

## Staff Research Topics for Master's Supervision

The following active staff research areas may be useful for students interested in pursuing further post-graduate research in the Master of Information Science or Master of Business Studies (IS).

To ask faculty to supervise for a Masters thesis, students should give a 1-2 page summary (with title, problem addressed, why important, short topic description and project goal). Also provide a copy of an academic paper, from a recognized IS journal or conference, to illustrate the sort of work you want to do. This can be given by email. In either case, also provide copies to the postgraduate coordinator.

### Anuradha Mathrani

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- IS development processes (i.e., design tools/ methodologies/quality metrics)
- Offshore software development practices, virtual teams
- Software engineering
- Object-oriented and component-based modelling using .NET technologies

### 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.

### Tony Richardson

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- Simulation and gaming systems
- Multimedia
- Rapid application development techniques
- Computers in education

### Hokyung 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

#### [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

#### [David Wilton](#)

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- IT strategic planning and enterprise architectural practice.
- Information management and decision support in military command and control scenarios.
- Wildlife telemetry systems