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DESIGN SCIENCE METHODOLOGY FOR INFORMATION SYSTEMS AND SOFTWARE ENGINEERING



Springer-Verlag Gmbh Dez 2014, 2014. Buch. Condition: Neu. Neuware - 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. This validation in context is a key feature of the book - since an artifact is designed for a context, it should also...

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