le No.: Title: Location:	CM2 Wissenschaftstheorie / Philosophy of Science Leibniz Universität Hannover		Credits: 4 1 SWS
			Workload:
<ul> <li>Goals of this course:</li> <li>This course addresses first and second year IS doctoral students and introduces them to the epistemological basics of research in three central dimensions: ontology (reality), epistemology (knowledge), and methodology. IS doctoral students learn how to identify appropriate research gaps, how to formulate promising research questions, and how to select and apply adequate theories, models, methods, and tools.</li> </ul>			Attendance time: 14 h Self-study time: 106 h
Content:			
Assum dimensi science realitie hardwa concep Science models domain real ar genera strong taught often i role an accept import iterativ introdu use an develo DFG or researd genera for fut	urse offers an introduction to the epistemological ba ptions in research are introduced and discussed conc sions. First, assumptions are taught regarding ontolog e oriented Information Systems Research (ISR) we dea s: On the one side the real world with real artifacts, e are, on the other side the abstracted world with theo the models, or theories. These two worlds are interlo e Research (DSR). DSR uses already existing solutions, s, theories, etc., to solve real life problems in differen ns. Often real artifacts are developed (deduction). Sin cifacts and problem solutions are used to develop new lized artifacts (induction). The interlocked subjective y driven by a problem solving way of thinking. Secon- regarding epistemology (knowledge). In the design s- nstrumentalism and pragmatism dominate. Problem d evaluation criteria like functionality, benefit, econd ance, etc., are often more important compared to va ant methodical basics are taught including fundamen- re approaches in DSR. Different kinds and basic proce- uced and discussed, e.g., a posteriori analyses of real d a priori analyses of artifacts under development. O pment is project-funded by the German BMBF/BMW cooperating companies for many years. In these pro- chers both from science and companies also get new lizable findings and implications and thus can add the ure problem solving.	erning three central gy (reality). In design al with different e.g., software or retical artifacts, e.g., cked by Design concepts, methods, t application nultaneusly existing w theoretical and reality of DSR is dly, assumptions are cience oriented ISR solving plays a key omic efficiency, lidity. Thirdly, also ital empirical and dures of DSR are artifacts already in ften this i/BMU, the EU, the jects often groups of theoretical and	
<ul> <li>Examination:</li> <li>Students have to write a short essay in teams of 2 or 3 students. Supervision and feedback will be given by the lecturers.</li> </ul>			
Recommended Semester:     Cycle:       1-3     Each winter term		<b>Cycle:</b> Each winter term (l	olocked)
<b>Literature:</b> Will be provided in the course		<b>Lecturer:</b> Prof. Dr. Michael H. Breitner and Dr. Nadine Guhr	
Type of Module:		Language:	
Mandatory Repeatable:		English/German Maximal number of students:	
twice 15			