

The logo for STBY features the letters 'STBY' in a bold, black, sans-serif font. A small registered trademark symbol (®) is positioned at the top right of the 'Y'. The text is centered within a light green rectangular background. This background is part of a larger graphic consisting of several overlapping, semi-transparent rectangular blocks in shades of green and yellow, creating a layered, modern effect.

STBY[®]

Passionate for People

dr Geke van Dijk

dr Bas Raijmakers

STBY, London & Amsterdam

www.stby.eu

Design by Fire >>> the passion in our work:



**People using
media and
technology in
their daily lives**

Passionate for people



- Active and creative use
- Empowered negotiations
- Multi-channel usage
- Fragmented behaviour
- Messy routines

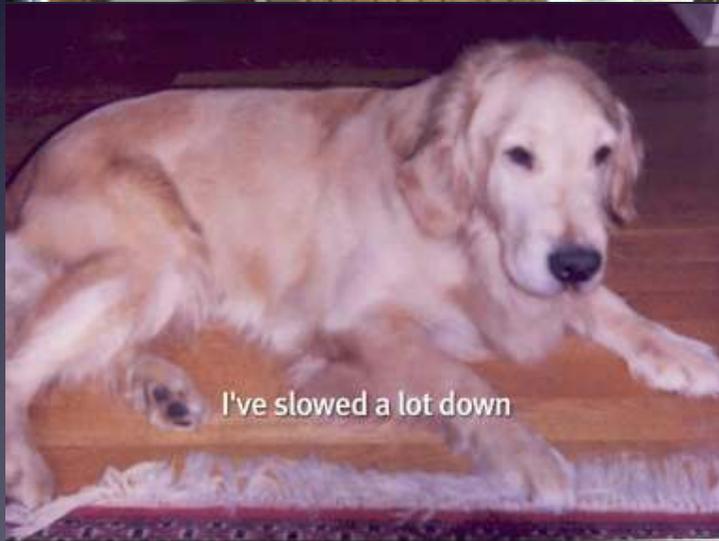
People research for service innovation design



Contributing to
the creation of
innovative
services and
products for use
in daily life.

Kent by Bas Raijmakers, for Philips Medical Systems Seattle

People research for service innovation design



Applied in early stages of design processes

Discovery research.

Research creates empathic conversations



Based on observations and interactions with the people that will be using the new services.

Alena's Strawberry Farm by Xiaoxiao Sun, for Goldsmiths and Orange/FT

Research creates empathic conversations



Research results
inform and
inspire the
concept
development
process.

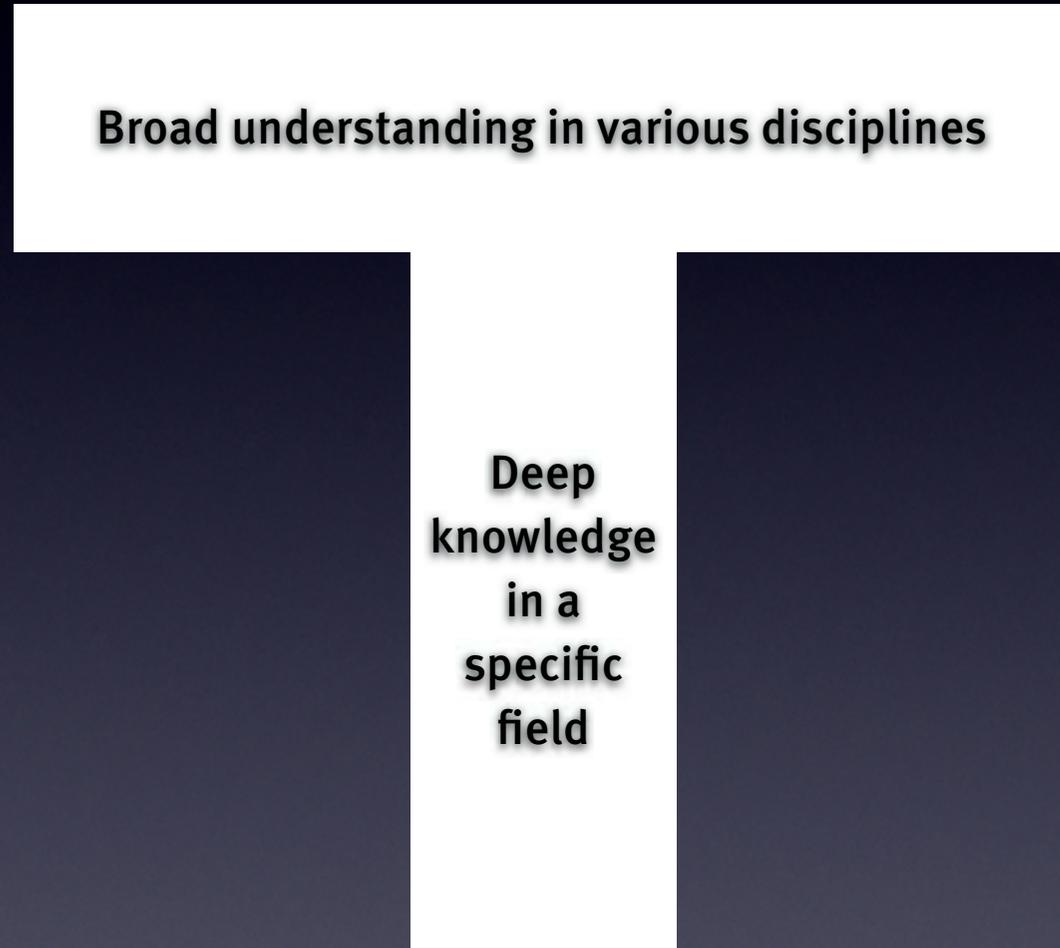
Alena's Strawberry Farm by Xiaoxiao Sun, for Goldsmiths and Orange/FT

