

Information Systems Group, IIMS, Massey University (Albany)

Staff Research Topics for PhD Supervision

The following active staff research areas may be useful for students interested in pursuing further post-graduate research in a PhD.

To ask faculty to supervise for a PhD thesis, students should present their proposal and be prepared to discuss it. Provide a copy of an academic paper, from a recognized IS journal or conference, to illustrate the sort of work you intend to do. Keep the postgraduate coordinator informed.

Tony Norris

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- Mobile and tele-health health strategy and applications
- Privacy, confidentiality and informed consent
- Healthcare data quality
- Management of change in health sector IT
- Healthcare Information strategy

Dave Parsons

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- Object Persistence.
- Enterprise Components.
- Mobile Computing.

Hokyoung Ryu

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My research is broadly focused on theoretical foundations of human-computer interaction and mobile-learning methodologies:

- Human-computer interaction.
- Ubiquitous computing.
- Digital TV.
- Low-level interaction analysis.

Rosemary Stockdale

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- Mobile technology use in the business environment
- Benefit realisation from e-business/m-business
- Influences of IS on interorganisational relationships
- Virtual communities

Dennis Viehland

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<http://www.massey.ac.nz/~dviehl/cv.html>

I will give first priority to students with research projects in mobile business – how businesses can use mobile technology to achieve business goals.

- Mobile business (e.g., mobile marketing, m-payments, mobile workforce, adoption, m-tourism, location-based services)
- e-Commerce strategy (e.g., evolving enterprise systems, Web 2.0)
- Management of Information Age Organisations (e.g., ICT impact, organisational transformation, changing business processes, distributed work models)

[Brian Whitworth](#)

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<http://brianwhitworth.com/papers.html>

How human and social requirements relate to information systems technology design, operation and evaluation:

- IT/IS evaluation of emerging technology (including mobile computing).
- The design of social-technical systems (e.g. email, chat, groupware, wikis, spam, blogs)
- Social and psychological aspects of online systems, e.g. privacy, legitimacy, politeness, agreement, online voting, electronic markets, e-governance.
- Rules of online voting, electronic markets and governance