

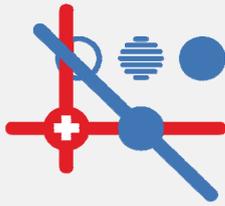
Enterprise Modelling and Information Systems Architectures

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DESRISt 2010

June 4-5, 2010

St.Gallen, Switzerland

<http://2010.desrist.org>

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Global Perspectives on Design Science Research

Design Science Research Community

Design, by definition, is aimed at creating innovative artefacts. Design Science, then, reflects design artefacts, the design process, etc.

Design Science Research is becoming firmly established as a research paradigm in several disciplines related to information sciences, information systems and technologies.

Call for Contributions

The Fifth DESRISt Conference will bring together researchers and practitioners engaged in Design Science Research in the broadest sense. We invite contributions (research papers, demos and panels) that describe your work in all areas of Design Science Research. These include but are not limited to:

- Science of Design and Design Theory
- Philosophical Foundations of Design Science
- Evaluation of Design Science Research
- Design Processes
- Representations for Design
- Design Evolution
- Business and Organizational Design
- Design for Innovation
- Design Economics
- Modularity and Rules in Design
- Architectures for Design
- Meta-Design Control in Design
- Design of Software-Intensive Systems

The domains may include: Software, Services, Database, Business Processes, Information Systems, User Interfaces, Knowledge Discovery and Management, Data Mining, Medical, Health and Bio-Informatics, Social and Virtual Collaboration, Networking and Multimedia Systems, Grid and Peer-to-Peer Computing, Pervasive Computing, and others.

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Important Dates

- Abstract Submission Deadline: January 15, 2010
- Paper Submission Deadline: January 22, 2010
- Acceptance Notification: February 19, 2010
- Camera Ready Subm. Deadline: March 05, 2010
- Early Registration Closes: April 10, 2010
- Doctoral Consortium: June 3, 2010
- Conference Dates: June 4-5, 2010

Please direct any enquiry to desrist2010@unisg.ch

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Editorial Preface

I always tell my students that conceptual modelling is not just another technique that supports the development of software systems. Instead, it is an activity that is at the core of the competence they should aspire. Modelling is not only about learning the ERM or the UML. Much more than that, it is – of course – about the art of abstraction. For many students it takes some time to realize that abstraction is a pivotal aspect of a scientific perspective: It is not restricted to the description of particular instances. Instead, it is aimed at discovering – or constructing – general patterns that can be applied to a wide range of instances. With respect to analysing and designing information systems and corresponding action systems, abstraction is the name of the game. In order to protect a software system against the threat of changing requirements, it is a good idea to distinguish between invariant parts of the system and those that are likely subject to change. By using concepts that allow for abstracting from variable parts of a system – such as changing platforms, environments or business processes, corresponding modifications can be applied safely and conveniently. It takes time and passion to develop modelling competence, to develop a sense for the quality of models, to appreciate the benefit of a thoroughly designed model – and its aesthetics. Not only students are reluctant to embrace the prospects of abstraction. In many software companies, modelling is still regarded as a dispensable cost driver, a threat to project schedules – and a hidden product feature the customer is not willing to pay for. At the same time, most managers will probably agree that there is need for promoting integration and reuse. However, for a manager who acts under time and cost pressure, it can be a remarkable challenge to justify modelling activities, since the return on investment they produce is indeed hard to determine.

Against this background, it may seem that modelling does not fit the fast pace of our times and a management culture that depends on ‘objective’

indicators. However, such a conclusion is certainly not appropriate. To the contrary: In order to cope with the ever growing complexity of software systems and the ongoing change of the action systems they are supposed to support, we are in urgent need of abstractions. While it certainly takes time to develop them, they will finally provide us with tools that help us to better understand and manage the world: Reducing system complexity implies to first increase it (by developing powerful abstractions).

This issue includes four articles. Patrick Delfmann, Sebastian Herwig, Łukasz Lis and Armin Stein address a problem that has been neglected for long. Often, little attention is paid to labelling model elements. Especially in distributed modelling scenarios this may cause severe problems. The paper presents a linguistic approach that provides modellers with automated guidance for specifying appropriate labels. Volker Gruhn, Ralf Laue, Stefan Kühne and Heiko Kern present a modelling tool that supports the validation of business process models during model construction. Dominik Birkmeier, Sebastian Klöckner and Sven Overhage conducted a survey of approaches to identify software services. The results are presented in a framework that supports an elaborate evaluation and comparison of the selected approaches. Gabriela Loosli presents an approach to support the automated selection of services in order to allow for dynamic binding. It is based on an ontology that is used for specifying services.

Finally, I would like to draw your attention to two events. *Modellierung 2010* which takes place in Klagenfurt from March 24th to 26th provides a unique platform for presenting research on modelling across various disciplines. *DESRIST 2010*, one of the most important conferences for design science research, will take place in St. Gallen from June 4th to 5th. I hope you enjoy reading this issue.

Ulrich Frank