Abstract


Significant resources invested in information system development (ISD) are wasted due to political maneuvers. Prior research on ISD politics has contributed mainly through theoretical development and case studies. This has enhanced understanding of relevant concepts, political tactics, and conditions facilitating politics. However, there is limited understanding of the different processes through which politics unfold. This paper uses 89 ISD projects to develop a taxonomy of political processes in ISD. The taxonomy includes three distinct processes: *Tug of War*, wherein multiple parties strive to gain project control; *Obstacle Race*, which involves efforts to resist and pursue the project; and *Empire Building*, wherein the project is used as an instrument to enhance political or resource bases. The taxonomy is explained using the non-proponents’ view of the project and the balance of power between system's proponents and non-proponents. We also discuss the emergent taxonomy's implications for how politics can be managed and studied.