提升(自我與公眾對giver本人)社會價值和身份 | 平台引入Intelligent recommendation system，用於：   * 知識共享 * 學習系統   **平台專業內容及使用者互動模組，成功促進：**   * 參與者間的互動 * 深度連結 * 價值轉移的正向循環   科技平台需要參與者與其共享資源與協作，方能產生價值。  例如平台有線上講座、QA專區功能，需要吸引 giver and taker主動且穩定使用功能。 |
| 實質具體成果 | 平台根據反饋和Takers 的需求調整演算法：   * 提升Takers曝光度 * 加強Takers與Givers互動 * 修正配對偏誤，提升配對準確性與效率 | 平台將Givers和Takers 進行配對，促進雙方互動：   * Takers獲得個人化指導和資源，幫助提升技能 * **Takers藉由平台中與其他求職者獲得認同感，降低社會邊緣化的心理感受。** * **Givers也從反饋或交流中在Takers身上學到知識，促進知識雙向流通** | * Givers可以從幫助他人中獲得成就感和社會價值。 * 社群意識的培養：經由參與者們分享經驗與持續貢獻來換取積分，通過獎勵機制培養社區意識。 * 行動者（的行動）配合著科技（平台功能） 促使giver能獲得**心理利益** * 解析taker為了「協助網路順利運行與使得互動對結果產生幫助的程度」所以具有「負責提出taker的需求」的責任 * 而taker在參與中獲得最大的實質/有形成果(與利益)(可視化的)就是找到工作！ | Takers獲得：職涯發展、技能訓練、自我成長、心理認同、以及社會價值創造的理念。  Givers獲得：成就感、提升Givers的專業影響力，並通過知識分享來協助giver建立個人品牌與自我實現、閱讀平台上專業文章學習新知。  **平台建立知識共享生態系統，建立助人的正向循環：藉由**參與者**自我價值成長與心態轉變**，認識到**「知識的創造與進修」不只為了個人，「而是為了能幫助別人」。**鼓勵而taker在未來回到社群中成為Giver，藉由行動者間流暢的角色交換，讓知識共享行為穩定的持續發展。 |

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| The analytical lens- Actor-network Theory | | |  |
| 理論來源 | 中文 | 英文 | 備註 |
| (Sarker et al., 2006). | ANT可作為Socio-technical (社會科技論觀點)的分析鏡頭，因為ANT用於分析科技與人類過程間的相互作用 | Also, actor-network theory (ANT) is employed as our analytical lens since ANT is a socio-technical perspective for analyzing the interactions between technology and human processes | An Actor-Network based Technology Affordances Analysis for Digital Social Innovation: The Case of the Be A Giver Platform |
| (Faraj et al., 2004). | ANT 方法有助於創建一種全面的語言，以描述技術、參與者和社會安排如何通過時間的推移、及通過它們(行動者間)的互動　不斷影響和塑造彼此 | The ANT approach facilitates the creation of a comprehensive language to describe how technology, actors, and social arrangements continually influence and shape one another through their interactions over time | “ |
| (Stanforth, 2006)  (Elbanna, 2006) | ANT 其中的關鍵主題之一，就是當Actors進行利益談判（Stanforth，2006 ）和行動者們為實現特定目標而形成聯盟時非常適用 | A key theme of ANT is that it is highly applicable when actors negotiate interests (Stanforth, 2006) and the formation of alliances by an actor to help achieve specific goals (Elbanna, 2006) | “ |
| (Sarker et al., 2006) | 第三，ANT 並沒有將非人類行為者（例如IT工件）排除在分析之外，  所以能夠更明確地判斷數位解決方案在社會技術過程中的促進或限制作用 | ANT does not exclude nonhuman actors (such as IT artifacts) from the analysis, allowing for a more explicit examination of the enabling or restricting role of digital solutions in a sociotechnical process | “ |
| (Korsgaard, 2011) | ANT 強調  分散式能動性、非線性過程，以及人造物的持續（再）創造 | ANT emphasizes distributed agency, non-linear processes, and the continuous (re-)creation of artifacts | “ |
| Callon （1986）  Latour （1987） | ＡＮＴ也稱為翻譯社會學  Callon （1986） 和 Latour （1987） 試圖 解決日益複雜 的 社會技術世界。 | Ｔhe analytical lens of the current study is actor-network theory, also known as the sociology of translation, an interpretive theory initiated by Callon (1986) and Latour (1987) with an attempt to address the increasingly complex sociotechnical world. | “ |
| (Matthewma, 2011) | ANT 是在科學技術研究 （STS） 領域開發的主要方法，旨在避免對科學和技術發展進行純粹的社會（社會建構）和純粹的技術解釋（技術決定論） | ANT is the main method developed in the field of Science and Technology Studies (STS), which aims to avoid purely social (social construction) and purely technical explanations (technological determinism) of scientific and technological development (Matthewma, 2011) | “ |
