

Managing the Information Systems

Development Process: The Case for Prototype and Pilot Systems

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Abstract

Prototype and pilot systems are frequently seen as methods for determining user information needs, facilitating better communication between designer and user, and reducing the known and invisible backlogs in systems development requests. This view, then, focuses primarily on the two techniques, illustrates corrective strategies, and formulates a contingency framework for selecting system design strategies that match project characteristics.

Keywords: Prototype system, Pilot system, System design, Planning, Control.