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Untangling Causality in Design Science Theorizing

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Abstract

Although Design Science Research aims to create new knowledge through design and evaluation of artefacts, the causal agency through which artefacts obtain predicted outcomes is frequently under-specified. Within this domain of knowledge, six types of causal reasoning can be applied by researchers to more clearly articulate why desired outcomes will result from the implementation of the artefact. In addition, reflecting on the causal foundations for the design will enable more definitive evaluation of the design theory and for scientific explanation of the behavior of the artefact-in-use. The proposed framework is based on an extensive literature in causal theory and the implications discussed will enable researchers to articulate the causal reasoning used in Design Science theorizing.

Introduction

Design Science Research (DSR) seeks to create new knowledge through the process of designing, building and evaluating information system artefacts. Designed systems are teleological in nature: they have an intended purpose, and designers and users have expectations of specific observable outcomes as a direct result of implementation and use. The purpose of design lies in "shaping artefacts and events to create a more desirable future" (Boland, 2002). As these systems are intended to mediate or intervene in personal, group, or organizational activities to produce specific outcomes, they are perceived to have *causal agency*, either implicitly or explicitly. Any proposed design solution prescribes technological rules which provide general instructions for building an artefact intended to produce a specific outcome (Bunge, 1967; van Aken, 2004).

In addition, these technological rules can form part of a design theory that links specific architectures and outcomes and additionally, predicts and explains the outcomes which obtain from those structures. The suggestion that DSR is intended to contribute to our theoretical knowledge (Gregor, 2006; Gregor and Jones, 2007; Venable, 2006) has become more generally accepted. Beginning at least with Aristotle, to know the causes of things was fundamental to the explanatory disciplines and is still characteristic of modern science (Bunge, 2008; Salmon, 1998). Thus, reasoning about causality is required by both the designers of artefacts in their construction activities and development of design theory and also by researchers who study the behavior and effects of artefacts-in-use for evaluation purposes, to inform future design and in building theory about designed artefacts.

Despite the implicit reliance on causal reasoning and its centrality in theory building, the problem of causality in the DSR literature has been little addressed or has been addressed in a relatively simplistic fashion. Only rarely are causal connections explicitly specified in DSR and when identified, such connections are only very generally described. In many cases where kernel theories are specified, researchers retreat behind the simplification of cause expressed in statements that a specific kernel theory provides justification for the prediction and explanation of the desired outcomes[1]. There are rarely direct connections described between the causal mechanisms of the kernel theory and how these causal mechanisms will be instantiated in the design to produce the expected outcome. Work that studies artefacts-in-use frequently employs statistical methods, where questions of causality are avoided or glossed over. Although as Venables (2006) points out, it is possible to create a design which successfully produces a better state of affairs in the problem space, but not know how or why it works. But this limitation constrains the contribution to the knowledge base and our ability to apply that knowledge in other domains.

The extensive discussion of causality in the Philosophy of Science literature precludes anything but a modest review in a paper such as this. We draw on this literature, however, to provide a basic conceptualization of causation and to propose a framework which may guide researchers in the process of design theorizing and in the evaluation of artefacts and the knowledge

[1] A kernel theory, or "justificatory knowledge" or "micro-theory", is the explanatory knowledge that links other components of a design theory – design goals, principles, processes and materials. It is the knowledge that explains "why" a particular design is expected to work and thus involves causal reasoning (Gregor and Jones 2007). For example, knowledge from cognitive science explains why certain interface design principles are valid. Kernel theory can come from reference disciplines such as cognitive science or from other design theory (e.g. theory from aesthetics.)

discovered as a result of the artefacts construction and use. The goal of the framework is to sensitize researchers to causal reasoning in DSR. The framework itself is not prescriptive but can be used to identify and refine causal reasoning as it is applied to research in the interior prescriptive mode (the construction of artefacts) and also in the exterior descriptive mode (use of artefacts in socio-technical systems) (Gregor, 2009). More explicit causal reasoning will enable DS researchers to better select and apply kernel theories, to evaluate design principles more deeply, and to provide stronger knowledge claims when evaluating socio-technical systems. It will also inform descriptive research of artefacts-in-use, which will aid the development of theory that better informs DSR.

Importance of Causal Thinking in Design Science 'Theorizing'

Design is inherently based upon causal claims or assumptions. All human activities intended to shape or control future events are based on causal inference and the design is a "specifications of actions to be taken (often in a specified sequence) to achieve the intended consequence" (Argyris, 1996 p 396). In theorizing about design of information systems, the causal agency may be transferred to the technology and/or to the users' interactions with the technology. In some cases, the causal agency may exist at the level of organizational actions in the implementation, or control of the technology.