| (Stanforth, 2007) | 探討了將技術融入社會理論的問題 | while STS researcher mainly explores the issue of integrating technology into social theory | “ |
| (Callon, 2001) | ANT透過Actor的概念來強調能動性以及微觀分析以及網路的概念討論結構和宏觀分析 | The term ANT combines two concepts that are often seen as opposing: “actor” emphasizes agency and micro-analysis, while “network” focuses on structure and macro-analysis | “ |
| (Elbanna, 2006). | 參與者如何結成聯盟以實現特定目標 | ANT mainly discusses how actors form alliances to achieve specific goals | “ |
| (Hald & Spring, 2023) | ANT 強調建立、維護和解構社會技術網路的過程 | ANT emphasizes the process of establishing, maintaining, and deconstructing sociotechnical networks (Hald & Spring, 2023). | “ |
| (Latour, 1987). | 稱為廣義對稱性 | The most distinctive feature of ANT is that it gives equal status to society (human) and material (non-human) in the analysis of how networks are established, maintained, and deconstructed. This is called generalized symmetry in ANT literature. | “ |
| (Sarker et al., 2006) | 人類、人類集體、意識形態、方法論、概念、文本、圖形表示、電腦和其他技術工件 | ANT does not exclude non-human actors from participating in the analysis. Accordingly, examples of actors include humans, human collectives, ideologies, methodologies, concepts, texts, graphical representations, computers, and other technical artifacts | “ |
|  | ANT認為社會現象被視為不同行動者間複雜互動所產生的結果 | In actor-network theory, social phenomena are viewed as the outcome of complex interactions among different actors | “ |
| (Gao, 2005) | 銘印和轉譯 | Inscription and translation are the core concepts of ANT and are also the key concepts for understanding and calibrating the interests of all actors to achieve consistency and form an actor-network | “ |
| Wickramasinghe, 2017) | 銘印（Inscription）  指的是創造各種人造物（如技術文件、溝通工具、軟體、使用者需求、法規等）的過程，這些東西的目的在於「確保某些行動者的利益」（Muhammad & Wickramasinghe, 2017）。  換句話說，非人行動者（如技術、設備、系統）的利益，其實反映了設計這些東西的人的利益（Sarker et al., 2006）。  也就是說，設計者在技術或制度裡內建了一些意圖，讓使用者在不知不覺中按照設計者預設的方式行動。 | Inscription is a process of creating artifacts (e.g., technical texts and communication artifacts, writing, software, user requirements, or legislation) that focuses on securing the interests of certain actors (Muhammad and Wickramasinghe, 2017) | “ |
| (Sarker et al., 2006) | 非人行動者（如技術、設備、系統）的利益，其實反映了設計這些東西的人的利益 | The interests of non-human actors can be equated with the interests of their designers of an artifact (Sarker et al., 2006) | “ |
| 轉譯 | 問題化Problematization：  定義問題(使其利益相同  與定義行動者 | Problematization is the first initial stage of deliberation, where the focal actor (or initiator of the network) frames the problem and defines the other actors that are consistent (not identical) with their own interests. | “ |
| Callon (1986) | 焦點參與者將提出問題的可能解決方案，並綜合這些解決方案，  通過建立強制性經過點 （OPP） 達成初步共識，從而使自身變得不可或缺（Callon， 1986）。 | The focal actor will propose possible solutions to the problem and synthesize these solutions to reach a preliminary consensus by establishing an obligatory passage point (OPP), thereby making itself indispensable (Callon, 1986). | “ |
| (Sage et al., 2020) | 假設定義中所有參與者及其利益圍繞著一個共同的問題和解決方案 | In short, at this stage, the hypothetical definition of all actors and their interests revolves around a common problem and solution (OPP) (Sage et al., 2020). | “ |
