Blockchain Summer School @IT University of Copenhagen

Required Readings

Blockchain related readings

Bayer, D., Haber, S., Stornetta, W.S. (1993). Improving the efficiency and reliability of digital time-stamping. In Sequences II: Methods in Communication, Security and Computer Science, 329-334.

Beck, R., Czepluch, J., Lollike, N., Malone, S. (2016). Blockchain - The Gateway to a Trust-free Cryptographic Economic World. In Proceedings of the Twenty-Fourth European Conference on Information Systems (ECIS 2016).

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Economist. (2015c). The trust machine. Retrieved from http://www.economist.com/news/leaders/21677198-technology-behind-bitcoin-could-transform-how-economy-works-trust-machine

Economist. (2016). Hype springs eternal. Retrieved from http://www.economist.com/news/finance-and-economics/21695068-distributed-ledgers-are-future-their-advent-will-be-slow-hype-springs

Ethereum - Blockchain Starter Guide https://www.reddit.com/r/ethereum/comments/3vxvlx/starter_guide_almost_all_the_links_youll_need_to/

Haber, S., Stornetta, W.S. (1991). How to time-stamp a digital document. Journal of Cryptology, 3(2), 99-111.

Nakamoto, S. (2008). Bitcoin: A Peer-to-Peer Electronic Cash System. Retrieved from http://s.kwma.kr/pdf/Bitcoin/bitcoin.pdf

Szabo, N. (1994). Smart Contracts. Retrieved from http://szabo.best.vwh.net/smart.contracts.html

Tapscott, D., Tapscott, A. (2016). Blockchain Revolution: How the Technology Behind Bitcoin Is Changing Money, Business, and the World.

Wikipedia - Cryptographic hash function https://en.wikipedia.org/wiki/Cryptographic_hash_function

Wikipedia - SHA-2 https://en.wikipedia.org/wiki/SHA-2

Wikipedia - SHA-3 https://en.wikipedia.org/wiki/SHA-3

Designing innovation in practice readings

Avital, M and Te'eni, D. (2009) From generative fit to generative capacity: exploring an emerging dimension of information systems design and task performance, Information Systems Journal, 19, 345–367

Basadur, M., Pringle, P., Speranzini, G., & Bacot, M. (2000). Collaborative Problem Solving Through Creativity in Problem Definition: Expanding the Pie. Creativity & Innovation Management, 9(1), 54-76.

Catmull, E. (2008). How Pixar Fosters Collective Creativity. Harvard Business Review, 86(9), 64-72.

Denning, P. J. (2004). The social life of innovation. Communications of the ACM, 47(4), 15-19

Ehn, P and Kyng, M (1991) "Cardboard Computers Mocking-It-Up or Hands-On the Future" in (F. Kensing & K.H.Madsen, Eds) Design at Work: Cooperative Design of Computer Systems, Hillsdale, N.J.: Lawrence Erlbaum Associates, 169-195.

Goldenberg, J., Mazursky, D., Horowitz, R., & Levav, A. (2003). Finding Your Innovation Sweet Spot. Harvard Business Review, 81(3), 120-129.

Kelley, T.(2001) Prototyping is the Shorthand of Design" Design Management Journal 12(3).

Norman, D.A & Verganti, R. (2012) "Incremental and Radical Innovation: Design Research Versus Technology and Meaning Change," Design Issues.
Osterwalder, A. and Pigneur, Y. (2009). Business Model Generation. See http://www.businessmodelgeneration.com/
Sutton, R. I. (2001). The Weird Rules of Creativity. Harvard Business Review, 79(8), 94-103.

Design Science related readings

Gregor, S., & Hevner, A. R. (2013). Positioning and Presenting Design Science Research for Maximum Impact. MIS Quarterly, 37(2), 337–355.
Hevner, A. R., March, S. T., Park, J, & Ram, S. (2004). Design Science in Information Systems Research, MIS Quarterly, 28(1), 75-105