This year the Impacts of Advanced Information Technologies on Business Operations minitrack at HICSS has accepted a total of eight papers which explore the increasing complex roles that advanced information technologies play in businesses. The eight accepted papers are as follows:

• **Are you on the edge of failure? Let the customer checkin tell you:** Using data collected from a leading location-based service provider—Foursquare, and Yelp, this paper examined how the number of customer checkins to a restaurant through the mobile Foursquare App can predict restaurant performance. It provided evidence that data from mobile-enable location-based services have significant additional power in explaining business performance.

• **Community Involvement in Virtual Crowdsourcing Communities:** This research investigated how voluntary community involvement and self-disclosure behavior impact a member’s peer-recognition and task performance. Using data collected from the discussion forums of a specialized crowdsourcing platform, it showed that a member’s community involvement improves both the member’s peer-recognition in the community and his/her performance ranking.

• **Impact of IT Intellectual Capital on IT Explorative-Exploitative Innovation Strategy and Performance:** This paper studied how the intellectual capital of IT departments influences the IT explorative-exploitative innovation strategies, and the impact of these strategies on organizational performance. Using data collected from 122 IT managers, it showed that human capital positively affect the two innovation strategies, relational capital have positive moderating effect, and both innovation strategies positively influence the performance of IT department and the organization.

• **Shaping Customer Confidence in Online Purchasing Decision: The role of DSS Tools Supporting an Information Aggregator:** This study empirically analyzed when consumers shop with the aids of online comparison shopping tools, which factors related to the product, dealer or DSS tools contribute to shape the consumer confidence in their online shopping decisions.

• **Recovering Household Preferences for Digital Entertainment:** This research developed a Bayesian hierarchical model of household viewing preference differences to quantify a household’s valuation for different categories of digital content. The findings provide useful insights for understanding household preferences.

• **Are Groups Better than Individuals at Making Decisions? An Experimental Study on Newsvendor Problem:** This paper extends current research on newsvendor experiment by studying group dynamic in a tournament-style competitive environment. The lab experiment shows that contrary to common belief, group decision making is not always superior to individual decision making.

• **Remade to Measure: Applying Impact Measurement Theory to Non-Profit Organizations – A Case Study:** This paper addresses an important issue faced by many non-profit organizations—effective performance measure and theoretical basis for such evaluations. Through a case study, the authors demonstrate and provide insight into how a non-profit organization can utilize theoretical frameworks in the design of performance and impact measurement system.

• **Success within App Distribution Platforms: The Contribution of App Diversity and App Cohesivity:** This paper examines the role of app diversity and cohesivity on app success using data collected from the Windows phone app distribution platform. It contributes to current research in App adoptions by exploring the platform ecosystems of apps. It shows that app cohesivity is positively associated with app success and the relationships are moderated by the pricing scheme.