The IS community has engaged in considerable discussion and argument about the nature and relevance of theory in DSR (Gregor et al., 2007; Hooker, 2004; Venable, 2006) and we do not seek to enter this debate in this essay. But whether a researcher produces a set of design principles, a design theory, or a set of technological rules, the design of a teleological artefact contains warrants about antecedent-consequent relationships which must be grounded in existing knowledge. Goldkuhl (2004) identified empirical, theoretical and internal types of grounding. Of particular importance in this discussion is the explanatory aspect of the theoretical grounding type which is found in the reliance on kernel theories as a basis for design.

Selection of kernel theories is vexing because in most problem domains multiple, sometimes contradictory, theories exist. The design researcher must select from the possible theory base, kernels which seem relevant to the design problem often without full knowledge of the kernel theories suitability to the design problem. As an external source of theoretical grounding, examination of the causal claims in the kernel theories potentially provides a stronger grounding for the resultant design theory. In addition, explicit recognition of the causal commitments assumed in the design become clear research questions for the evaluation phase and may lead to improved knowledge contributions from the DSR process. Causal reasoning will also enable a better contextualization by identifying how, when, and where kernel theories are applicable and what interactions of kernel theories may be expected.

We note that not all design theorizing is based on kernel theories and even when present, kernel theories may serve as creative inspiration rather than a source of logical derivation of design theory (Goldkuhl, 2004). Causal reasoning requires the researcher to evaluate in what context, and for which system, participants, and tasks each specific kernel theory was/was not relevant to the design (Hovorka and Germonprez, 2009). In these instances, the increased ability for appropriate evaluative and knowledge construction is a sufficient argument for description of the *assumed* causal mechanisms.

Background

As research approach, DSR is based on the idea that knowledge of the world can be obtained through a ‘problem identification-build-evaluate-theorize’ process (Hevner et al., 2004). In the problem identification phase, researchers identify a problem domain in which the intervention of a new artefact into an environment will produce a change in specified outcomes. This phase involves inherently causal thinking – specific design characteristics of the artefact have causal agency to produce outcomes which will solve the identified problem. Causal reasoning also appears during theory development. As noted by Gregor (2006), a theory which explains, predicts or prescribes is offering a causal explanation by identifying what antecedent conditions will result in specific consequents.

However, the identification of causality is extremely problematic, and among philosophers the very concept of causation has suffered numerous deaths, including strong critiques resulting from quantum theory and logical positivism (Bunge, 2008). Yet reasoning about causation, whether conceived as complete determinism (i.e. Laplace’s daemon), as a specific relationship between entities (Salmon, 1998), or as regularities in perception leading to cognitive beliefs (Hume, 1748), is an instinctive tendency of human behaviour (Bunge, 2008). Humans are curious, and the case can be made that their survival depends on determining why events occur and how to intervene to shape their environments in a desirable way. Yet arguably, design of the artefacts which are the object of study for DSR is founded on many different types of determinism and are lumped into a causal language which distorts the real contributions to knowledge. Although the word ‘cause’ is often omitted in research papers, our ideas on determination of effects based upon designed artefacts bear the stamp of causality (Bunge, 2008). Untangling and clarifying precisely how design theory and artefacts determine outcomes will benefit both our design theories and the knowledge created by DSR.

Much of the analytic thinking about causation is based on the assumption that individual causes are independent of each other – that changes in one factor will affect the outcome but will not change any other factor. Yet this assumption does not hold in the real-world situations in which DSR operates. Moreover, the model of the world assumed in DSR is one of general linear reality (Abbott, 2001), in which the order of events does not influence the outcomes. Yet the outcomes resulting from the artefacts in use vary with time and context, the order in which information is presented affects human decisions, and causal agency changes for different stakeholders over time.

The concept of causality has a long history that can be traced back to Aristotle and the early Greek philosophers, who recognized a fundamental distinction between descriptive knowledge saying that something occurred, and explanatory knowledge saying why something occurred. Notably, Aristotle's doctrine identified four causes (*aitia*) (from a translation by (Hooker, 1996)):

- *Material cause*: “that out of which a thing comes to be, and which persists” (that is, what a thing is made of)
- *Formal cause*: “the statement of essence” (that is, the form and pattern that define something as "this" rather than "that")
- *Efficient cause*: “the primary source of change” (that is, the designer or maker of something.)
- *Final cause*: “the end (telos), that for the sake of which a thing is done” (e.g., health is the cause of exercise)

Modern science has focused primarily on efficient causes, the agents which bring about change, with material causes assumed to be that which is changed.

