

Enterprise software and video games : an Empirical analysis

Citation for published version (APA):

Engelstätter, B. (2012). *Enterprise software and video games : an Empirical analysis*. [Doctoral Thesis, Maastricht University]. <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:

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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