

Title	Description	Supervisor
<p><b>1. Sports data in information systems and management research</b></p>	<p>Sports is one of our most popular leisure activities, whether we watch it or participate ourselves. Research on sports similarly attracts considerable attention – not only in sports or health-related fields, but also among information systems and management scholars. For example, because sports offer a relatively isolated environment, they can provide opportunities for clearer causal identification of behavioral patterns and social phenomena.</p> <p>Against this backdrop, you are asked to provide a literature review on the use of sports data in information systems and management research. Your review should identify commonly studied sports, investigated phenomena as well as promises and perils associated with using sports data for information systems and management research.</p> <p><b>References</b></p> <p>Lapré, Michael A., and Candace Cravey. “When Success Is Rare and Competitive: Learning from Others’ Success and My Failure at the Speed of Formula One.” <i>Management Science</i>, 2022. <a href="https://doi.org/10.1287/mnsc.2022.4324">https://doi.org/10.1287/mnsc.2022.4324</a>.</p> <p>Margolin, Maximilian, Marko Reimer, and Daniel Schaupp. “The Effects of Real-Time Feedback on Effort and Performance: Evidence from a Natural Quasi-Experiment.” <i>Management Science</i>, 2024. <a href="https://doi.org/10.1287/mnsc.2022.02084">https://doi.org/10.1287/mnsc.2022.02084</a>.</p>	<p>Jan Schilpp</p>
<p><b>2. Video game data in information systems and management research</b></p>	<p>Video games have become a widespread leisure activity in today’s society. As a result, they are attracting increasing attention from scholars, who explore both video game–specific phenomena and broader aspects of human behavior in gaming contexts. For instance, the inherently digital nature of video gaming leads to the generation of trace data from players’ activities, which researchers can leverage for various studies.</p> <p>Against this backdrop, you are asked to provide a literature review on the use of video game data in information systems and management research. Your review should identify commonly studied video games, investigated phenomena as well as promises and perils associated with using video game data for information systems and management research.</p> <p><b>References</b></p> <p>Avoyan, Ala, Robizon Khubulashvili, and Giorgi Mekerishvili. “Behavioral Market Design for Online Gaming Platforms.” <i>Management Science</i>, 2024. <a href="https://doi.org/10.1287/mnsc.2021.03628">https://doi.org/10.1287/mnsc.2021.03628</a>.</p>	<p>Jan Schilpp</p>

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	<p>Zhao, Keran, Yingda Lu, Yuheng Hu, and Yili Hong. "Direct and Indirect Spillovers from Content Providers' Switching: Evidence from Online Livestreaming." <i>Information Systems Research</i>, 2023. <a href="https://doi.org/10.1287/isre.2022.1160">https://doi.org/10.1287/isre.2022.1160</a>.</p>	
<p><b>3. Gender (In-) Equality in Software Development</b></p>	<p>This topic examines the underlying factors contributing to gender disparities within the software development field, with a particular focus on the emerging influence of low-code/no-code platforms. The research will explore how social, cultural, and organizational influences shape career trajectories, skill development, and inclusion in technical roles. It will also investigate whether and how low-code/no-code environments are changing the traditional dynamics of software development by lowering technical barriers and enabling broader participation across genders. The study will analyze the effectiveness of initiatives such as mentorship programs, targeted recruitment, and bias-reduction training, and evaluate if these approaches are adequately addressing challenges unique to the low-code/no-code context. Furthermore, the research will assess how new technological tools either perpetuate existing gender biases or serve as catalysts for a more inclusive workforce in software development.</p> <p>Reference:</p> <p>Nishtha Langer, Ram D. Gopal, Ravi Bapna (2020) Onward and Upward? An Empirical Investigation of Gender and Promotions in Information Technology Services. <i>Information Systems Research</i> 31(2):383-398. <a href="https://doi.org/10.1287/isre.2019.0892">https://doi.org/10.1287/isre.2019.0892</a></p>	<p>Marcel-René Wepper</p>
<p><b>4. Organisational and Management Skill development through different interactive media</b></p>	<p>This research investigates how various forms of interactive media — such as gamified learning platforms and collaborative digital tools — can enhance organisational and management skill development. The study will examine how these technologies facilitate experiential learning, enabling participants to practice leadership, strategic decision-making, and team management in simulated yet realistic scenarios. By evaluating both the pedagogical impact and practical outcomes of interactive media, the research aims to determine best practices for integrating such tools into professional training programs, ultimately bridging the gap between theoretical management principles and real-world applications.</p> <p>Reference:</p>	<p>Marcel-René Wepper</p>

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	<p>Sitzmann, T., Kraiger, K., Stewart, D., &amp; Wisner, R. (2006). The comparative effectiveness of web-based and classroom instruction: A meta-analysis. <i>Personnel Psychology</i>, 59(3), 623–664. <a href="https://doi.org/10.1111/j.1744-6570.2006.00049.x">https://doi.org/10.1111/j.1744-6570.2006.00049.x</a></p>	
<p><b>5. IS Governance in Citizen Development</b></p>	<p>This topic examines how citizen development is reshaping the landscape of information systems (IS) governance by enabling business users to actively participate in application development. The research will explore frameworks and governance models that balance the drive for innovation with the need for control and risk management. It will investigate the tensions between traditional IT oversight and emerging citizen developer initiatives, focusing on issues such as security, quality assurance, integration, and regulatory compliance. Additionally, the study will assess how agile and adaptive IS governance practices can support decentralized innovation while ensuring that citizen-developed applications align with organizational standards and strategic goals.</p> <p>Reference:</p> <p>Schreieck, Maximilian, Manuel Wiesche, and Helmut Krcmar. “Governing Innovation Platforms in Multi-Business Organisations.” <i>European Journal of Information Systems</i> 32, no. 4 (July 4, 2023): 695–716. <a href="https://doi.org/10.1080/0960085X.2022.2041371">https://doi.org/10.1080/0960085X.2022.2041371</a>.</p>	<p>Marcel-René Wepper</p>