



**Industrialized IT-Services:
Principles –**

**From Voice of Customers to the
Service Model**

Dr. Helmut Steigele

- **Service and the Voice of Customer**
- **Transforming the Voice of Customer into Service Model**
- **Bricks and sequence of a Service Model**
- **What is after the Service Model**

- **Using the Voice of the Customer means**
 - A detailed understanding of the customer's requirements
 - Key input for the setting of appropriate design specifications for the new product or service
 - A highly useful springboard for product innovation.
 - Designing a requirements-catalogue which is critical to quality (CTQ)

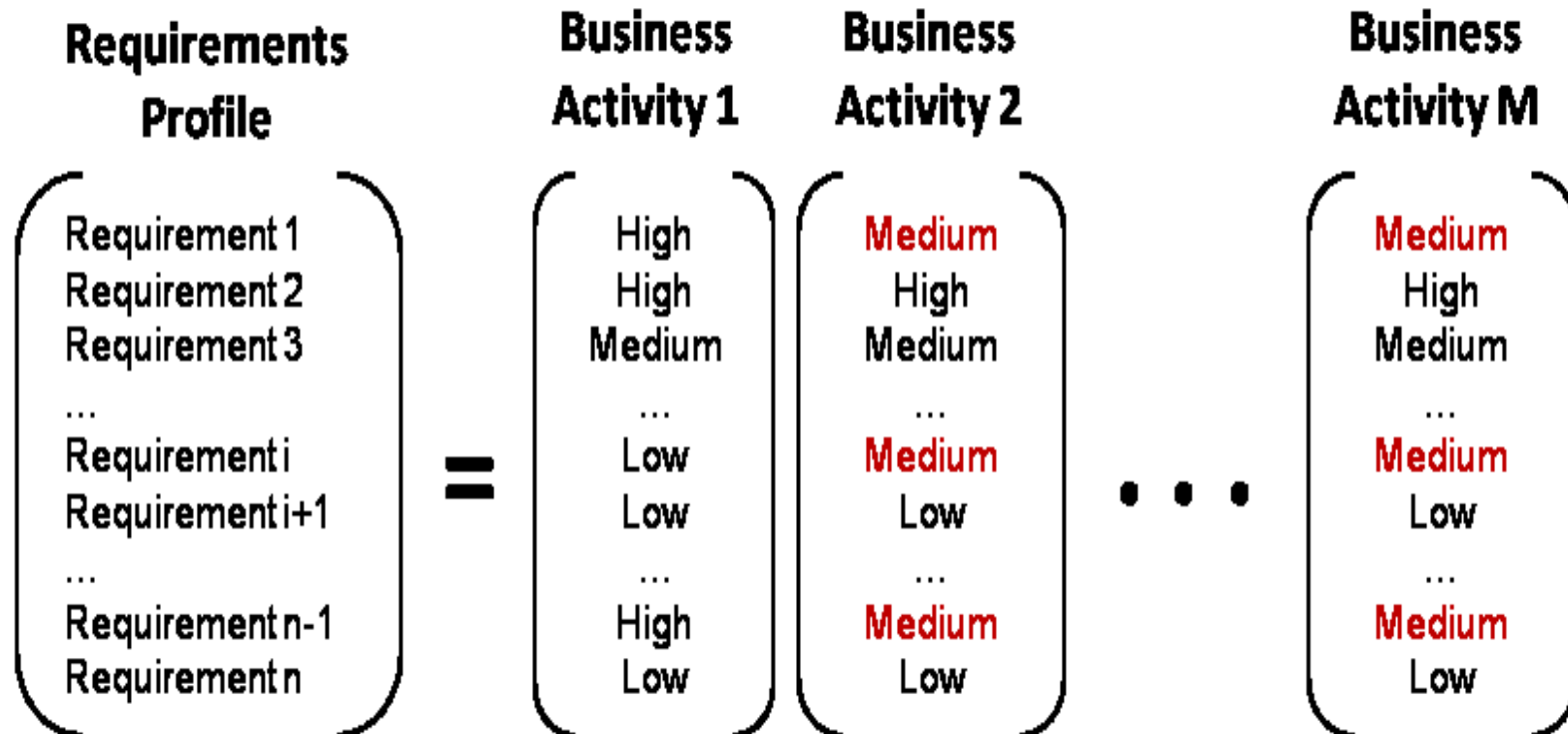
- The perception of service quality is an emotional one for a customer
 - Which of my issues have been solved?
 - What was exciting?
 - What was expected?

