

Keywords for IIM External Examiners Corps

Analysis of web and social media

Artificial Intelligence, Machine Learning (AI/ML)

Big Data and Big Data Analytics

Blockchain

Business and IT

Business Intelligence (BI)

Business models and understanding

Change management

CoDesign

Communication

Communication, strategic

Computer Supported Cooperative Work (CSCW)

Concept development

Critical theory, critical design

Cultural heritage

Data Visualization

Democracy and IT

Design processes

Design research, research for/into/through design

Design theory

Didactics, pedagogy, learning

Digital aesthetics

Digital Business Strategy

Digital Capabilities

Digital citizenship, citizens online

Digital culture and society

Digital data Ethics

Digital data Trust

Digital economy

Digital transformation

Digitalization

Diversity and inclusivity

E-government

E-learning

Embodied interaction

Enterprise architecture and design

Ethnography

Evaluation studies

Game design

Game culture

Game development

Game psychology

Game theory and criticism

Gender and queer theory

Geographic information systems (GIS)

Governmentality studies

Green technologies (climate technologies, climate IT)

Health Informatics

Human Computer Interaction (HCI)

Information Infrastructures (II)

Information Systems (IS)

Infrastructuring

Innovation

Interaction design

IT governance

IT in an organizational context

IT Service Management (ITIL)

IT strategy

Kids, youth and IT

Knowledge Management (KM)

Mobile design and services

Narrative

Network Theory

Online communities

Open source

Organizational implementation

Organizational -theory, -change, -development

Participatory Design

Performance Design

Process Improvement

Programming

Project management

Prototyping

Public IT and infrastructure

Qualitative methods

Quantified self

Quantitative methods

Research (Censor has a PhD and is an active researcher)

Science and Technology Studies (STS, ANT, SCOT etc.)

Security, cybersecurity, IT security

Service architecture

Service design

Social media

Software platforms and ecosystems

Software studies (software art and culture)

Sound studies

Studium Generale

Surveillance society and IT

Sustainability (of IT, management of)

Systems development

Tangible interaction

Target audience, group analysis

Technology history and philosophy

Usability

User Experience Design

Virtual Reality, Augmented Reality