There are numerous means of reasoning about causality and at different times and contexts we may ascribe causality through different theoretical conceptions. Practical criteria for determination of causality was presented by J. S. Mill (1882) as: (1) the cause has to precede the effect in time, (2) the cause and effect must be related, and (3) other explanations of the cause-effect relationship have to be eliminated (Shadish et al., 2002). These criteria are still relevant, but they are overly simplistic when dealing with the construction of information technology-based artefacts.

For the purpose of an analytic framework, we begin with consideration of two important views of causation: *event causation* and a form of *agent causation* (largely following (Kim, 1999).

Event causation is the causation of an event by some other event or events. A computer virus or power outage will cause system disruption, but the opposite is not true. Kim (1999) distinguishes four prominent approaches to analyzing event causality:

1. *Regularity analysis* (constant conjunction or nomological analysis): This is the type of causality common in the natural sciences and is based on uniform and constant covering laws. "There are some causes, which are entirely uniform and constant in producing a particular effect; and no instance has ever been found of any failure or irregularity in their in their operation" (Hume 1748, p. 206). It is argued, however, that due to the complexity and variability of human behaviour, this type of regularity should not be expected or sought in the social sciences (Fay, 1996; Little, 1999).
2. *Counterfactual analysis:* This means of analysis posits that what qualifies an intervention as a cause is the fact that if the intervention had not occurred, the outcome would not have (the cause is a necessary condition). To say that striking a drinking class caused the glass to break is to say that the breaking was counterfactually dependant on the strike. If the glass had not been struck it would not have broken (*ceteris paribus)* (Collins et al., 2004).
3. *Probabilistic analysis:* This type of causality was recognized by Hume (1748, p. 206): in comparison with universal laws, "there are other causes, which have been found more irregular and uncertain; nor has rhubarb always proved a purge, or opium a soporific to everyone, who has taken these medicines." This view of causal analysis is thought to be suited to the social sciences, where the lack of a closed system and the effects of many extraneous influences make other causal analysis difficult to undertake. "To say that C is the cause of E is to assert that the occurrence of C, in the context of social processes and mechanisms F, brought about E, or increased the likelihood of E" (Little, 1999 p 705).
4. *Manipulation analysis:* This conception of causation entails the idea that an intervention in a system will influence the outcomes. That is, the cause is an event (an act) that we can manipulate or perform to bring about an effect: for example, pressing a switch turns a light off. This practically oriented conception can identify knowledge useful for specific kinds of prediction problems. It contains elements of variance such that probabilistic effects can be accounted for. More importantly, it provides a separate inferential step which allows us to differentiate the case where two variables are correlated, from the case where it is claimed that one variable will respond when under manipulation by the other (Woodward, 2003).

In addition to the above four forms of analysis pertaining to event causation, it is useful to consider for DS research the separate category of agent causation. Agent causation "refers to the act of an agent (person, object) in bringing about a change" (Kim, 1999 p 125) . Thus, my flicking the light switch is the cause of the light turning on. It can be seen that agent causation analysis in general could be seen as reducible to manipulation event analysis. That is, the movement of my hand (an event) caused the light to come on (another event) and both these events were preceded by other events in a chain (walking through the door, perceiving that the room was dark). In this case, the act of an agent can be seen as *reactive*. It is a consequence of the agent's beliefs, attitudes and environmental inputs (Pearl, 2000).

Some have claimed, however, that one form of agent causation is not reducible to event analysis, namely *substantival causation* (Kim 1999). This form of causation is particularly relevant in design disciplines and we will distinguish it with a fifth form of causal analysis in our framework:

5. *Substantival causation analysis* (mental causation). This form of analysis recognizes the creation of a novel or genuinely new substance or artefact by a human or humans, going beyond the mere change or manipulation of existing substances, or their rearrangement. Many inventions would be examples of the effects of this type of causation: for example, the first telescope, the first bicycle, and the first decision support system. The ability of humans to project virtual realities which do not yet exist (Ramiller, 2007) is a necessary but not sufficient cause in the design of artefacts. Recognizing this type of causality requires recognition that humans have free will and can choose to do or create things that did not exist before, and these things themselves can play a part in other causal relationships. This type of causation recognizes the *deliberative* (rather than reactive) behavior of humans in exercising free choice (Pearl, 2000).The issue of the connection between the mental deliberations of humans and their consequent observable actions is part of a larger mind-body problem, which is beyond the scope of this essay. We will, however, distinguish this type of causation separately, because of its implications for design work.

