

Co-creation patterns: Insights from a collaborative service design tool

Krista Keränen & Bernhard Dusch & Katri Ojasalo & James Moultrie







The flow of the presentation

- Introduction
- Background information
- Research method
- Preliminary findings & conclusions





Introduction

- This study investigates co-creation activities in B2B service business practice using a visual collaborative service design research tool the CoCCo Cosmos
- The aim of this study is to contribute the identification of co-creation patterns in service, design and innovation research
- As a result five signposts of co-creation patterns are identified leading to co-creative business approach







4

Background information

- This study is a part of a research project From coproduction to co-creation (2010-2013) funded by Tekes' Serve program
- The aim of the CoCo project was to create new knowledge in service field and encourage the development of innovative co-creation service concepts
- Resulting concrete methods and managerial tools to be applied in companies offering B-to-B services

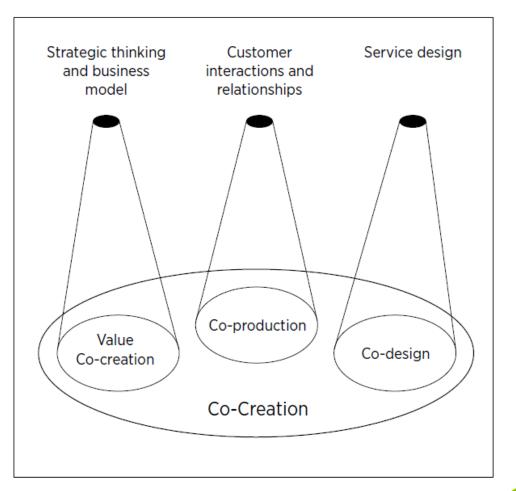




Background information

- This study sees cocreation through a CoCo framework (Keränen et al., 2013; Ojasalo & Keränen, 2011)
- The framework combines theoretically three different lenses of co-creation phenomenon in service business
 - Including 15 sublenses
- Lenses define how a service company should act in order to co-create value







Background information

- The study is based on empirical qualitative evidence from the three case companies and their customers
- Case companies are representing knowledge intensive B2B services (KIBS)
- Their customers are representing variety of fields having service business as a uniting factor

Suppliers		Customers		
А	Financial management services	C1	Business gift services	
		C2	Sports betting services	
		C3	Regional commerce and industry services	
В	IT services	C4	Mobile software services	
		CS	ICT infrastructure services	
		C6	Education services	
с	Construction, real estate development and area development consultation services	C7	Crane business	
		C8	Elevator and escalator business	
		C9	Real estate business	



ekes





Background information

- The empirical data comprises pictures and tape recordings from 18 workshops
- One case comprises two pictures of the same service setting
 - One from the customer point of view
 - One from the supplier point of view



Workshops (WS)/9 customers	(C1-C9) 8	& 9 suppliers	(S1-S9)
	(/ -		(/

Case	WS	CoCo Cosmos	Time	WS	CoCo Cosmos	Time
1	C1		17.4.2013	S1		17.5.2013
2	C2	00000000000000000000000000000000000000	8.3.2013	S2		15.5.2013
3	C3		6.5.2013	S 3		15.5.2013
4	C4		7.5.2013	S4		8.5.2013
5	C5		5.2.2013	S5		8.5.2013
6	C6		29.1.2013	S6		2.4.2013
7	С7	00000000000000000000000000000000000000	29.1.2013	S7		8.2.2013
8	C8	00000000000000000000000000000000000000	19.11.2012	S8		6.3.2013
9	С9	00000000000000000000000000000000000000	22.11.2012	S9		23.11.2012



CoCo Cosmos research method

- A visual collaborative service design tool
- Its aim is to support business partners to become more co-creative
- It enables collaborative communication, better understanding among the partners and opens new possibilities among partners
- The basic concept of CoCo Cosmos is based on family therapy approaches





CoCo Cosmos research method

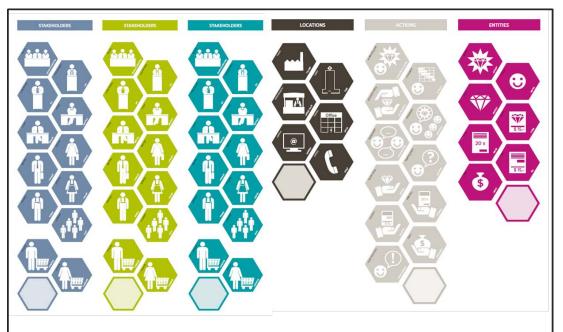
- The core idea of the CoCo Cosmos is to build a picture of a service setting
- Both the picture and the process of building the picture allows stakeholders to understand their joint service business setting
- The picture shows for example following
 - Enablers of the relationship
 - Barriers of the relationship
 - Latent needs of the relationship
 - Relationships between the actors and activities
 - Amount of the activity among the actors and activities





- The tool involves
 - Six sets of cards
 - Three white board markers
 - A game board
- All the cards are laminated so the cards can be personalized and players can draw on the game board
- Each set of cards includes an empty card leaving a space for creativeness

CoCo Cosmos research method







Five signposts of co-creation activities leading to a co-creative business approach

The most obvious signs of co-creation activities/ lack of them were the following:

- 1. Orientation to the long-term relationship (9/9 cases)
 - They had been more proactive and have had more customer interaction of the relationship that they were having at present
 - This would need a more research
- 2. Proactive dialogue & 3. Regular meetings with the customers (4/9 cases)
 - These two seem to be more intertwined appearing in the same cases
 - It seems that in relationships were actors meet regularly face-to-face they are more proactive and they seem to trust more in each other
 - They see their business setting more comprehensively and they consider each other as partners rather than supplier-customer relationship





Five signposts of co-creation activities leading to a co-creative business approach

- The knowledge of customers' and customers' customers' value creation (2/9 cases)
 - These B2B service suppliers seem to lack the full knowledge of their customers' and their customers' customers' value creation
 - Opposite to this customers' pictures highlithed the importance of understanding the customer's value creation and customers' customers' value creation
 - In some cases customers and customers' customers' seemed to value different things than the suppliers think they value

5. Involving customers to the both strategic design and service design (2/9 cases)

 It seems that only when customers are developing new value propositions they involve suppliers into strategic planning processes
and service design processes







Thank you

Krista Keränen

krista.keranen@laurea.fi kek30@cam.ac.uk Skype: krista.keranen



