

Enterprise software and video games : an Empirical analysis

Citation for published version (APA):

Engelstätter, B. (2012). *Enterprise software and video games : an Empirical analysis*.
<https://doi.org/10.26481/dis.20121219be>

Document status and date:

Published: 01/01/2012

DOI:

[10.26481/dis.20121219be](https://doi.org/10.26481/dis.20121219be)

Document Version:

Publisher's PDF, also known as Version of record

Please check the document version of this publication:

- A submitted manuscript is the version of the article upon submission and before peer-review. There can be important differences between the submitted version and the official published version of record. People interested in the research are advised to contact the author for the final version of the publication, or visit the DOI to the publisher's website.
- The final author version and the galley proof are versions of the publication after peer review.
- The final published version features the final layout of the paper including the volume, issue and page numbers.

[Link to publication](#)

General rights

Copyright and moral rights for the publications made accessible in the public portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.

- Users may download and print one copy of any publication from the public portal for the purpose of private study or research.
- You may not further distribute the material or use it for any profit-making activity or commercial gain
- You may freely distribute the URL identifying the publication in the public portal.

If the publication is distributed under the terms of Article 25fa of the Dutch Copyright Act, indicated by the "Taverne" license above, please follow below link for the End User Agreement:

www.umlib.nl/taverne-license

Take down policy

If you believe that this document breaches copyright please contact us at:

repository@maastrichtuniversity.nl

providing details and we will investigate your claim.

Propositions accompanying the thesis

Enterprise Software and Video Games: An Empirical Analysis

By **Benjamin Engelstätter**

1. Enterprise software systems seem to complement each other regarding their impact on labor productivity. *[Chapter 2, thesis]*
2. Process related enterprise software systems (Enterprise Resource Planning, Supply Chain Management) increase the adopting firm's process innovation performance. *[Chapter 3, thesis]*
3. Customer related enterprise software systems (Customer Relationship Management) increase the using firm's product innovation performance. *[Chapter 3, thesis]*
4. Customized enterprise software is related to an increase in service innovation performance in the service sector. *[Chapter 4, thesis]*
5. Persistence in ICT innovations occurs along two channels, i.e., via the adoption of prior ICT innovations and prior process innovation success. *[Chapter 5, thesis]*
6. There is nearly no longitudinal micro data about enterprise system usage available.
7. An increase in non-violent video game play is associated with a decrease in violent crime. *[Chapter 6, thesis]*
8. So Bin Laden is finally dead. It's amazing what the Americans can do when the playstation network is down. *(Internet Meme)*
9. A: "Did you hear? Researches claimed that playing video games reduces violent crimes." B: "Makes sense. I'm way too busy playing *Just Dance* than to go out and kill somebody." *(Internet Meme)*

Maastricht, December 19th 2012