Some further discussion of concepts relevant to causality is necessary to clarify some basic assumptions underlying the essay and our usage of terms. First, a cause is seen as an event or action which results in a change of some kind. If nothing changes then there is no cause and no consequent effect; that is, there is no change of state (Schopenhauer, 1974). Further, we have to consider the distinction between active causes and contextual causal conditions (which are more static). These each pertain to the issue of necessary and sufficient conditions, as these are central to many arguments for causality and to counterfactual analysis specifically. A counterfactual argument rests on the claim that effect *E* would not have occurred if cause *C* had not occurred; in this case *C* is a *necessary cause* for *E*. To use a highly simplified example, the application of a burning match to a material could be seen as a necessary cause for a fire to light. However, there are other contextual conditions that are also needed for a material to ignite: for example, there must be enough oxygen present. Thus, though the match is necessary, it is not sufficient to cause a fire in the absence of other contributing contextual factors. But, taken together, the active cause and the causal condition (striking match plus oxygen) could be considered necessary and sufficient conditions for the fire to light. But even in this relatively simple case, there are problems in specifying all of the contextual conditions that are needed for both necessity and sufficiency. It might be that the active causal intervention of the burning match is not necessary, because some other active event could cause the fire to light (e.g. lightning, spontaneous combustion, a spark from an electrical wiring fault). Further, it is difficult to specify all the contextual conditions that are necessary - in this case we have not specified that the ignited material must be flammable and it must be dry (e.g. there must be an absence of water). The problem of complete determination of necessary and sufficient conditions verges on the impossible outside very simple, well-defined, and closed systems.

It is for this reason that the words *ceteris paribus* (all else being equal) are added to claims to narrow the scope of the claim. For example, with our relatively simple case of the fire, we could claim, "given the existing state conditions (flammable material, oxygen, absence of water) and in the absence of other causes (spontaneous combustion, electrical spark), if the match had not been brought into close proximity to the material, the fire would not have started". The causal claim is that close proximity of a burning match, *ceteris paribus,* is a necessary and sufficient condition for starting a fire in other (similar) situations. Here we see that causal claims are a form of generalization (Lee and Baskerville, 2003) in which a theory specifying causal relationships is generalizable to other instances of similar contexts. In this way all design theories are claims that, *ceteris paribus*, an artefact built with the specified principles will cause the predicted outcome. Implied but rarely recognized in DSR, is the necessary condition that the artefact be implemented and used successfully. As noted by Venables (2006), the problem space is composed of many related and potentially conflicting concepts, goals, and stakeholders and the designed artefact will only cause the predicted outcomes if it is used in a manner consistent with the problem space as defined in the meta-requirements.

In socio-technical systems, however, we have to deal with situations where the number of causal conditions is large and there can be considerable uncertainty about the nature of linkages between cause and effect (Fay and Moon, 1996). Problem spaces in which artefacts will be implemented only rarely (if ever) fit *ceteris paribus* conditions. In such situations it is useful to consider probabilistic reasoning about necessary and sufficient conditions. Pearl (2000) has advanced thinking in this area, and provides detailed coverage of how such reasoning can be dealt with for identification of causality using statistics. Pearl (2000 p 284) shows how the "probability of necessity" can be thought of in terms such as "the probability that disease would not have occurred in the absence of exposure [to an infection]". The disease might occur in only 1% of cases without exposure. If you are not exposed you have a 99% chance of not getting the disease - exposure is "almost" a necessary condition. Similarly, the "probability of sufficiency" can be expressed in terms such as the probability that a healthy unexposed individual would have contracted the disease had he or she been exposed. The disease might follow exposure in 70% of cases. There are links between this type of reasoning and the type of analysis that is needed in information systems. For example, the probability of necessity for module testing to ensure all errors are detected in programming is 99% (1% of cases would be error-free if no module test occurs). The probability of necessity emphasizes the absence of alternative causes that are capable of explaining the effect. The probability of sufficiency of a committed project champion is 80% (80% of cases with a committed project champion will be successful). The probability of sufficiency emphasizes the presence of active causal processes that can produce the effect. The intricacies of determining necessary and sufficient conditions is laboured somewhat here because of its importance in reasoning in DSR . It is a very common form of analysis even if not recognized explicitly. Examples are cross-case analyses where an attempt is made to identify "key" factors that are either necessary or sufficient, or both, for some outcome to occur.

Some other aspects of causality are worthy of note for design disciplines. In the case of the fire-lighting a necessary condition is that the fire material is flammable. That is, the fire consumes fuel that is conducive to being lit. In information systems design fields, particularly in human-computer interaction, something like this notion is captured by the idea of "affordance". As explained by Norman (1988), the affordances of an object are the action possibilities that are readily perceivable by an actor because of the object's design characteristics. An example is a door that has no handle on the side that is to be pushed rather than pulled.

