

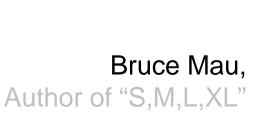
A Timeless Way of Service Categorization

Understand the Personality of Future Communication Services 29 Mar 2006





So, what shall we do, now that we can do everything?





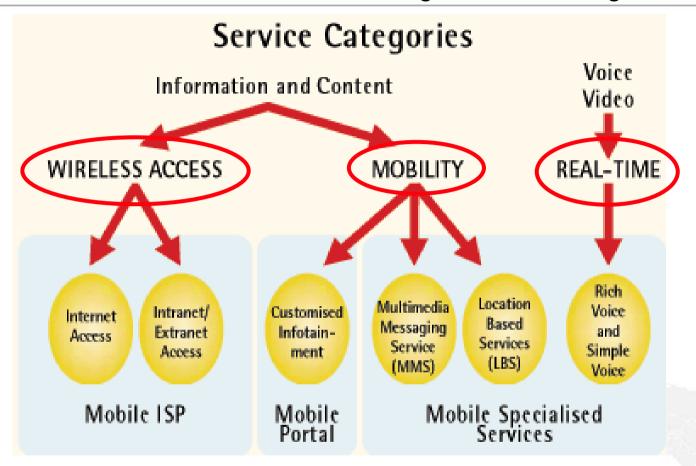
- The Rise and Fall of Service Categorization
- _ Embedding Services in a Broader Context
 - Back to Essentials
 - Activity Systems
- _ Typologies: Specify the 'Service Character'
- _ How to capture the Typology of a Service
- _ Wrap-Up



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The Rise and Fall of the Hitherto Existing Services Categorization



Analysis of the future mobile market by The UMTS Forum considers six principal 3G service categories

Source: UMTS Forum, http://www.umts-forum.org

These categories fail to address the need to understand services



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Limit Service Descriptions to Their Very Essentials

- 1. No biased interfaces
 - keyboard/mouse, voice, gestures, touch display, ...
- 2. No limiting form factors
 - _ mobile phone, notebook, desktop, PDA, smart phone, wearable
- 3. No usage constraints, i.e.
 - Unlimited power supply
 - Bandwidth abundance
 - Workflow convenience: no/short login, no hardware break-down, full-fledged transparent security, ...
- 4. No prejudice about network connection (fixed vs. wireless)
- 5. No billing or charging (exception: it's the basic service idea)

Eliminate 'mental constraints' to unveil generic service idea



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Subject Object

Tools

•T9 keyboard

Display

- Sender
 Create & send limited text
- •Receiver •Receive text

Outcome

Text delivered

© Engeström, 1987

Text received

Rules

- •Register for service
- Pay per text

Community

- Mobile providers
- Possible senders/receivers

Division of Effort

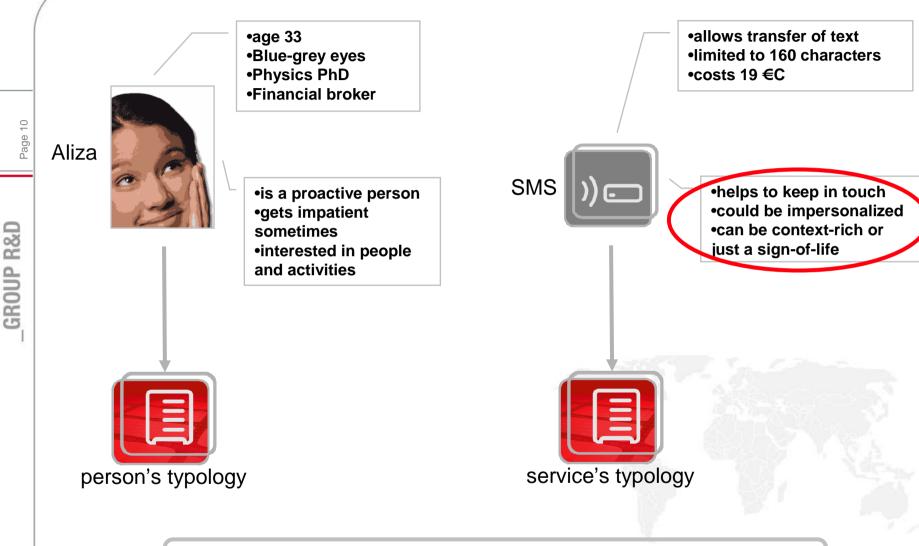
- Store and forward text
- Charge for service