| (Sarker et al., 2006) | OPP是由焦點行動者設立的情況或流程使所有其他行為者能夠實現共同的關注點，從而成功追求他們共同的利益 | In a broad sense, OPP refers to the situation or process set by the focal actor that enables all other actors to achieve a shared focus and thus successfully pursue the interests they share (Sarker et al., 2006). | “ |
|  | 利益綑綁 |  | “ |
| (Callon, 1986) | 利益綑綁：涉及到與其他行動者通過協商以接受焦點行動者的定義，且因彼此利益而形成聯盟 | Interessement is the second stage of translation, which involves negotiating with the other actors to accept the focal actor’s definition (Callon, 1986) | “ |
| (Mähring et al., 2004) | 利益綑綁：這必然涉及利用激勵措施，使行動者們願意克服障礙來成為ＡＮＴ網絡中的參與者，甚至使他們脫離其他競爭網絡 | Interessement is actions that arouse the interest of other actors (Elbanna, 2006). This necessarily involves creating incentives (interessement devices) for actors to be willing to overcome the barriers to becoming part of an actor-network (Mähring et al., 2004) or even to leave other competing networks | “ |
| (Callon, 1986). | 成功的利益捆綁：證實了問題化階段構想的聯盟關係是有效的 | Successful interessement confirms that the alliance relationship conceived during the problematization phase is effective (Callon, 1986). | “ |
|  | 徵召：是轉譯過程的第三階段，涉及與演員協商角色並協調演員。 | Enrollment is the third stage of translation and involves negotiating the roles with actors and coordinating the actors. | “ |
| (Denis et al., 2007) | 關鍵行動者們的代表會被指派，同時會為了建立聯盟而聚集起來 | Representatives of key actor groups are assigned and brought together to build coalitions (Denis et al., 2007) | “ |
| (Muhammad and Wickramasinghe, 2017). | 如果行動者們願意接受網絡中的角色（與執行任務），這會促使更多聯盟者的加入 | If actors are willing to accept a role in the network, more allies will join (Muhammad and Wickramasinghe, 2017). | “ |
| (Sarker et al., 2006) | 利益綑綁成功，也意味者徵召也會成功執行 | If interessement are successful, it means that enrolment is also successful (Sarker et al., 2006) | “ |
| (Sage et al., 2020). | 網路內不同參與者之間的角色和利益是多邊協調的 | In this phase, roles and interests among different actors within the network are multilaterally coordinated (Sage et al., 2020) | “ |
| (Stanforth, 2007). | 關鍵參與者定義了要扮演的角色，以及其他人在這些網路中相互關聯的方式 | In the case of St. Brieuc Bay scallops, key actors defined the roles to be played and the ways in which others related to each other in these networks (Stanforth, 2007 | “ |
|  | 一旦行動者之間達成協議，承諾就需要通過銘刻記錄到社會系統的共同記憶中 | Once an agreement is reached between actors, the commitment needs to be recorded into the shared memory of the social system through inscription (i.e., "stabilization" | “ |
| (Sarker et al., 2006). | 銘印包含創建文字（軟體手冊）及科技人造物（例如安全系統） | Inscription strategies include creating text (e.g., software manuals) or technical artifacts (e.g., security systems) (Sarker et al., 2006). | “ |
| (Callon, 1986)  Sage et al., 2020 | 動員  號令動員：主要在說明確保行為者代表所有行為者的利益，並且有一個穩定的行動者網絡和黑盒子 | Mobilization is the final stage of the transition. Mobilization by command is about ensuring that actors represent the interests of all actors (Callon, 1986) and that there is a stable actor-network and black box (Sage et al., 2020). | “ |
| (Walsham, 1997) | 黑盒子是一個技術隱喻，用於描述穩定且通常具有不可逆性的網路 | The black box is a technological metaphor that describes a network that is stable and usually has irreversibility (Walsham, 1997). | “ |
