

# PhD Course: Action Research in IT Studies

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RESEARCH CENTRE FOR

socio-interactive design



**AALBORG UNIVERSITY**  
DENMARK

# Presentation

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- 2-and-2 describe yourself to your neighbour, 2-3 minutes
- A quick round where you briefly present your neighbour

# Format

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- Brief lectures
- Group assignments and discussions
- Individual assignments
- Plenary discussions
- Action learning

# Programme

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- **Day 1 - Tuesday 11th November**

- 09:00-09:45 Introduction and participant presentation
- 09:45-11:00 Action research fundamentals
- 11:15-12:15 The role of the action researchers (outsider, insider), competence, and credibility
- 13:00-14:30 Intervene into the problem situation: The problem-solving activities and the use of F and M
- 14:45-16:00 Group assignment
- 16:15-17:00 Engaged scholarship and design (science) research

- **Day 2 - Wednesday 12th November**

- 09:00-10:30 Declare framework and criteria
- 10:30-12:00 Group assignment
- 13:00-14:30 Document and record the acting and thinking: interviews, observations, diaries, and debriefings
- 15:00-16:15 Eliciting findings and contributions: Writing it up and the genres of action research
- 16:15-16:30 Closing and home assignment

# A personal history with action research

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- 1984: The use of several ISD methods in a company ("action research")
- 1986: Lancaster, Soft Systems Methodology and action research
- 1987: The use of SSM to make sense of learning and using ISD methods
- 1990-1995: Action learning of OOA&D
- 1997-1999: Software process improvement with 4 companies
- 2001-2003: Software process improvement and knowledge management in 3 software companies
- 2009-2011: IT management in Danish Municipalities in 10 municipalities
- 2012- : Collaboration with SMEs on software process management