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1 Introduction

Introduction, motivation, reasons to do this...

2 Theoretical foundations

Introduction, motivation, reasons to do this...

2.1 Open Source

Let's write some cool stuff about Open Source...

2.1.1 Open Source Code

Let's write some cool stuff about Open Source...

2.1.2 Open Source Licences

Let's write some cool stuff about Open Source...

2.1.3 Github

Let's write some cool stuff about Github...

2.1.4 Economical comparison between Open Source and Licensing Models

Don't write too much about Economical comparison between Open Source and Licensing Models...

2.2 European Union

Let's write some cool stuff about Open Source...

2.2.1 Political position

2.2.2 Public money is public code initiative

2.2.3 Digitization and uprising of domestic Digital Service Agencies

- Government Digital Service in the United Kingdom - Digital Transformation Team Italy

2.3 Best practices for Open Source Code platforms

Let's write some cool stuff about Open Source...

2.3.1 United States of America

Something about USA... - Code.gov - Code.mil - Code California

2.3.2 Canada

Something about Canada... Open Resource Exchange

2.4 Open Source code platforms in the European Union

Something about Opensourceprojects.eu and other stuff...

3 Methodology of Design Science Research

Introduction, motivation, reasons to do this...

4 Design Science Research

Introduction, motivation, reasons to do this...

4.1 Problem identification

Let's write some cool stuff about problems...

4.2 Requirement to the solution

Let's write some cool stuff about problems...

4.2.1 Platform features

Let's write some cool stuff about features...

4.2.2 Data sources

Data stuff...

4.2.3 Estimated number of users

Number of users...

4.3 Design and development

Let's write some cool stuff about problems...

4.3.1 System architecture

Architecture stuff

4.3.2 Client-side

Client...

4.3.3 Server-side

Server...

4.3.4 Deployment

Deployment...

4.3.5 Evaluation

4.4 Evaluation

Do some evaluation...

4.4.1 Methodology

Architecture stuff

4.4.2 Results

Client...

4.4.3 Discussion

Server...

5 Conclusion

Die Auswertung der Arbeit und deren Ergebnisse hier.

5.1 Key findings

Let's write some cool stuff about problems...

5.2 Outlook

Outlook....