| Callon, 1986). | 動員是個體（或實體）用來確保與不同集體代言人足夠代表該個體，而不會被團體背叛的一組方法 | Mobilization is a set of methods that entities use to ensure that spokespeople associated with various collectives are able to represent them and not be betrayed by them (Callon, 1986) | “ |
| (Muhammad and Wickramasinghe, 2017 ) | 通過說服行動者的轉譯過程和說服參與者彼此是有共同利益的，從而維護網路，而「招募」可以成為積極的支援（或方式） | Recruitment can become active support by convincing actors that the translation process and the interests of the actors are the same, thus maintaining the network (Muhammad and Wickramasinghe, 2017 | “ |
| (Elbanna, 2006). | 轉譯並非被明確定義的線性步驟 | It is important to note that translation does not necessarily proceed in well-defined linear steps (Elbanna, 2006). | “ |
| (Callon, 1986). | 時機（timing）與策略（strategy）是相互重疊 | In fact, timing and strategy overlap (Callon, 1986). | “ |

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| The Theoretical Lens- The Affordance of IT | | |  |
| 理論來源 | 中文 | 英文 | 備註 |
| (Leonardi, 2011; Markus & Silver, 2008). | 可供性 促使 研究人員 能夠更好地理解 技術與人類行為者 之間的關係 | the affordances lens has enabled researchers to better understand the relationship between technology and human actors | An Actor-Network based Technology Affordances Analysis for Digital Social Innovation: The Case of the Be A Giver Platform |
| (Majchrzak et al., 2016: 272) |  | Affordance Theory is “a lens that is particularly well suited to help IS scholars build theory about ICT use” | “ |
| Gibson (1977) | 「可供性」（affordance）這個概念最早由 Gibson（1977）提出，源自生態心理學，主要用來解釋動物如何感知環境。  」 | The concept of affordance, originally proposed by Gibson (1977), is rooted in ecological psychology and it explains how animals perceive their environment. | “ |
| Markus and Silver (2008) | Markus 和 Silver（2008）則將其定義為：「技術物件為特定使用者群體提供的目標導向行動可能性。 | Markus and Silver (2008) define affordances as "the possibilities for goal-oriented action afforded to specific user groups by technical object.” | “ |
| (Thapa and Sein, 2018)  (Faik et al., 2020).  Qureshi et al. (2021) | 這個概念已被應用於許多研究，例如遠距醫療（Thapa 和 Sein, 2018）以及社會變遷（Faik 等, 2020）。Qureshi 等人（2021）指出，「可供性」已成為研究組織實務中資訊系統設計與發展的熱門框架。 | The affordance concept has been used, for example, in studies of telemedicine (Thapa and Sein, 2018) and societal change (Faik et al., 2020). Qureshi et al. (2021) highlight that the concept of affordance has become a popular framework for examining the design and development of information systems within organizational practices | “ |
| (Leonardi, 2011). | 然而，技術本身具有物質特性，使其在不同情境下能夠支持各種可能的行動 | technologies have material properties that enable various possibilities for action, depending on the contexts in which they are used | “ |
| (Leonardi 2012, p. 29). | IT 的「物質性」指的是「其物理或數位材料被組織成特定形式，並能夠在不同時間與地點保持穩定」 | The materiality of IT refers to “the ways that its physical and/or digital materials are arranged into particular forms that endure across differences in place and time” (Leonardi 2012, p. 29) | “ |
| (Orlikowski & Iacono, 2001) | 資訊系統（IS）領域對「可供性」的關注日益增加，主要是為了理解 IT 的物質特性，以及它與社會情境之間的關係 | Accordingly, the growing interest in affordances within the IS field arises from a need to understand the material nature of IT and its relationship with the social context of use (Orlikowski & Iacono, 2001) | “ |