Another consideration is the causal characteristic of random interplay (Bunge, 2008) which results in emergent and unpredictable effects. Although these effects cannot be controlled or predicted, conditions which enable emergent behaviours and outcomes to arise from the lack of tightly coupled integration of components can be *designed for* in the evolution or secondary design of information systems (Germonprez et al., 2007). Systems in use consistently show unexpected consequences (Dourish, 2006; Winograd and Flores, 1986) and Ciborra (2002 p 44) notes that new systems of value emerge when users are "able to recognize, in use, some idiosyncratic features that were ignored, devalued or simply unplanned."

Both the concepts of affordance and tailorable design are important because they are potential *causal conditions* that enable or constrain actions with the artefact that cannot be foreseen at the time of the design. They are potentially players in indeterminate chains of causal events. We will recognize the importance of this type of causality by distinguishing it as a sixth type of causal reasoning in DSR.:

6. *Enabling causal condition* analysis: This analysis involves consideration of how artefact characteristics and conditions constrain or enable subsequent causal outcomes during use. The important characteristic is that the inclusion or exclusion of particular design characteristics will change the likelihood of the outcomes. This type of analysis is similar to Type 4, in which an intervention (an event or act) brings about an effect, or makes an effect more likely. Here, however, we are separating active causes and contextual causal (enabling) conditions. In the example we gave previously the act of striking a match was the active causal condition, whereas the placing of combustible material in the room by an agent was an enabling causal condition. A further example is perceived affordance, in which elements allow or encourage *possible* actions which are latent in the design. Examples include the scroll wheel on a computer mouse, and roll-over text which informs users what will happen if they select a specific hyperlink. Another example of an enabling causal condition is the use of component architectures and recognizable conventions (Germonprez et al., 2007) which enable users to recognize conventional functions of component parts which can be reassembled into new patterns or adapted to new task functions. The design principles for the artefact are loosely coupled to the world so that users can create new structural couplings in alignment with their domain of action (Winograd et al., 1986). Design conventions such as icons that resemble functions performed (e.g. a waste bin for 'delete', an hourglass for 'wait') guide people towards correct usage. This a probabilistic cause in that most people familiar with icon conventions and symbols will understand the implied function and act accordingly.

The focus in design is often on obtaining a specific set of outcomes. But design may also include the goal of preventing specific outcomes (e.g. preventing unauthorized system access, designing a 'rigid' artefact which users can not modify in use). In this case the designer seeks to identify and eliminate necessary conditions for the undesired outcome or to find causes which obtain conditions which prevent the undesired outcome.

Note that we are discussing causality with reference to the work of a number of scholars who have made important contributions in this area. Our arguments have some congruence with ideas expressed in contemporary "critical realism", a philosophical approach based on work by (1975; Bhaskar, 1998). However, there are various schools of thought that could be termed critical realism and here we are providing an analysis of causality at a more fundamental level, relying on work that focuses specifically on this problem area.

A Framework for Causal Analysis in Design Science Research

The analysis of causal mechanisms above has pointed to six important perspectives for analyzing causality that can potentially be used by researchers in DSR. Some of these perspectives are used commonly (if implicitly) by researchers and some are less common. But few design science researchers explicitly analyze and identify the causal claims upon which proposed design principles or theories are founded. In this section we advance a framework that indicates how the different ways of thinking can be used to good effect.

First, we need to say something about the different types of artefacts that are dealt with, as the artefact type also influences the type of causal reasoning that is appropriate. Little discussion in the DSR literature distinguishes among the different classes of information systems produced. Recent research on design of organizations suggests a design distinction based on teleological goals. The same reasoning applies to the design of information systems intended to address different problem domains or different purposes. For example, the work of Germonprez et al. (2007) theorizes about a class of artefacts which are intended to be modified in the the context of use. This raises an interesting question regarding design theories for artefacts which are intended to be 'rigid' or explicitly not modifiable by the end user. In the first instance, aspects of the system are emergent and therefore the type of *a priori* causal analysis may be limited. In the second instance, the type of causal reasoning required will include causal analysis of how to prevent an outcome or how the absence of a feature may be a cause of something not occurring. A starting point for developing a framework for causal reasoning in DSR is a functional typology (Figure 1) of information systems such as that proposed by Iivari (2007), from which we can abstract dimensions for a causal framework. .

