

CENTER FOR HUMAN-COMPUTER INTERACTION



The Co-Production Imperative

John M. Carroll

Center for Human-Computer Interaction College of Information Sciences and Technology The Pennsylvania State University University Park, Pennsylvania, USA

What is Co-production?

 Services are *co-produced* when provider and recipient contribute reciprocally to the success of the service



CH(





Get to The Point

- Service *co-production* is an important model for understanding services at the level of facilitating and coordinating human activity
- From the standpoint of human beings, *service co-production* is moral, efficient, and innovative relative to *service provision*
- Therefore ...
- The science and technology of services should better understand and facilitate co-production of services

Origins

- Jane Jacobs, *Death and Life of Great American Cities* (1961)
 - Elderly neighbors who rarely go out keep us safe
- Elinor Ostrom, coined term in early 1970s
 - Chicago police leaving the beat for patrol cars increase crime
- Edgar Cahn, *No More Throwaway People* (2000)
 Timebanke unmarginalize reginigents of social services
 - Timebanks unmarginalize recipients of social services
- British National Health Service (NHS)
 - Timebank services support aging-in-place, and prescribed as treatment for mood disorders

CHC

Invisible, pervasive, effective

- The invisible something that makes services work
- Some services can *only* ever succeed as coproductions
 - E.g., any service involving learning, emotion, health and well-being, social support, ... (a lot of services)
- Designing hyper-efficient services
 - Person "receiving" the NHS service earns time dollars by being "treated" (for free!)
 - P2P service microenterprises capitalize "wasted" resources and opportunities

Designing Service Co-production

 Identify the active role of the "recipient" in creating service outcomes

- scenarios, personas vs. service blueprinting

- Focus on breakdown and workaround from the recipient's point of view
 - services appropriable by recipients vs. customer journey maps
- Probe, articulate and refine the recipient's experience of the service
 - Role play, service experience prototypes vs enumerating touch-points

Thank you!

Comments, questions, suggestions