| (Faik et al., 2020) | 基於可供性的概念，我們認為，參與數位社會創新（DSI）的行動者必須探索技術所提供的社會創新行動可能性（Faik 等, 2020）。這種探索過程發生在他們與技術人造物的物質特性互動時。 | We argue that, based on the concept of affordance, actors involved in DSI must explore the possibilities for social innovation actions that they perceive within a technology (Faik et al., 2020); this exploration occurs as they interact with the material aspects of its artifacts | “ |
|  | 列舉Facebook作為例子：臉書具有參與溝通社群導向的輸入、互動與內容共享的可供性，進而因此社群(的概念)得以實現，無法保證使用者的使用方法皆相同。  可供性（affordances） 是指目標導向的行動無論是與社群互動相關，還是與數據儲存有關，皆是某一artifact為特定目的所提供的可能行為 |  | “ |
| (Thapa and Sein, 2018).  Strong et al. (2014)  (Strong et al., 2014) | 三重點：   1. 可供性通過感知來實現，且可供性實現可能出現連鎖反應而使新的可供性實現產生 2. 應聚焦在數位工具所能實現的結果，並非只關注在科技/技術的特性 3. 可供性實現（actualization process） 的過程涉及個體為了達成特定、即時且具體的目標，利用技術來實現一項或多項行動潛能的過程   全文：  具體而言，資訊技術（IT）的可供性（affordances） 會從被感知（perceived）轉變為被實現（actualized），而這些可供性的實現可能進一步促使新的可供性出現（Thapa & Sein, 2018）。這種觀點鼓勵研究者關注數位工具所促成的行動及其結果，而不僅僅是技術本身的特徵；這正是 Strong et al. (2014) 所提倡的可供性實現（affordance actualization） 的核心理念。  可供性實現（actualization process） 涉及個體為了達成特定、即時且具體的目標，利用技術來實現一項或多項行動潛能的過程（Strong et al., 2014）。 | Specifically, IT affordances move from being perceived to being actualized, and the actualization of these affordances can lead to the emergence of new ones (Thapa and Sein, 2018). This perspective encourages researchers to focus on the actions enabled by digital tools, as well as their outcomes, rather than just the features of technology; this is the essence of what Strong et al. (2014) advocate as affordance actualization. An actualization process involves the steps taken by individuals to realize one or more action potentials by utilizing technology to achieve specific, immediate, and concrete outcomes that support their objectives (Strong et al., 2014) | “ |
| Tim et al. (2018 | 也就是學姊將可供性的觀點拆成三點的原因：  （1） 技術可供性  （2） 實現過程  （3） 即時的具體結果 | Summarized by Tim et al. (2018), the affordance perspective provides explanatory power through three core constructs: (1) technological affordances, (2) the actualization process, and (3) immediate concrete outcomes. | “ |

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| Social Innovation and DSI | | |  |
| 理論來源 | 中文 | 英文 | 備註 |
| (Bonina et al., 2021) |  | In finding innovative solutions to pressing societal challenges, digital innovation appears as a ray of hope to solve societal problems | An Actor-Network based Technology Affordances Analysis for Digital Social Innovation: The Case of the Be A Giver Platform |
| Qureshi et al. (2021) |  | Qureshi et al. (2021) indicated that DSI involves utilizing digital technologies to develop and implement innovative products, services, processes, and business models aimed at improving the well-being and agency of socially disadvantaged groups or addressing social issues related to marginality, inequality, and social exclusion | “ |
| (Campomori & Casula, 2023) | 首先，現在人們普遍認為，社會創新取決於環境 | it is now widely acknowledged that social innovation depends on context | “ |
| (Voorberg et al., 2014)) | 參與：因為社會創新是一種開放式的參與流程 | engage: since social innovation is an open process of participation | “ |
| (von Schnurbein et al., 2023), | 提升 增強：合作是社會創新能成功的重要因子 | enhance: since cooperation is an important factor for the success of social innovations | “ |
| (Bonina, 2021) | 因為新數字技術的可負擔性  為以商業為導向的角度  來解決社會問題  創造了許多機會（Bonina，2021 年） | enable: since the affordability of new digital technologies has created numerous opportunities to address social problems from a business-oriented perspective | “ |