Passion for inter-disciplinary teamwork



R&D team:
designers,
software
developers,
engineers,
marketeers,
social
researchers.

Passion for inter-disciplinary teamwork

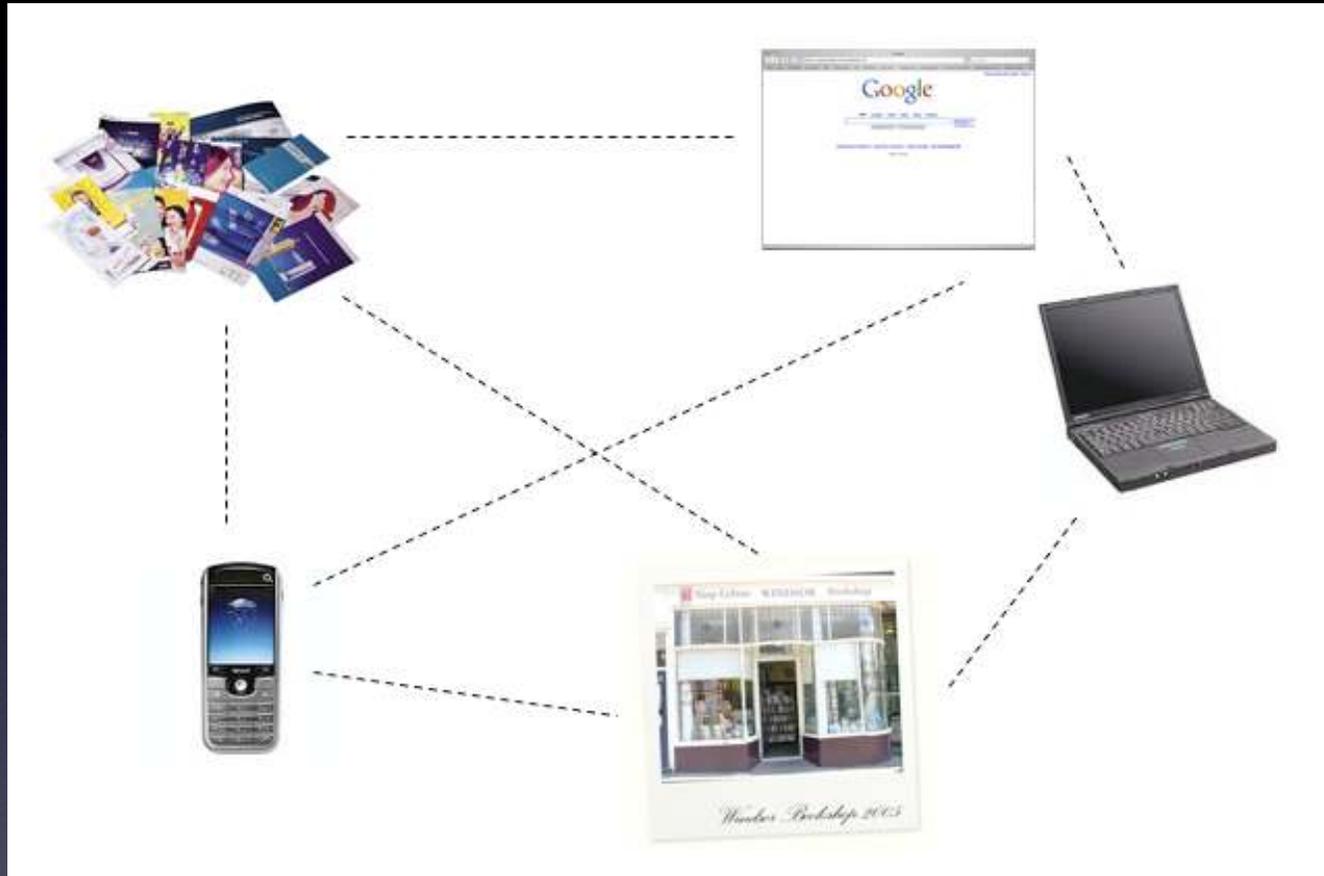


Collaboration
between
T-shaped
experts.

