Service oriented device architecture (SODA) is a promising approach for overcoming interoperability issues and especially for extending the IT support of business processes to devices. It is based on the encapsulation of devices as services, and therefore on design principles of service oriented architectures (SOA). However, there is a lack of generalized concepts that resolve SODA-specific design problems. This paper contributes to this research gap by a) identifying a set of SODA-specific design problems, b) analyzing existing SOA design patterns regarding their applicability for SODA, and c) proposing a set of new pattern candidates which resolve open SODA design problems.
Monat: Jan
Key publication: Nein
Peer reviewed: Ja
International: Ja
Book review: Nein
commissioned: not commissioned
Professional: Nein

Occurences:
· Einrichtungen > Fakultäten > Fakultät für Informatik > Lehrstühle der Informatik > Informatik
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