Student Name:

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(Qualitative) Research Methods for the Information Sciences (code 400290)

02 April 2008

FINAL EXAM

VU University Amsterdam (VUA/FEW/I)

<u>IMPORTANT NOTICE</u>: This is a **closed book** exam. You are supposed to answer the questions on your own, i.e. without the use of a computer, books or any other material and without discussing the exam with anyone else. Cheating is not tolerated and will be handled according to strict University policies.

This exam has been designed to test your overall knowledge and understanding of the material covered in the course. It consists of a set of questions for a total of 100 points. The exam score is your total number of points divided by 10, and yields 2/3 of the final mark for this course; the remaining 1/3 comes from your score for the MSc review essay assignment.

Please make sure to use *the present form* for your answers, and use the space provided under each question. Answers will be evaluated based on content rather than length. In other words, there are no extra points for providing needlessly long answers. You are free to answer in English or Dutch.

This exam is not meant to be stressful and should not take you much more than one hour to complete if you have carefully studied the course materials. But: Please make sure that your handwriting is legible and that you have printed your name at the top of each page. Good luck!

Points:	
1) out of	20
2) out of	
3) out of	
4) out of	
5) out of	30
Points total: out of 100 (Ex	am score = points/10)

Student Name:
Question 1 (20 points): The interview is one of the most common and practical research methods in the Information Sciences.
Question 1a: List three different types of "interview" and give their typical format and purpose.
1. (5 points – limit your answer to 3 lines):
2. (5 points – limit your answer to 3 lines):
3. (5 points – limit your answer to 3 lines):
Question 1b (5 points): Give a practical example of a research situation or problem where the interview would be a good method to use.

Question 2 (15 points):
The "research design" is one of the key scientific concepts in the early stages of conducting a research study. Give a (concise) definition of what a research design is.

Question 4b (5 points). Explain what "abduction" is. Limit your answer to 5 lines. Question 4c (5 points): Give a practical example of a research situation or practical problem where deduction is a good method to use. Limit your answer to 5 lines.
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Give a practical example of a research situation or practical problem where deduction is a good
method to use. Diffit your answer to 5 intest.
Question 4d (5 points): Give a practical example of a research situation or practical problem where abduction is a good
method to use. Limit your answer to 5 lines.

Question 5 (30 points):

Suppose that you have been asked by the Dean of the Faculty of Exact Sciences to investigate the following issue. The Board of the Faculty (Faculteitsbestuur, FB) worries about the rather low number of high-school students enrolling in the Informatics Bachelor studies (IMM, INF, AI). The Dean now asks you (yes!) to find out: (1) What are the perceptions that high-school students have concerning Informatics-type studies at the university? (2) What are the main motivations that lead them to make a choice for a certain university study?

Clearly, this is not an easy problem that has a simple answer (otherwise, Dean and FB would not be worrying about it). So, describe how you would approach this research issue, by answering the following two questions (and limit your answer to about 30 lines or slightly over 1 page):

Student	Name:		

Question 5a (12 points): Clearly, the Dean asks you to investigate a very broad overall issue. So, a first step in scientific research is to decompose the overall issue into several more specific research questions to which you can actually find an answer as a result of your study. Discuss what in this case would be *your* decomposition into specific *research questions*.

Question 5b (18 points): Based on the different research questions you developed in Q5a, come up with a *research design*, i.e. explain which *research methods* you would employ to obtain answers to each of the research questions you defined above.

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•	How long di	d it take you							