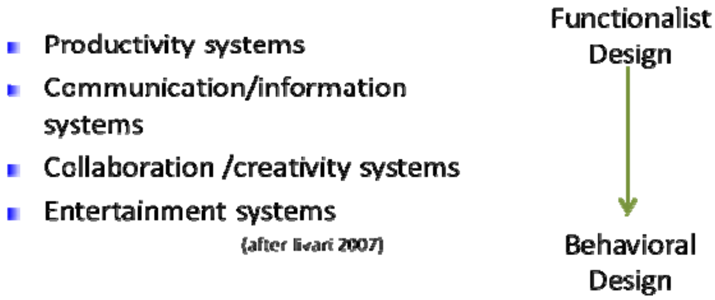

Figure 1. Teleological abstraction of information system typology

This highly abstracted typology identifies a dimension along which all information systems fall. On one end are highly functionalist systems (Hirschheim and Klein, 1989) designed predominantly as productivity systems intended to achieve well defined outputs with maximum efficiency from well understood processes. As the processes, inputs, outputs and interactions are well know and understood, the causal connections and boundaries in the problem space are also well understood, and the outcomes are highly predictable. Thus specific types of causal reasoning are required. Characteristic of highly functionalist systems are tight coupling and strong component integration such as found in accounting information systems and Enterprise Resource Planning systems.

These systems can be contrasted systems incorporating more behaviorally-oriented design such as highly interactive collaboration systems or interactive entertainment systems which privilege flexibility, creativity, adaptation to new problem domains, and secondary design (Germonprez et al., 2007). This class represents design domains in which the users' behavior and intentions are not only present, but are required by the artefact-in-use. The contexts, tasks, and users are diverse and variable and the systems are likely to evolve new patterns of *in situ* use as they are modified. To obtain desired outcomes of system use requirestypes of causal reasoning which are enabling or probabilistic. Examples include design principles for learning systems or emergent knowledge processes (Markus et al., 2002) This distinction between design goals suggests a dimension of planned-emergent design, which forms one axis of our framework

The other axis of our framework is formed by a distinction between the theorizing that is done in designing artefacts (the interior prescriptive mode where artefacts are constructed to alleviate problems in the problems space) and the closely linked exterior descriptive mode, composed of the interactions of the artefact with its embedded context and of its evaluation (Gregor, 2009). Although it is possible to conflate the interior and exterior modes of Gregor (2009) with the build and evaluate phases of Hevner et al. (2004), the distinction is important. The interior mode focuses on theorizing how artefacts can be designed, and brought into being and is closely related to the build phase of Hevner et al. (2004). Here is where kernel theories are synthesized and causal connections are specified. Specifically, the abductive logic by which the explanation contained in the kernel theory (which is at a specific level of analysis and specific degree of generalizability) can explicitly define the connection between the principle and the expected outcome in the new design theory. The interior mode will often be iterative, with ongoing testing and experimentation helping to guide the design.

In contrast, the exterior mode focuses on the artefact-in-use after design is relatively complete or stable and the artefact is studied as objects that are part of a wider system, often by people other than the original designers. The exterior mode potentially includes all types of investigation, including measures of process or system output changes, user and management perception studies, phenomenological or hermeneutic studies of attached meaning, power structures or resistance. In this way, the exterior mode is differentiated from the evaluate phase of Hevner et al. (2004) which is predominantly focused on changes in efficiency, quality, and efficacy. Knowledge gained from exterior mode research should include identifying causal connections for any research phenomenon related to the artefact-in-use. This may include negative outcomes, new problems or unexpected emergent behaviors which will inform the evaluation of the value of the artefact and, more importantly, inform future design activity.

Figure 2 shows the four cells that arise when these two dimensions are considered together, with indicative examples of appropriate causal reasoning given in each cell. The types of causal analysis suitable for each cell are now examined in more detail.

	Interior prescriptive design mode	Exterior descriptive observational mode
Emergent systems artefacts	**Analysis 2:** As Analysis 1 plus enabling causal condition analysis	**Analysis 4:** As Analysis 3 plus enabling causal condition analysis
Planned systems artefacts	**Analysis 1:** Counterfactual (in experimentation), Manipulation (in construction), Substantival (for novel artefacts)	**Analysis 3:** Counterfactual (in experimentation or case studies), Probabilistic (variance models), Manipulation (process models)

Figure 2. Types of causal analysis useful in design science research

Analysis Cell 1:- Interior design of planned systems.

