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**PORTFOLIO MANAGEMENT, PROJECT MANAGEMENT,
CONTENT VALIDITY, AND PLEASURE***Risk factors in IT project portfolio management**Impact of SOX on IT project management**A quantitative method for content validation**Pleasure affects satisfaction with business applications***KEN PEFFERS, University of Nevada, Las Vegas***MIS Department, 4505 Maryland Pkwy, Las Vegas, NV 89154-6034, Tel: +1 702 505 4457, Fax: +1 702 446 8370,**Email: k@peffers.com, URL: <http://peffers.com>*

Drake and Byrd (2006) work to fill an important void in the IS literature by identifying and helping us to understand risk factors in IT project portfolio management. Project portfolio management consists of two interrelated processes, strategic information systems planning to identify potential systems that may add value to the firm and the assessment of ongoing projects and existing systems to determine whether they are meeting their objectives and are still relevant to firms' strategic plans. They identify five categories of risks: strategic alignment, organization and management, cultural and climate, project relationship, and financial and advocate a stream of research to identify and verify risks and to develop measures for portfolio health.

Leih (2006) investigates the impact of the Sarbanes Oxley Act in the US on IT project management through the medium of a case study involving a major retail firm. He focused on impacts that affect governance in IT project management. He begins with a short primer on the implementation of the relevant parts of the act and then proceeds to motivate the use of teleology theory as the framework for the study. He uses teleology theory to understand the process that a case study firm uses to adapt to SOX. In the teleological cycle the firm proceeds, in iterative fashion, from dissatisfaction with a new state of affairs to searching for solutions to setting goals to

implementation of the goals and maybe back to dissatisfaction if the implemented solutions aren't satisfactory.

The case study is based on interviews, meeting minutes, and project and audit documents, involving 28 projects within the firm. It provides us with some very interesting insights about the cost of compliance and how compliance provided justification for improvements in project management that managers previously thought ought to have been implemented, but hitherto hadn't because of organizational resource constraints.

IS researchers are increasingly validating instruments used to measure phenomena of interest, however, they very infrequently validate content validity. In content validation, the researcher seeks to ensure that the items in the instrument represent well the constructs to be measured. Tojib and Sugianto (2006) review the literature on content validation, describing approaches to the problem and analyzing content validation in 62 representative articles in five influential IS journals. They demonstrate a quantitative method for content validation by using it to validate a B2E portal user satisfaction instrument.

Do pleasurable user emotions affect satisfaction with mobile business applications in the firm? If so, what attributes of the applications provide such pleasure? Lee and

Shim (2006) study hedonism as a determinant of user satisfaction with m-business applications. The authors observe that technologies for which use developed primarily for organizational use, such as facsimile transmission or email, or for personal use, such as mobile IS, have gradually come to be used in a gray area for both. They use a survey questionnaire to study the impact of pleasure and performance on

satisfaction with m-business applications among South Korean chauffeurs who had been provided with PDA mobile devices. They found that hedonism was a much greater predictor of satisfaction with m-business applications than performance. They also found that attributes of the mobile devices played an important role in performance and enjoyment.

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