operations/macro-operations/tasks/procedures/ role/units

People-oriented high-level concepts

Role

An organisational charge covering a set of tasks performed by an individual, or more than one individual if each is performing the same tasks

Unit

An aggregation of roles based on one or more organisational requirements for coordination and/or control. Units may be aggregated into higher-level units, culminating at the level of the entire organisation

Actor

An individual who fulfils a role and/or who possesses the capabilities, such as education and experience, to fulfil a role

Technology-oriented high-level concepts

Packet

A set of objects/data that passes between functions/activities and them and the external environment

Facility

Physical and/or technical support used to perform work

Mixed high-level concepts

Procedure

An aggregation of tasks which may involve several roles. It has well-defined inputs and outputs, and the latter can be associated with measures of performance

Task

The set of operations which are performed by a given role that are contained within a single activity. Tasks are identified with the aid of the activity/role matrix. This matrix indicates those roles (descriptive model) that are involved in the execution of identified activities

(abstract model), and thus is the link between the two models

ICN

Process-oriented high-level concepts

Conceptual objects (such as goals, intentions, ideals)
Concrete objects (such as people, office procedures and machines)
Classes of objects
Mappings between objects
Attributes of objects
Active objects
Mappings (e.g. precedence relation, performer, organisational reporting)
Control token (flow between activities)

Message/data-oriented high-level concepts

Data token (flow between repositories and activities)
Information repository

People-oriented high-level concepts

Resource
Performer
Actor
Role
Relations (between people such as 'reports to' and 'communicates with')

Technology-oriented high-level concepts

Resource

Mixed high-level concepts

Other high-level concepts

Time
Synchronisations (time)

Announcement

The twenty-sixth in a series of conferences devoted to advances in the information, computer and system sciences, this conference will encompass developments in both theory and practice.

The purpose of the HICSS Conference is to provide a forum for the interchange of ideas, research results, development activities and applications among academicians and practitioners in the information, computer and system sciences. HICSS-26 will consist of advanced seminars, tutorials, open forums, task forces, a distinguished guest lecture, and the presentation of accepted manuscripts which emphasize research and development activities in software technology, architecture and information systems. The best papers, selected by the program committee in each of these areas, are given an award at the meeting. There is a high degree of interaction and discussion among the conference participants because the meeting is conducted in a workshop-like setting. All registrants are expected to attend the entire conference and actively engage in these discussions.

Because HICSS is a non-profit activity funded primarily by registration fees, all participants and speakers are expected to have their organisation bear the costs of their expenses and registration.

Relevant topics include: **Architecture, Software technology, Information systems** and **Biotechnology computing.**

All registrations must be received by 15 November, 1992. Registrations received after this deadline may not be accepted due to space limitations.