Examination shows that reasoning about causality in cells 1 and 2 differs in important ways from that in cells 3 and 4, which are the cells associated with the traditional descriptive science approach. In these first two cells, the designer's thought processes in conceptualizing a problem space and generating theoretical principles for potential solutions are themselves causal mechanisms. In the design of consequential management theory, Argyris (1996) suggests that the human mind functions as the designing system. This is what we term *substantival causality* (deliberative or mental causation). If we understood the direct causes or enabling conditions for human creativity and innovation, the design process could be manipulated to produce improved designs. But much design theory building is non-rational, abductive and unstructured. Reliance on kernel or reference theory to justify the "idea" of the artefact is only part of the story – in many cases we cannot say where the idea for the design came from, or why it is as it is, as human creativity and invention have come into play. Yet to evaluate the theoretical design principles and contribute to transferable knowledge, the design should be grounded in some type of reasoning which is amenable to causal analysis. To our knowledge, this type of causal analysis has not previously entered into discussion of DSR. .

Many types of causal analysis can be used in both cells 1 and 2, and DSR can be improved oif they are explicitly applied. Manipulation analysis is used implicitly: that is, our team built this artefact and put it into use, with the implied prediction and expectation of a certain outcome. Here the analysis may consist simply of identifying what intervention will be created by the artifact and what system or behavioral change is expected as a direct result. This can be based on kernel theory which demonstrates support for the causal linkage between manipulation and effect.

Counterfactual and probabilistic reasoning about causality are also used in an iterative design process. That is, the researcher constructs a prototype and experiments to see what results it causes, or does not cause, possibly in a probabilistic fashion: that is, what percentage of test subjects prefer Type A design to Type B design? Iterative prototyping is inherently a process of refinement through identification of necessary and sufficient causal conditions. By adding or excluding specific physical conditions (affordances, conventions), psychological states (motivations, system explanations, user "buy-in" through participatory design), and goal modification (final cause), the designer searches the design space for the constellation of causal conditions which increases probabilistically the production of the desired effects.

An example is given in Codd's work on the relational database model (Codd, 1970; Codd, 1982). Codd made claims about how fewer mistakes would occur with use of relational databases because users would not have to expend so much effort on dealing with the complexity of repeating groups. This is counterfactual analysis - the removal of the artefact feature of repeating groups from the human-use process is the cause of fewer errors.

Analysis Cell 2 : Interior design of emergent systems

Although it seems counter-intuitive to conjoin design and emergence there is a strong impetus to create some types of artefacts whose functions, applications, and behaviors are flexible, agile, and emergent. In addition to the types of analysis supporting Cell 1 artefacts, is the need to consider enabling casual condition analysis. In this type of analysis, specific design principles are selected due to the evidence that they will increase the probability of a desired outcome being encouraged or supported. As specific emergent phenomena can't be predicted, the principles which will improve the likelihood that general desirable characteristics (e.g. flexibility, mutability, ability to be reconfigured) will emerge are selected. These may be *conditional causes* where the designer considers enabling (or disabling) environmental conditions which increase the probability of an outcome (Sloman, 2005). Examples include identification of causes which are likely to create perceived affordances, secondary design or combinatorial application of functions (e.g. services). Principles such as component architectures, recognizable conventions, and metaphors (Germonprez et al., 2007) suggest necessary but not sufficient causal conditions for the potential of emergent system behavior. Counter-factual analysis can be applied in reverse to identify factors or processes which rigidly couple system components to the world, resulting in brittle, inflexible system use (Winograd et al., 1986).

The design work by Braa et al (2007) is an example of theorizing in this cell. They call their work action research but they offer design principles. For example, to create a new health standard in a context that is characterized as a complex adaptive system, one should actively create an attractor, one of a limited range of possible states about which the system will stablilize. Another example is in service oriented systems in which the user creates relationships among services by determining types and relevancy of data and outputs, and what things go together (Hovorka and Germonprez, 2008).

Cell 3: Observation of planned systems in exterior mode

The reasoning about causality in this cell can employ the methods of counterfactual analysis advanced by authors such as Shadish et al. (2002) for experimental and quasi-experimental work. For example, claims for the advantages of the relational database model in terms of the hypothezised reduction in programmer error and greater ease-of-use could be tested in experiments. Case studies can also use counterfactual analysis in pattern analysis. We turn turn again to Braa et al. (2007) who examined cases of attempts to develop health standards in several different countries. They analysed chains of events (process models) in each case but they also contrasted what happened and did not happen in each country (a form of counterfactual analysis).

Probabilistic analysis can be done using statistics, in what is often referred to as testing of variance models, accompanied by reasoning about why causal effects should hold and how other explanations for effects can be ruled out. However in many cases the reasoning from statistical analysis relies on correlations and analysis of covariance. Researchers should be more aware of statistical techniques recommended for attribution of causality (see (Pearl, 2000). Further, claims for causality can be examined in terms of manipulation analysis when process models are examined.

