

Index

A

absenteeism 57
action-responses 130
actor-observer bias 140
ad-hoc training 28
ambiguous issues 252
American Assembly of Collegiate Schools
of Business (AACSB) 194
appropriate IT 236
artificial intelligence (AI) 206
attitudes toward computers 66
attribution biases 128
attribution process 127
attribution theory (AT) 126, 140
attributional divergence 131

B

back-up rules 161
bi-variate correlation analyses 11
block experiment 213
bugs 110
business application training 272
business policy game (BPG) 109

C

causal attribution 126
Causal Dimension Scale II (CDSII) 133
chain effect 214
chi-square 54

Choosing a Path Task 220
common language 150
completeness 153
comprehensive situational mapping (CSM)
94
computer-aided systems development 194
computer anxiety 66
computer assisted software engineering
(CASE) 178
computer assisted systems engineering
(CASE) 193
computer-based training (CBT) 265
computer programmer aptitude battery 2
computer supported cooperative work
(CSCW) 18
conflicting attitudes 244
conflicting goals 24
creative problem solving techniques (CPS)
254
critical mass 30
cross-case pattern coding 242
current technology 265
cut-and-paste 159
cut-down 90

D

data displays 187
data driven 163
data flow diagram (DFD) 175, 177
decision-making 244

decomposition 153
 demographic variables 199
 design considerations 119
 design courses 193
 devil's advocate 242
 diagramming relationships test 220
 discriminant validity 54
 disparate hypotheses 130
 domain free 219
 domain matter 165

E

educational testing services (ETS) 220, 223
 empirical analysis of knowledge base designs 152
 end user computing (EUC) 65, 87
 end-user-oriented development paradigm 166
 end user perceptions 120
 end-users' interpretive structures 94
 end-user training 91
 enhancement headaches 164
 enterprise resource planning (ERP) 2
 enterprise-level IT 250
 entrepreneurial climate 253
 entrepreneurial policy 238
 ETS diagramming relationships test 228
 expert system 149
 explication 162
 expository learning approach 216

F

five-factor model (FFM) 3
 five-factors 5
 flat knowledge base 156

G

general mental ability (GMA) 3
 general technology education 271
 grade point average (GPA) 185

H

high agreeableness 12
 high error rates 218

higher-level strategic concerns 264

I

implementation flaws 120
 implementation quality 249
 independent assessments 117
 independent variables 73
 information-seeking strategies 130
 information systems (IS) 19, 125, 192
 information systems academics 111
 information technology (IT) 87, 235
 innovative initiatives 237
 inquiry learning approach 216
 instantaneous feedback 150
 intellectual curiosity 4
 interactive contexts 126
 interpersonal skills 6
 interview guide 240
 IT implementation 236

J

JIT training 274
 just-in-time (JIT) 270

K

knowing the rule 163
 knowledge acquisition 161
 knowledge based systems 149
 knowledge garden 152
 Kruskal-Wallis (KW) 202

L

lack of compatibility 30
 Likert-type scale 51
 locus of causality 129
 locus of failure 134
 locus of success 134
 logic based 150
 logical reasoning 213
 logical reasoning ability 226
 longitudinal studies 93
 low emotional stability 12

M

management information systems (MIS) 71
 management style 235
 management surveillance 23
 Masters of Business Administration
 (MBA) 108
 measures 133
 misconceptions 112
 mnemonic skill 213

N

necessary arithmetic operations task 222
 negative attitudes 66
 negative-entrepreneur (NE) 245, 246
 negative-entrepreneur (NE) small business
 owners 252
 nonsense syllogisms task 223

O

open-ended interview 240
 open-ended questions 240
 optimum utility 193
 organizational computing 89
 organizational decision-making 112
 organizational obstacles 237
 outcome expectancy 49

P

paradox of expertise 149
 path task 222
 perception variables 199
 performance expectations 129
 personal characteristics inventory (PCI) 8
 personal computers in business (treatment
 group) 224
 positive-entrepreneur (PE) 245
 power distribution 99
 practical relevance 79
 pre-existing network of social relationships
 23
 probabilistic reasoning 153
 probabilistic rules 168
 problem complexity 99
 problem symptoms 164

programming environment 152
 proliferation of EUC 87
 psychological distance 129

R

real-world problems 219
 relative advantage 29
 research strategy 100
 return on investment (ROI) 239
 rule driven 163
 rule template 159

S

satisfaction orientation 184
 scapegoat 135
 scratch pad 174
 self perception 127
 self-efficacy 68
 self-serving bias 129
 sequencing ability 213
 shared conventions 24
 short message service (SMS) 24
 small business owner 237, 251
 social perception 127
 social protocols 24
 software user-friendliness 69
 sole proprietorship 244
 spatial visualization ability 213
 spreadsheet experience 110
 spreadsheet packages 176
 stable employment 168
 stable finances 168
 structured systems analysis and design
 method (SSADM) 91, 196
 survey of accounting (control group) 224
 system-dependent tasks 132
 systems analysis 193
 systems analysis and design (SA&D) 191

T

teamwork skills 193
 technology accessibility 94
 technology publicity 95
 technology spread 95
 text editors 217

theoretical significance 79
three-dimensional spreadsheets 174
time constraint 71
tolerance and variance inflation factor (VIF)
74
traditional management style 238
traditionalists 31
trialability 30
two-dimensional matrices 216

U

uncertain-traditionalist (UT) 245, 248
uniformity of relationships 252
user developed applications (UDAs) 106
user-system outcomes 132

V

variance inflation factor (VIF) 74
virtual private network (VPN) 268
Visual Basic for applications (VBA) 225
visual inspection extensions 183

W

wider applicability 208
within-case analysis 242
Wonderlic Personnel Test (WPT) 8
working memory 214