
Abstract
XH: Experience and/or Heuristic
Studies reported here of <IS research papers> supported by <various commentaries by other authors> generate a number of findings concerning <the types of IS research that has been progressing>, including <an increased interest in interpretive research approaches and human-centered topics>. They indicate that <adequate technology transfer> is not met by <the current emphasis on these soft approaches and topics>.

Why XH?
The paper reviews various commentaries and surveys by other writers, as well as two ongoing research projects, and issues a commentary of the authors’ own creation on the state of the field.

Question - [Generalization / characterization]
What are the types of IS research, and how are they related?

Results - [Report]
The authors seem to land two punches:
- There is a lot more interest lately within the IS research community on interpretive approaches (such as role playing) and human-centered topics (such as sociological and management questions). The authors note that the field has swung back and forth between quantitative and qualitative approaches, with various camps lobbying for each at various points. Moreover, there is a lot of argument about whether the human-centered researchers have received enough respect, despite the fact that the community now spends much more toner on human-centered topics than technology-centered topics. Widely accepted “higher principles” are lacking for bringing these various forces into equilibrium, probably because IS research has grown so big that it now overlaps a large number of research disciplines.
- The authors highlight the fact that technology transfer doesn’t seem to be a big part of current research, despite the fact that IS is an area of research where “real world usefulness” is a reasonable goal. The authors claim that it instead has moved in the direction of more theoretical/non-applicative topics and has pushed more application-oriented research into software engineering. (I’m not sure I understand their prose in this section, however.) They then discuss two ongoing research projects, apparently in an attempt to demonstrate that it is feasible to construct an IS research project which includes technology transfer as a primary goal.

Validation – [Experience]
The authors base their arguments mainly on an analysis of various commentaries that have appeared in prior papers, most by other authors other than the authors of the current paper. They described two ongoing projects, as noted above, apparently in an attempt to support their argument.