| (Sotarauta and Mustikkamäki, 2012; von Schnurbein et al., 2021) | 社會創新與改變若在沒有合作的情況下實施變革，通常會因為利益衝突而難以持續 | social innovations and changes that are implemented without collaboration are often difficult to sustain due to conflicting interests | “ |
| Phills et al. (2008) | 比現有解決方案更有效、更高效、更可持續或更公正的社會問題的新解決方案  ，並且創造的價值主要歸屬於整個社會，而不是個人。 | focusing on the solution, Phills et al. (2008) have defined social innovation as “a novel solution to a social problem that is more effective, efficient, sustainable, or just than existing solutions and for which the value created accrues primarily to society as a whole rather than private individuals.” | “ |
| Voorberg et al. (2014) | 將社會創新定義為  「通過與相關利害關係人的參與、交流和協作的公開過程，創造旨在解決社會需求的長期成果，從根本上改變利害關係人之間的關係、立場和規則， 包括最終使用者，從而跨越組織邊界和管轄區。 | define social innovation as “the creation of long-lasting outcomes that aim to address societal needs fundamentally changing the relationships, positions, and rules between the involved stakeholders, through an open process of participation, exchange and collaboration with relevant stakeholders, including end-users, thereby crossing organizational boundaries and jurisdictions.” | “ |
| (von Schnurbein et al., 2021). |  | social innovation takes into consideration the relationships among stakeholders on a collective basis to improve people’s quality of life by addressing societal needs | “ |
| (Ziegler, 2017). |  | This research stream leads to a focus on “social innovation as a collaborative concept | “ |
| (Campomori & Casula, 2023) | 社會創新方法越來越多地被用於提供公共服務(政府的)，因為複雜的社會挑戰的發展需要新的多方實施結構和安排 | The social innovation approach is increasingly adopted by governments to deliver public services, as the development of complex societal challenges necessitates new multi-actor implementation structures and arrangements | “ |
| (Ziegler, 2017) | 整合了眾多學科和專業，涉及來自政府、民間社會和企業的行動者。 | Collaborative concepts integrate numerous disciplines and specialties, involving actors from government, civil society, and business | “ |
|  | 社會創新在集體基礎上考慮了利害關係人之間的關係，通過解決社會需求來提高人們的生活品質 |  | “ |
|  | 它不僅從政府的角度強調社會創新，而且從社區本身的角度強調社會創新 |  | “ |
| (Han et al., 2024). | 另一主流認為新興數位設計是組織的替代品 | Another stream aligns with the open call to view emergent digital design as a substitute for organizations. | “ |
| Qureshi et al. (2021) | Qureshi 等人（2021）提出，DSI 研究框架包含  內嵌式能動性、社會嵌入性與發掘問題與機會，  這些因素驅動 DSI，最終促成社會影響的擴展與系統層級的變革，以理解如何運用數位技術與平台來應對各種社會議題。 | propose that the DSI research framework includes embedded agency, social embeddedness, and problem opportunity identification, which lead to DSI and ultimately result in scaling social impact and systemic level changes to understand how digital technologies and platforms can be leveraged to address various social issues | “ |
| (Tim et al., 2021). | 科技技術在加速社會創新中扮演重要角色  強調了對數位社會創新概念的倡議，即強調其可持續發展的影響，  包括改善健康和福祉、促進環境永續、加強公民參與 | Apparently, technology plays a crucial role in accelerating social innovation. Recent research in information systems (IS) has highlighted various DSI initiatives and their impact on sustainable development, including improvements in health and well-being, promotion of environmental sustainability, and enhancement of civic engagement | “ |