 - The emotions behind could be
 - Alleviation
 - Excitement
 - Attestation
 - trust

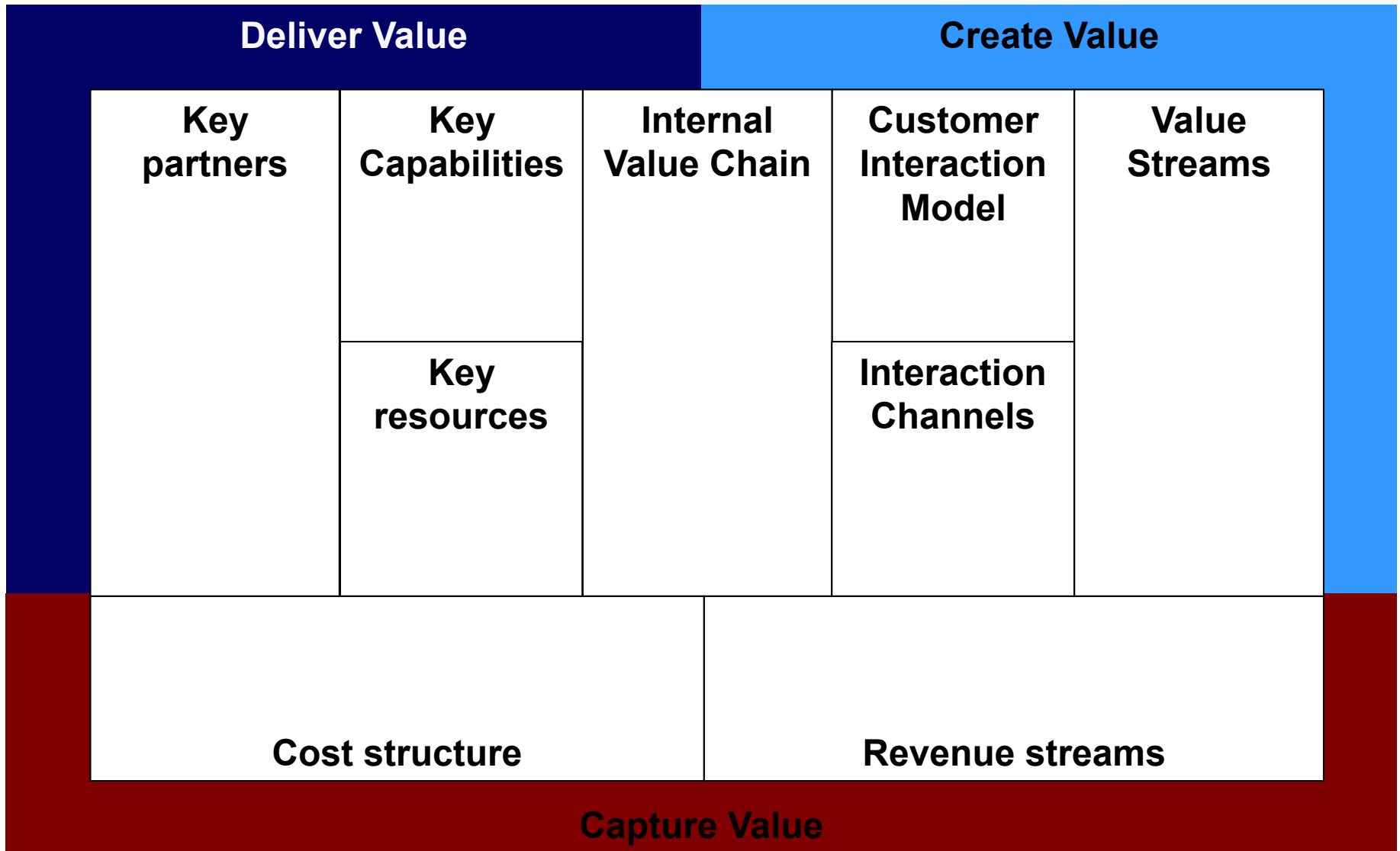
Designing services means addressing emotions and maintaining a target level of recurring emotional experience

