

Group 2 Inf5210

Presentation of articles

Recap Friday's lecture

Project assignments

Main points from 1. lecture -1

(see full slides)

- **What is an Information Infrastructure (II)**
 - A substructure or underlying foundation – basic installations & facilities to support various ICT applications
 - Includes various type of hardware, basic software, also 'general' information, as standards and classification codes; furthermore people and organisation resources that support the infrastructure
- **II are different from Information Systems (IS)**
 - Serves large communities
 - Must be available at any time – enduring
 - They are never build from scratch
 - No day of birth or death

II

- Open
- Shared
- Evolving
- Standardized
- Heterogeneous
- Installed base

Hanseth (1997, 1998 and 2002, 1) illustrates that information infrastructures are characterized by being **open** in the sense that there is no limit to the number of users, **shared** within a community of people, **evolving** in that they reinforce themselves through growth in numbers of users, number of sub-structures etc., **standardized** through allowing different solutions working on different sub-levels connecting them with gateways (Figure 2) and **heterogeneous** in the sense that it is a multidimensional or non-technical infrastructures to interact, being technical or in other words, the participants in the underlying foundation or in other words, the **installed base**.

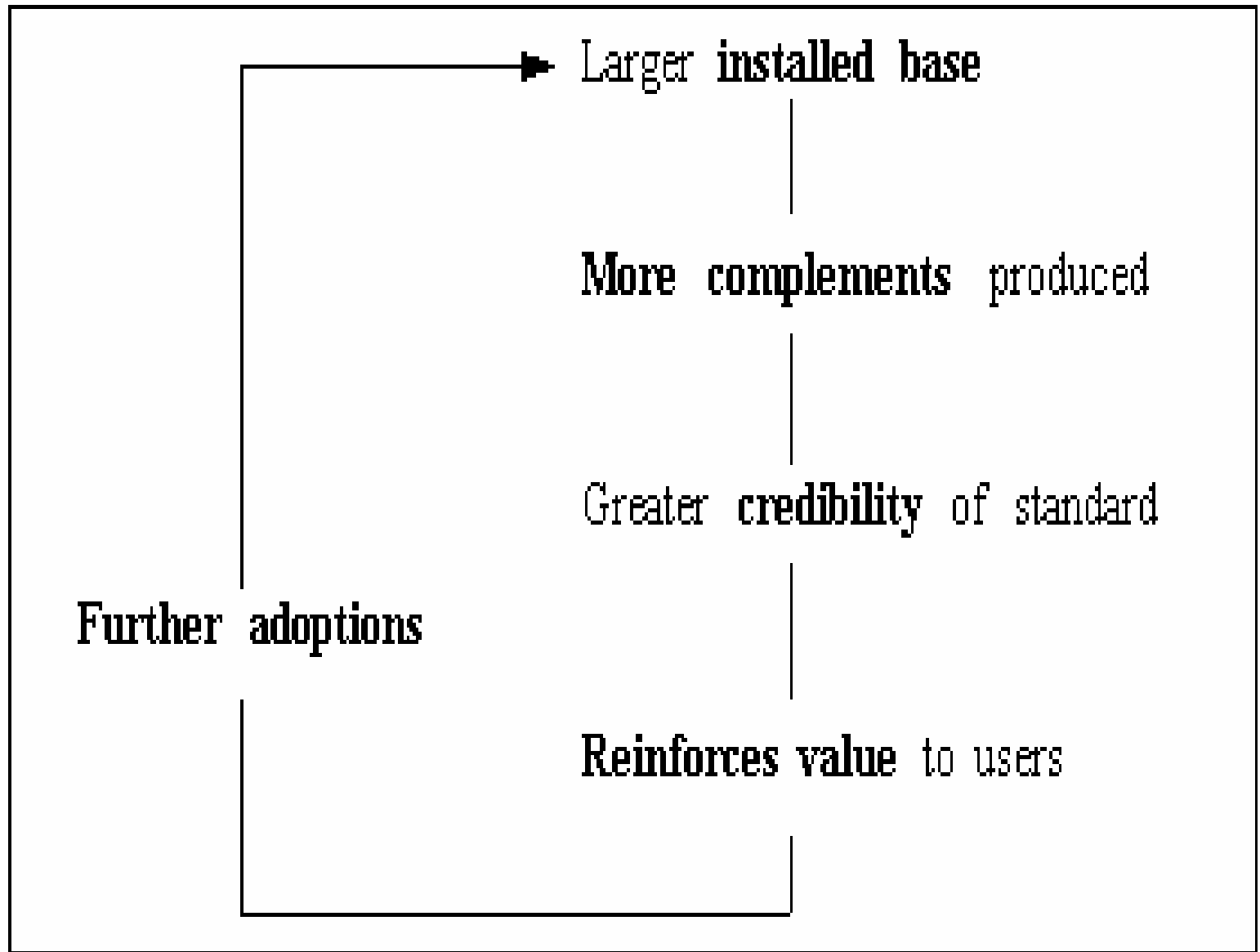
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Key terms

- Installed base
- Network externalities
- Universal design
- Path dependency
- Lock-in

Installed base

- It is the foundation that new aspects and branches of an evolving and growing infrastructure must adhere to.
- It influence all further development and extensions of an II by invoking demands on any changes that is to be made on the II.



Networks externalities

- Outlaying factors that forces you to make changes to your existing network in one form or another.
- Laws
- Competing tech's

Universal design

- The creation of a unified infrastructure where any information can be exchanged between everybody, and there is used non-redundant standards that are consistent and fulfill any demands that can be met

Path dependency

- Choices taken at an early point of development influence the reach of where you can go.
- “We can distinguish between two forms of path dependence. Early advantage in terms of numbers of users leads to victory. Early decisions concerning the design of the technology will influence future design decisions” Hanseth

Lock-in

- As a consequence of path dependencies lock-ins can occur.
- A lock-in may be caused by any type of factor. It can be the hardware, software, path dependency, information itself or in large networks it can be caused by network externalities and more.

Actor Network Theory-ANT

- It's a **set of terminologies** used for describing the interactions between human and non-human participants within the world of information infrastructures.
- It is a set of **terms** derived from science and technology studies and social construction of technology.
- It is an **analytical tool** used to describe technologies influence on human behavior

ANT 2

- Monteiro(1, pg 71) says that ANT: “..provides a language to describe how, where, and to what extent technology influences human behavior. This is valuable when identifying the influence of seemingly grey and anonymous components such as standards or system modules that are already installed. In particular, it allows ANT to zoom in and out of a situation as required”.

ANT 3

- **actors** or **actants** is used for both human and non-human actors. They both influence each other in this **network**. An actant can be a single person, a group, or a company and it's II

ANT 4

- The actors influence each other through **inscriptions** and **translations** of these inscriptions. Inscriptions are written into artifacts (this can be a technology, a paperclip, a user manual, a hammer etc.) that is used in a actor-network.

ANT 5

- **Alignment** is the process of making networks inscriptions your own through reaching an agreement and succeed in the implementation of a standard, and **enrolment** is the active role of making the translations your own and adjusting toward the unifications between networks