(Tom Kelley, 2005)

2. People research for innovation design

Service design



Integrated network of tangible and intangible service elements

Self-service technology



The consumer is in control



Empowered consumers

- Media literate and well-informed
- Triangulating of information from various sources
- Negotiating with various providers in parallel
- Expecting control over consumption process and transaction modes
- Often elusive and fragmented behaviour

Service design challenges

Development of innovative services that engage with complex and dynamic character of contemporary consumption behaviour.

Current challenges:

- Multi-channel usage**
- Co-production of services**
- Social networking**

Challenge 1: multi-channel use

Voluntarily movements
between channels are a
reality.

Services need to cater for
this.

Integrated offering rather
than competition between
channels.



Challenge 2: co-production

Choice of which elements to use co-produces the actual service.

Providers need to offer optimal freedom, flexibility and control.



Challenge 3: social networks

Consumers are well-connected.

They know how to find and compare information.

They exchange experiences through social networking.



People research for service innovation design

Each member of the service design team needs to be consumer-focused.

People research is essential element in early stages of concept development process.

Taking inspiration from context of use.

3. Methods and examples

Methodologies for people research

In-depth qualitative research based on ethnographic research tradition

Examples:

- Design documentaries
- Diary studies
- Probe studies

Design documentaries

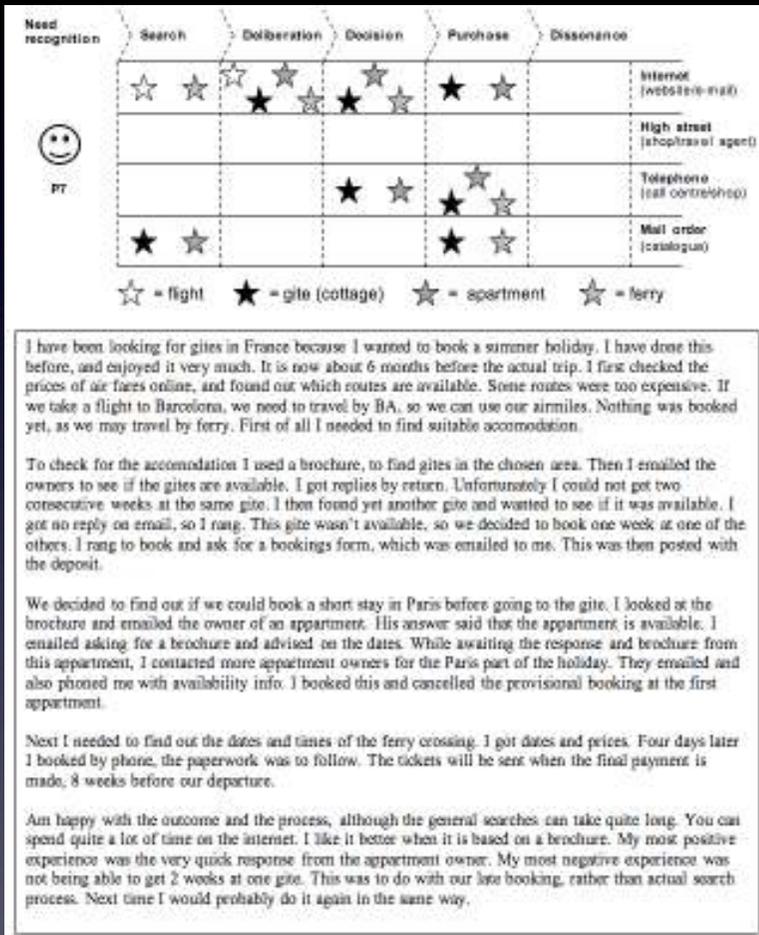


Rich visual material
about consumers'
everyday lives,

informing and inspiring
the design process for
new medical appliances

Collaboration with Royal College of Art
(London) and Philips Medical Systems
(Seattle)

Diary studies



In-depth longitudinal study into multi-channel usage during leisure travel preparations

Collaboration with Open University (UK) and University of Glasgow

Probe studies



Involving
consumers in
collection of ideas
and materials to
inspire design team

Collaboration with Goldsmiths
College (London), France Telecom
Orange (Nantes) and Royal College
of Art (London)

Participatory research › Interaction in situ

Researcher is not passive observer.

Empathic conversations with participants.

You cannot do people research without engaging with participants.

Methodology based on anthropology.

Participatory research › Active participants

Involved in process of data collection.

But not necessarily in analysis and results.

Specific choice to be made per project.

Insights are always mediated by researcher.

Thank you!



Further information and contact:

Geke van Dijk - geke@stby.eu

Bas Raijmakers - bas@stby.eu

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