

CALL FOR PAPERS

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IMPORTANT DATES

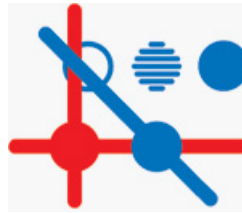
Submission of Papers: Jan 15, 2008

Acceptance Notification: Mar 10, 2008

Camera ready submission: Apr 10, 2008

Conference registration: Apr 10, 2008 (early bird registration)

Conference dates: May 7-9, 2008



DESRIST 2008

Third International Conference on
Design Science Research in Information
Systems and Technology

May 7-9, 2008

<http://desrist2008.cis.gsu.edu>

The Westin Buckhead, Atlanta, GA, USA

<http://westin.com/buckhead>

Doctoral Consortium at Georgia State University

<http://www.gsu.edu>

The importance of design science research springs from Herbert Simon's *The Science of the Artificial*. His work inspired an entire body of research embracing goals to design and invent innovative artifacts such as constructs, frameworks, models, methods, processes and systems. The creation of IT artifacts and their evaluation is ideally suited for this paradigm. This conference explores aspects of design science research methodology as well as research exemplars of the genre. As with the first two DESRIST conferences, held successfully at Claremont in 2006 and Pasadena in 2007, the objective of this conference is to bring together researchers from many diverse backgrounds ranging from computer science, HCI, information systems, and software engineering to social ethnography, artistic, and architecture disciplines to create a forum for discussing novel solutions to emerging problems.

Design science is well suited to be a key research paradigm for mainstream research in computing and information systems. We seek design theory, design research methodology, and applications papers. Applications papers should clearly demonstrate how they are following a design science research methodology and thus can serve as design science research exemplars. We encourage contributions (papers, panels, etc.) in all areas of design science, and especially excellent examples of design science research applications. Areas of interest include, but are not limited to:

- Science of Design and Design Theory
- Philosophical foundations, ontology and epistemology of Design Science Research
- Evaluation of Design Science Research
- Design Processes
- Representation of Design Problems
- Design of Systems to Enhance Creativity
- Design Evolution
- Design Economics
- Design Complexity
- Design Modularity
- Design Rules
- Aspect-Oriented Design
- Design Architectures
- Representation Languages for Design
- Rapid Design
- Meta-Design Control in Design
- Design of Software-Intensive Systems
- Exemplars of design research in the areas of: Software Design, Database Design, Business Process Design, Knowledge Discovery and Data Mining, Medical, Health and Bio-Informatics, Emerging Designs for Social and Virtual Collaboration, Networking and Multimedia Systems, Grid Computing and Peer-to-Peer Computing, Design of Knowledge Management Systems, Pervasive Computing, System Design, Decision Support Design, User Interface Design, etc.