Nicolae Dragulanescu

1. General
Economics of information, Foundations of IS, History of IS, Information ethics, Information management, Information Quality Management, IS Education, IS Epistemology, Information systems, Information technology, Social, legal, & ethical aspects of information

2. Information Generation Process
Databases, Information Architecture, Information structures, Informetrics, Organization of Information, Philosophy of Information science, Thesauri,

3. Information Processing, Storing & Communication Processes
Abstracting, Artificial intelligence, Categorization & classification, Communication, Indexing, Information processing, Information storing, Taxonomies

4. Information Use Process
Bibliometrics, Cognition, Decision making, Information dissemination, Information retrieval, Information use & user, Knowledge management, Problem Solving, Social information/Social Informatics, Subject analysis, Webometrics

*"**Rationale.** The scheme represents the conception of information science as the science of information society (focusing on information systems); it studies the information and its five basic sub-processes – generation, processing, communication, storage and use - in order to optimize them. These processes are related to information as immaterial product and are representing the information cycle (within a research system). It is similar to the well known product cycle (within an economic system) with its three basic processes: production, distribution, and consumption. This is a managerial and pragmatic approach (Dragulanescu, 1999)*" [11] (Nicolae Dragulanescu)

Hamid Ekbia

Actors
People, institutions, professional organizations, research groups, funding agencies, and so on.

Practices
The activities that actors engage in when they use, categorize, mobilize, share, store, information

Methods
The moments or strategies that actors use when they engage in the above practices (some of which are already known and well-understood in science and elsewhere, and others of which will arise through the emerging practices and technologies)

Technologies
The reified objects that actors utilize in carrying out their activities (including, but not limited to, digital hardware, computer software, and so on)
Inscriptions: all kinds of representations that mediate among actors – e.g., references, citations, digital libraries, web pages (and any similar medium that may emerge).

*"**Rationale**. The rationale behind my proposal derives from the lessons learned in the last few decades by the students of science studies, especially what has come to be known as "actor-network theory." Science, according to this view, is the outcome or performance of a heterogeneous set of actors, which are linked together in networks. A major premise of this view is that actors are not only human beings, but also non-humans such as, among others, technologies, documents, inscriptions, money, power, information, and so on. My separation of actors, inscriptions, and technologies in the following map should therefore be understood as a simplification."* [12] (Hamid Ekbia)