Track 17: Openness and IT

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Description

In an IS context, "openness" refers to the indiscriminate and usually free access to IT and the information therein. Such technological openness has significant social and business implications, and has certainly changed everyday behaviour. Hundreds of millions of Internet users participate in open social networking, contribute to open content co-creation (e.g., Wikipedia), or use mobile apps that have emerged as a result of Apple and Google's open APIs. Openness also has changed business practices and models through "internal openness" using inner source software, enterprise social software and open collaboration, as well as through "external openness" in the from of open innovation, co-creation or crowdsourcing. Openness of IT is central to new organizational forms of value creation comprising "ecosystems" of in(ter)dependent actors. Openness shifts power from physical production facilities towards online information and IT, and consequently has shaken up industries such as music and news media. This transformation does not spare academia: the traditional "university business model" is now challenged by Massive Open Online Courses (MOOC) that provide free and open access to educational Internet platforms.

IS, as a discipline, is particularly well positioned to study the interactions between technology, business and society around openness. Hence, the aim of this track is to provide a forum for the most recent work in this emerging domain in IS research. We invite theoretical and empirical work that significantly contributes to the theory and knowledge of openness and studies the impacts of openness on business and society.

Topics of Interest

We seek papers that focus on (a) the nature of the different varieties of technological openness and (b) the role of such technological openness in organizational, business, work, and social/non-work behaviour on- and offline. We encourage the submission of papers with the (open) IS/IT

artefact in focus, rather than papers focusing on general business strategy or individual social web behaviour. The track is open to different methodological and epistemological approaches, and welcomes empirical as well as theoretical work.

Possible topics include, but are not limited to:

- Collaboration-based innovation
- Collective intelligence and collective creativity
- Crowdsourcing and cloudwork
- Enterprise 2.0 and enterprise social software
- Inner source
- MOOC
- Open (service) innovation
- Open business models and open strategies
- Open government
- Open hardware
- Open innovation/crowdsourcing intermediaries
- Open source development
- Open standards, open data and open APIs
- Peer and community-driven co-creation
- Theories of openness

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