Ning

24 September 2019

Design Science Research

Class Summary

[OPENING]: Talking about research papers and publications.

[SUMMARY]: User-centered design (passive user) vs participatory design (active user), based on how involved the user is in the design process.

[NOTE]: There’s a website called *Think Data*, that provides anecdotal data on solutions/problem resolution.

[SUMMARY]: To get an awareness of the problem, a literature search in a domain is necessary. This allows you to define the gaps in knowledge in order to generate unique research-worthy areas to explore. A source of knowledge is published papers in *conferences*. There are a couple different types of papers: There are technical papers (i.e Masters thesis, phD thesis), position papers (an idea without a proof of concept). Journals also publish papers, and those are good places to get more research. Be careful to note international vs national audiences, since international is generally preferred. Sources of papers/knowledge include but are not limited to: magazines (has a good audience reach), transactions (details of technical matters), books (chapters, edited, instructional), conferences (topic based), other (thesis, technical reports, and *Patents*). Workshops are places where papers that are not conference-ready can still go in order to get more developed and get audience support. ACM is a publisher, IEEE, Springer, Research Gate, Google Scholar, arXiv, etc. are all good places to find papers. *h-index* is a measure of how many papers you have published as well as how referenced those papers are. i.e: an h-index of 1 can be achieved via 1 published paper cited a billion times, or a billion papers each cited only 1 times.