Best Practices and Challenges in DSR Education

Keywords: Education, Design Science Research, Research Methods

1 Workshop Description

Students and doctoral candidates in Information Systems (IS) are repeatedly confronted with the task of implementing theoretical concepts in practice and evaluating them with users during their studies or doctoral work. In doing so, they often lack the methodological skill set. This is exactly where Design Science Research (DSR) provides support.

DSR offers an important paradigm for conducting applicable and rigorous research about real-world design problems. DSR aims to generate prescriptive knowledge about the design of IS artifacts, such as software, methods, models, or concepts. DSR is a promising methodology that intends to generate knowledge on the design of innovative solutions to real-world problems. As such, DSR is specifically useful in contributing to the solution of societally and practically relevant challenges.

At the same time, matured methodological foundations are available today, specifically supporting publishing DSR research both at conferences and top-tier journals. DSR has become a permanent teaching component in many undergraduate and Ph.D. programs. The variety of materials, courses, and papers make it difficult to select high-quality materials. In addition, there is the challenge of implementing these materials practically and in relation to one's own project. Thus, there is a lack of a uniform concept and a DSR curriculum.

To date, there is a lack of a tool that bundles high-quality materials on the application and implementation of DSR. Students and researchers lack guidance in selecting high-quality teaching materials. There is also a lack of a channel to consume and disseminate knowledge from experienced DSR researchers.

This workshop provides a forum for discussing research related to teaching DSR. We aim to enable researchers and iconic authors to exchange their experience and knowledge.

2 Workshop Duration, Schedule, and Format

The workshop will be a half day event and consist of focus group discussions, a keynote as well as a working session to collect best practices and challenges in DSR education. Our workshop will have an interactive format based on presentations, discussion, and a collaborative element.

3 Intended Audience

We welcome every participant that has experiences in design science research. The primary target audience includes researchers that are interested in design science research. We especially welcome young researchers to bring experiences from DSR courses or talk about how they taught themselves design science research. In addition, we welcome insights from experienced DSR researchers who, at best, teach DSR themselves. Through these diverse experiences, we hope to have varied discussions.

We expect a minimum of 6 attendances and a maximum of 20 attendances (excluding the workshop organizers).