Cell 4: Observation of emergent systems in exterior mode.

Attribution of causality in this situation is difficult precisely because the outcomes were not actually designed for, but rather emerged from the *in situ* use of the artefact. Yet as Gregor and Jones (2007) note, “the ways in which [artefacts] emerge and evolve over time and how they become interdependent with socio-economic contexts and practices” (p 326) is a key unresolved issue for design. Numerous researchers have noted that artefacts are often used in ways they were not intended due to tinkering or secondary design of the system (Ciborra, 2002; Hovorka and Germonprez, 2010; Romme, 2003) and the inability of designers to share the same model of the design space as held by the users (Dourish, 2001). As noted in Cell 2, design principles to enable or constrain emergent system behaviors can be designed into the artefact, but particular emergent characteristics cannot be predicted.

In the evaluation of emergent system behaviors, probabilistic counterfactual analysis may be possible and even desirable. Determination of what causal mechanism was present that enabled emergent behaviors broadens the scope and fruitfulness of design theory. In other instances of emergent behaviors, the design knowledge contribution may be in identifying mechanisms by which to extinguish or prevent behaviors. For example, secondary design of interfaces is not desirable in enterprise accounting systems or systems which require many information hand-offs. The principles for designing ‘rigid’ artefacts which are not amenable to secondary design is a largely unexplored area.

A note that concludes this section is that, not unexpectedly, in no cell was the first type of causal reasoning distinguished by Kim (1999) found to be relevant for the socio-technical information systems. Because of the socio-technical complexity of designed and implemented information systems, we could find no example of causal reasoning that employed the logic of uniform and constant covering laws.[2] This observation has significant implications for the use of kernel theories empirically grounded in statistical evidence. As the kernel theories are only predictive in a probabilistic sense, derived design principles are frequently probabilistic. For DSR, this

[2] That the technical aspects of socio-technical systems are expected to behave in a uniform and predictable manner (e.g. electronic circuitry) leads some researchers to reason in terms of covering laws. Cell 1 is where such reasoning, which we argue is very specific and limited, would appear.

increases the knowledge creation burden on the evaluation phase, notably as counterfactual analysis can be used to identify the contexts or interactions in which the desired outcomes were not obtained.

Discussion and Conclusions

This essay has examined how causal reasoning can be employed in design science theorizing. It has shown a framework with six types of potential causal analysis. The first four types are for event causation and include regularity analysis, counterfactual analysis, probabilistic analysis and manipulation analysis. A further two types are agent causation and consist of substantival causation and enabling causal condition analysis.

Further, the essay develops a second framework that identifies the types of causal analysis that are suitable in different forms of DSR theorizing. The orthogonal axes of this framework note distinctions on two different dimensions: (i) a planned versus emergent type of designed system; and (ii) whether the work is in the interior prescriptive mode or the exterior descriptive mode of research. The four cells are labeled: (i) design of relatively stable planned systems; (ii) design of emergent systems; (iii) observation of planned systems in exterior mode; and (iv) observation of emergent systems in exterior mode. The type of causal reasoning that can be used in each cell is described, with examples.

The question of substantival or mental causation in particular, although controversial, is worthy of attention because of its position linkage to the truly novel artefacts that are a primary goal of design. When reflecting on their research researchers, in DSR should consider how novel their artefact is. Genuinely novel and useful ideas and insights are likely to have greater impact. Codd’s relational database work fell into this category. Reflection can distinguish novel innovations from new ‘appliances’ that might be more the result of normal industry practice, where knowledge of requirements plus knowledge of partial existing solutions that can be extended or adapted will cause an artefact to be produced in a fairly reactive fashion.

The essay is significant because the topic of causal reasoning in DSR has received little, if any, attention. Our analysis has revealed ways of thinking about causality that have not been previously identified in the DSR literature. The position underlying the essay is that DSR can be better grounded by making clear the internal and theoretical warrants which underlie the theorizing. Clarifying the causal claims invoked through kernel theories will improve theorizing by providing criteria for kernel theory selection and delineating means of evaluation of the design theory based upon the assumed underlying causal claims. But this essay also recognizes that design theory can result from inspiration rather than theoretical or empirical grounding. But clear and explicit reasoning about causality and the different types of causal reasoning is a critical part of knowledge creation in the evaluation of design theorizing. Causal reasoning has been shown to be an essential part of theory construction (Gregor 2006). The essay has practical implications because design theories underpin the construction of artefacts that are used in the real world, where the use of the artefacts has consequences for both societal good and societal harm.

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