

**This paper is not to be removed from the Examination Halls**

**UNIVERSITY OF LONDON**

**279 0112 ZB**

**BSc degrees and Diplomas for Graduates in Economics, Management, Finance and the Social Sciences, the Diploma in Economics and Access Route for Students in the External Programme**

**Sociology of Information Systems (half unit)**

Tuesday, 30 May 2006 : 10.00am to 12.00noon

Candidates should answer **TWO** of the following **FIVE** questions. All questions carry equal marks.

PLEASE TURN OVER



1. Why is it argued that either the poor design of an experiment **or** the use of a poor theory might be the cause of poor experimental results?  
What lessons can be learned from this analysis for the design of computer systems?
2. What issues might organisational rhythm introduce to the implementation of a new computer based system? Explain what is meant by organisational rhythm and illustrate your answer with an example.
3. Explain what actor–network theory means by the symmetry principle. Use examples to illustrate your answer.  
What practical issues may limit the use of this notion in analysing information systems activities?
4. Explain what Lucy Suchman means when she argues that plans are, at best, seen as an artefact for reasoning about action but not as a generative mechanism for action.  
How do you believe these ideas could impact the process of strategic planning?
5. In what ways is the process of rule–following related to particular forms–of–life?  
How can system developers ensure that systems based on established norms and conventions are understandable and usable by different social groups?

END OF PAPER

