




HW4 - Grounded Theory

References (Optional readings)


- Method
 - (Ch 9) Creswell, John W., and J. David Creswell. Research design: Qualitative, quantitative, and mixed methods approaches. Sage publications, 2017.
 - (Ch 4) Miles, Matthew B., A. Michael Huberman, and Johnny Saldana. "Qualitative data analysis: A methods sourcebook." (2014).
- Example
 - Razavi, M. N., & Iverson, L. (2006). [A grounded theory of information sharing behavior in a personal learning space](#) , Proceedings of the ACM Conference on Computer Supported Cooperative Work (pp. 459-468).
 - de Souza, C. R., & Redmiles, D. F. (2008). [An empirical study of software developers' management of dependencies and changes](#) , Proceedings of the 30th International Conference on Software Engineering (pp. 241-250).
 - Deterding, S. (2016). [Contextual autonomy support in video game play: a grounded theory.](#) , Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems. 2016.

Assignment

- **Task 1:** We will have **three** paper to be presented in the next lecture, please sign up.
- **Task 2:** Transcribe the interviews you recorded last week.

Write down a research question (or two) that you think you can answer with the interviews.

Develop a suitable coding scheme for the interviews you performed, and apply the codes to your transcription of the interviews.

Write an analytic memo (~ two-three paragraphs) based on these. See [analytic memo](#) examples [here](#) .