

Preface

The Workshop on e-Business (WeB) is a premier annual workshop on e-business and e-commerce. The purpose of the workshop is to provide an open forum for e-business researchers and practitioners worldwide to explore and respond to the challenges of next-generation e-business systems, share the latest research findings, explore novel ideas, discuss success stories and lessons learned, map out major challenges, and collectively chart the future directions of e-business. Since its inception in 2000, the WeB workshop has attracted state-of-the-art research and followed closely the developments in the technical and managerial aspects of e-business. The 15th Annual Workshop on e-Business (WeB 2016) was held in Dublin, Ireland, on December 10, 2016.

The theme of WeB 2016 was “Internetworked World.” Digitalization, consumerization, global platforms, and transformative innovations are causing industry convergence at a record pace. The lifecycle of companies has shifted, restructuring can happen overnight, and in the leading cases there are enormous benefits to be reaped – if the partnering e-business and social media networks/platforms are constructed properly and effectively.

This has opened up wholly new opportunities for consumers to take advantage of global supply of goods and services over the Internet and logistics, resulting in the growth of a new generation of Internet consumers/businesses. Simultaneously, innovative nations are establishing cooperation between industry, government, and consumers/citizens to boost service co-creation and to transform public and private sector efficiency, thus creating new jobs, services, and businesses. The novel technologies are making it feasible for both new entrants and incumbents to try innovative ideas within their businesses with the help of global platforms and networks. The consumer responses, business transactions, and market sentiments can be sensed in real time in this internetworked world and tracked via data analytics. WeB 2016 provided a forum for scholars to exchange ideas and share results from their research on the aforementioned theme. Original research articles addressing a broad coverage of technical, managerial, economic, and strategic issues related to consumers, businesses, industries, and governments were presented at the workshop. These articles employed various IS research methods such as case study, survey, analytical modeling, experiments, computational models, design science, etc.

We received 46 submissions and each submission was reviewed by three reviewers. The Program Committee co-chairs had a final consultation meeting to look at all the reviews and make the final decisions on the papers to be accepted. We accepted 23 papers (50%), including 15 papers as long/regular papers and 8 as short papers.

We would like to thank all the reviewers for their time and effort and for completing their review assignments on time despite tight deadlines. Many thanks to the authors for their contributions.

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Internetworked World

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