Introduction to IT-enabled collaboration for Development Minitrack

Xusen Cheng
Renmin University of China,
Beijing, China
xusen.cheng@ruc.edu.cn

Xiangbin Yan
University of Science &
Technology Beijing,
Beijing, China
xbyan@ustb.edu.cn

Deepinder Bajwa
Western Washington University
Bellingham, USA
deepinder.bajwa@wwu.edu

Increasing collaborative work practices occur in different organizations. As a result, collaboration technology is being widely used to execute well-performing teamwork. Especially during COVID-19, there has been exponential growth in the use of collaboration technologies/tools like MS Teams, Webex, VooV Meeting, and Zoom, amongst others. In addition, emerging technologies like metaverse, have the potential to further enhance IT-enabled collaboration for development. Academic scholars in the field of collaboration have paid attention to these emerging IT-enabled collaboration models and attempted to explore users' perceptions and behaviors within such newly developing contexts. Prior studies have investigated diffusion (adoption, implementation, and utilization) of collaboration technologies at the individual level, team level, and organization level in developed economies of Western Europe and North America. In many developing countries, synchronous and asynchronous computer-supported co-located or virtual collaboration is being improved owing to the popularity of mobile devices. However, research on IT-enabled collaboration in developing countries such as East Europe, Asia, and Africa is scarce.

Our minitrack "IT Enabled Collaboration for Development" was introduced to fill the void in the literature by focusing on processes and systems design, methods, modeling, and techniques for IT-enabled collaboration in developing regions from theoretical, technological, social, psychological, behavioral, and design science perspectives. We expect more forward-looking insights on online collaboration in emerging contexts such as the COVID-19 period and metaverse). This year, we accepted two papers for inclusion in the HICSS conference proceedings.

The first paper is co-authored by Sarah Oeste-Reiß, Matthias Söllner, and Jan Marco Leimeister, and is titled "Transferring well-performing collaborative work practices with parameterized templates and guidebooks: Empowering subject matter experts for an adaptation to slightly different contexts". Practitioners have difficulty adapting existing collaborative work practices (CWPs) due to missing collaboration expertise and adaptation guidelines. Therefore, this paper introduces the Subject Matter Expert role and the 'CWP Adaptation Approach' that formalizes the transfer of CWPs to different contexts with parameterized Templates and Guidebooks to address the aforementioned challenges in the collaboration engineering literature. Moreover, this study presents an exemplarily use case with a well-performing CWP in the educational domain and models the state-of-the-art procedure of the CE design methodology. This study contributes to collaboration engineering research by creating a first proof-of-concept solution for a class of unsolved problems. In addition, CWP Templates and CWP Guidebooks as well as the CWP Adaptation Approach could be applied in slightly different contexts.

The second paper selected for the proceedings is co-authored by Zhao Huang, Jian Mou, Morad Benyoucef, and Jongki Kim and is titled "Live streaming: Its relevant concepts and literature review". By systematically reviewing 133 useable papers published across 52 academic journals and 10 conferences, this study attempts to examine research trends, topics, methodology, and contexts in the live streaming domain. The results indicate that most scholars adopted survey and experiment methods to explore live streaming activities or users' perceptions and behaviors in some leading platforms such as Youtube, Twitch, Facebook, Twitter, and Douyu. Based on different IS theories including uses and gratifications theory, behavior theory, stimulus–organism–response model, and social exchange theory, most existing studies have examined the issue of user engagement, user motivation, and platform design. This study advances our understanding of research trends in the live streaming domain. Moreover, the findings of this study may help businesses to better realize their live streaming deployment objectives.

We would like to thank the contributing authors and the reviewers for their efforts and look forward to meeting you at the conference.

URI: https://hdl.handle.net/10125/102692
978-0-9981331-6-4