

Propositions

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I

Organizational learning plays a significant role in the successful management of emerging technologies (Chapter 2).

II

The degree of mobilization of an organization's affective, cognitive and behavioral resources is a solid predictor of an organization's learning capability (Chapter 2).

III

Organizational resilience is a meta-capability that gets enacted over three distinct phases.

IV

The success of a technology to facilitate learning is also dependent on the individual dispositions of the users (Chapter 4).

V

Hedonic elements of educational technology design facilitate enhanced learning outcomes via higher user engagement (Chapter 5).

VI

The reconciliation of playful technologies with performance-oriented technologies can play an important role in enhancing the learning capabilities of organizations.

VII

Psychological phenomena like human emotions are valuable for explaining the psychological or social mechanisms that drive certain organizational outcomes.

VIII

Digital game technology will revolutionize the way future organizations recruit, educate and engage employees.

IX

Employee wellbeing should be at the epicenter of organization studies, not only because it influences costs and profits, but as an important outcome in its own right.

X

We live in a society exquisitely dependent on science and technology, in which hardly anyone knows anything about science and technology (Carl Sagan, 1990).

XI

Time travel is oftentimes dismissed on the grounds of generating logical contradictions such as the "grandfather paradox". This problem can be circumvented if we accept past-altering events to give birth to alternate parallel universes rather than reshape the timeline of the time traveler herself.