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Describes research methodologies for design science research in information systems and software engineering. Provides guidelines for how to structure your research goals and analyse your research...

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This book provides guidelines for practicing design science in the fields of information systems and software engineering research. A design process usually iterates over two activities: first designing an artifact that improves something for stakeholders, and subsequently empirically investigating the performance of that artifact in its context.

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Design methodology stresses the use of brainstorming to encourage innovative ideas and collaborative thinking to work through each proposed idea and arrive at the best solution.

Meeting the needs and wants of the end user is the most critical concern.

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Design science is an outcome based information technology research methodology, which offers specific guidelines for

evaluation and iteration within research projects. Design science research focuses on the development and performance of (designed) artifacts with the explicit intention of improving the functional performance of the artifact.

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of design-science research in Information Sys-tems via a concise conceptual framework and clear guidelines for understanding, executing, and evaluating the research. In the design-science paradigm, knowledge and understanding of a problem domain and its solution are achieved in the building and application of the designed arti-fact.

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