SMS acts as a *mediating artefact* of an activity system



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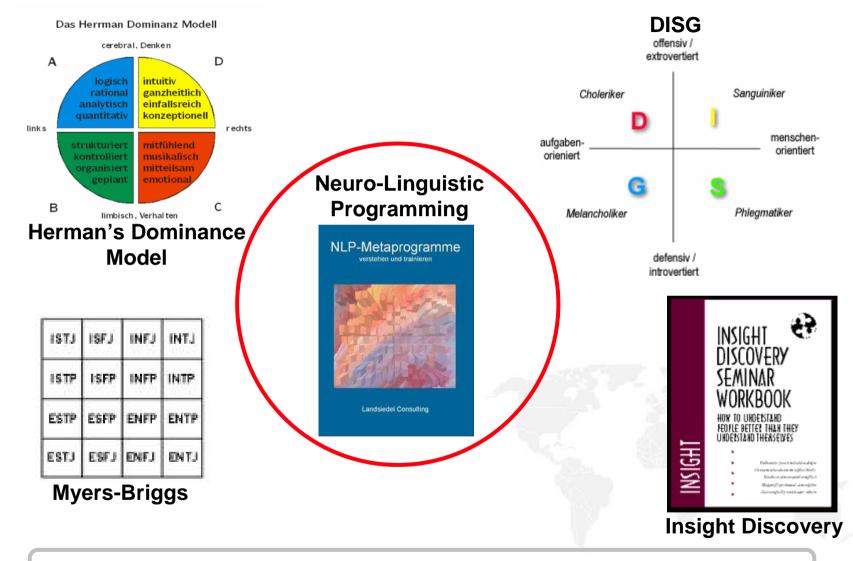
Think of service soft facts as details of a dating profile



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Measuring a Service's Typology: Lessons from Human Psychology



Major step: Transfer psychological theory to service engineering



Describing a Service in terms of Neuro-Linguistic Programming

- Copying strategies
 - Reactive or proactive?
 - Procedures or options?
 - Details or big picture?
- _ Reference systems
 - Self or others?
 - Differences or sameness?
 - Separated or congruent?

- Topics addressed
 - People?
 - Locations?
 - Activities?
 - Knowledge?
 - Things?
- Timeline focus
 - Past?
 - Present?
 - Future?

4 relevant categories can describe a service's 'soft side'



How to Measure a Service's Typology?

- Technical approach (= operational, rational)
 - Explore the 'inner' service structure: menus, dialogue and representational structure, content format and meaning, workflow (expected, real!), ...
 - 2. Match analysis with NLP categories
- _ Assessment approach (= gut feeling, perception)
 - 1. Identify a suitable instrument to measure people's assessment of a service (questionnaire, graphical, ...)
 - 2. Collect assessment data
 - Calculate average
 - 4. Match calculation with NLP categories

Both approaches show benefits and disadvantages



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- 1. Communication services possess an inner 'character'
 - beyond technical parameters or business facts
 - with an individual 'fingerprint' beyond functional specifications
- 2. We can describe this character
 - by utilizing psychological tools and models (NLP)
 - in terms of sociology and philosophy to understand human behaviour (Activity Theory)
- 3. Relevant approaches to measuring a service typology are
 - indirect conclusion: reasoning from architecture and handling
 - _ subconscious: assessment, individual perception, 'gut feeling'

These Typologies represent a different picture of communication services



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