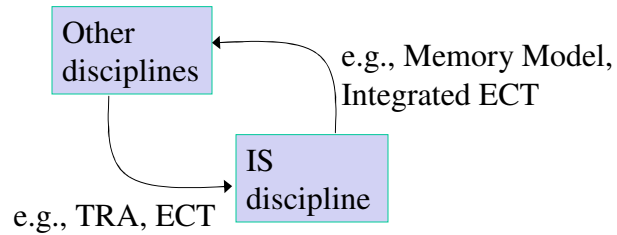


Andrew Burton-Jones

- ❖ **We study information systems**
- ❖ **But, we have few theories explaining what information systems are**
- ❖ **Some exceptions**
 - ❑ Orlikowski – structural model, practice-based view, ...
 - ❑ Wand and Weber – representational view
 - ❑ Benbasat – computer as social actor
 - ❑ Sambamurthy – IT as a digital option



IS
discipline

Why do we need other
disciplines to theorize?

- ❖ We should be able to gain unique insights about our field if we build and take seriously theories *of* information systems
- ❖ Doing so should also enable us to theorize *in* information systems

❖ **Start with a theory that describes information systems**

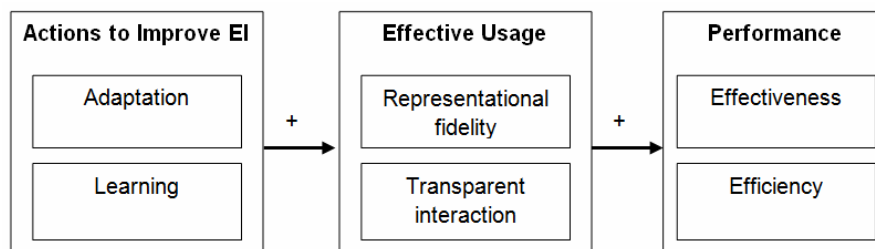
- ❑ Representation theory:
 - > Nature of system: deep, surface, and physical structures
 - > Purpose of system: representing some real world domain

❖ **Draw some implications for effective use:**

- ❑ A system will be fulfilling its purpose more effectively if:
 - > The user is interacting with the deep structure
 - > The user is obtaining faithful representations from it

❖ **Draw some implications for antecedents:**

- ❑ Multiple structures implies complexity, which implies learning
- ❑ The fallibility of representations implies adaptation



- ❖ Which theory of information systems should we use?
- ❖ Should we aim for general or specific theories?
- ❖ Should we expect completely new insights?