
There has been significant empirical work on information systems (IS) innovation. With the advent of a myriad of new and diverse technologies being introduced into contemporary organizations this work is only going to increase in its importance. Unfortunately, results of prior empirical work have been fragmented. Many of these studies treat IS innovations as homogeneous entities and do not effectively integrate notions of IS innovation with general organizational innovation. Swanson (1994) proposes a tri-core model and theory of IS innovation that can help integrate the isolated studies in this area, and can form the foundation on which future study of IS innovation can be based. This paper, in the spirit of a cumulative research tradition, presents and builds on Swanson's framework by incorporating contingencies that might affect the model. Specifically, notions of strategy (strategic push) and technology impact are discussed in the context of the framework. We hope that continued inquiry into this area will facilitate formulation of rich theory that will enable focused inquiry on IS innovation.