Track 1: Digital Work, Digital Life

Track Chairs

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Description

The purpose of the ECIS 2014 Conference Theme track is to critically engage with the future directions of IS research through encouraging submissions that are related in some way to the conference’s theme - Digital Work, Digital Life. Within this broad theme, we see digital systems as increasingly interpenetrating influences on work and life, not only extending our ability to achieve previously fixed objectives but producing revised and novel forms of “digital being” – the combined frames of meaning, experience, and desired notions of performativity that change what we are. These novel and revised forms of digital being thus transform the frame around which we make sense of what the world is, what we are to do in it, and how we are to go about our daily lives.

Topics of Interest

The purpose of this track is to explore research related to the changes in digital being arising from technological infusions and intrusions onto work and life. Illustrative (but not exclusive) topics arising from this call include the following:

- Changes in the experience of products/service production and delivery (e.g., the effect of RFID on the nature of experience of supply-chain visibility and action, nature of consumer and consumption in virtual worlds).
- Changes in the nature of producer-consumer relationships (e.g., the effect of social media on the co-creation of services)
- Changes in the nature of work arising from digital intrusions (e.g., increasing transparency of hospital outcomes through the internet and widely available data).
- Changes in the locations and pace of work and life (e.g., smartphone use and changes in the expectations of customers).
- Changes in identity and identity work (e.g., LinkedIn and social media use for the production and dissemination of worker identity).
• Changes in the responsibility, accountability, and capability of human and technological ensembles (e.g., increasing use of the internet for health-care advice and information).
• Changes in human and technical agency and control (e.g., the increasing use of opaque computer algorithms).

These topics are illustrative only. Certainly many other traditional topics would fit comfortably within this track – e.g., augmented reality, crowdsourcing/crowdfunding; open source software/hardware development and use; online activism and social movements; consumerization of IT in the workforce; changes in workforce relationships, expertise, and mobility; gamification and immersive training, and simulation; and virtual economies and currencies. To be relevant to the track, however, we would anticipate a focus on some disclosure of the transformations to work and life from increasing technological infusion.

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