Patterns of Business Activity

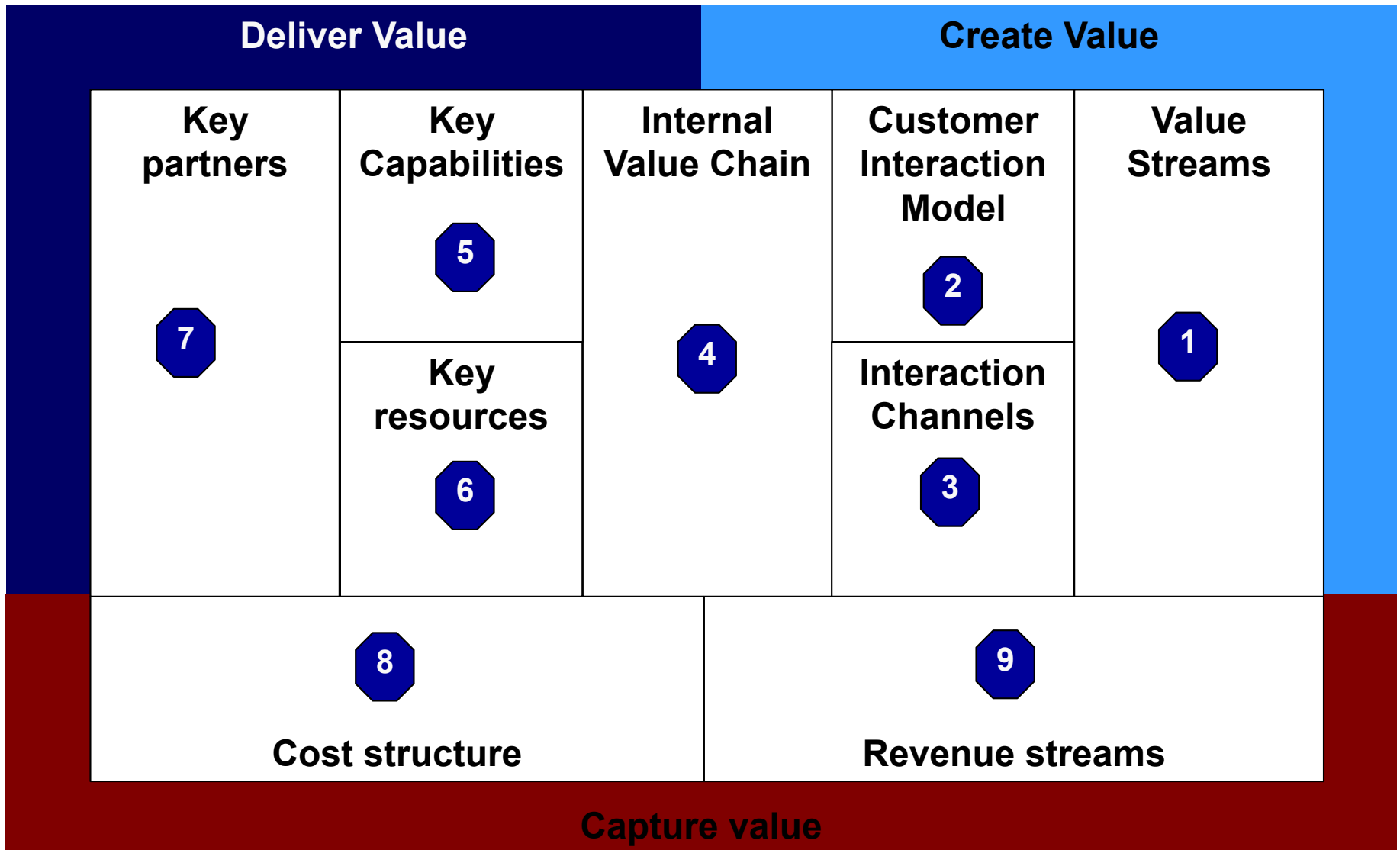
Patterns of Business Activity capture and structure the non-structured Voice of Customer



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- Bricks and Details of a Service Model
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Source of Inspiration: www.businessmodelgeneration.org



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Deliver Value

Create Value

- Who should use the service?
- When should it be used?
- Where should service be consumed?
- Where should it be requested?
- In which way should it be used?
- In which frequencies will it be used
- Which obstacles should be eliminated for the customer?
- Which new possibilities should be possible for the customer?

**Value
Streams**

streams

Capture value

Source of Inspiration: www.businessmodelgeneration.org

Deliver Value

- Where are the interaction points of our customers?
- How can a customer interact actually with us?
- How can he express his demand?
- Which information should be changed
- What is format and content of our answers?
- For which customer segment which interaction model?
- What cost is behind the models?

Create Value

Customer Interaction Model

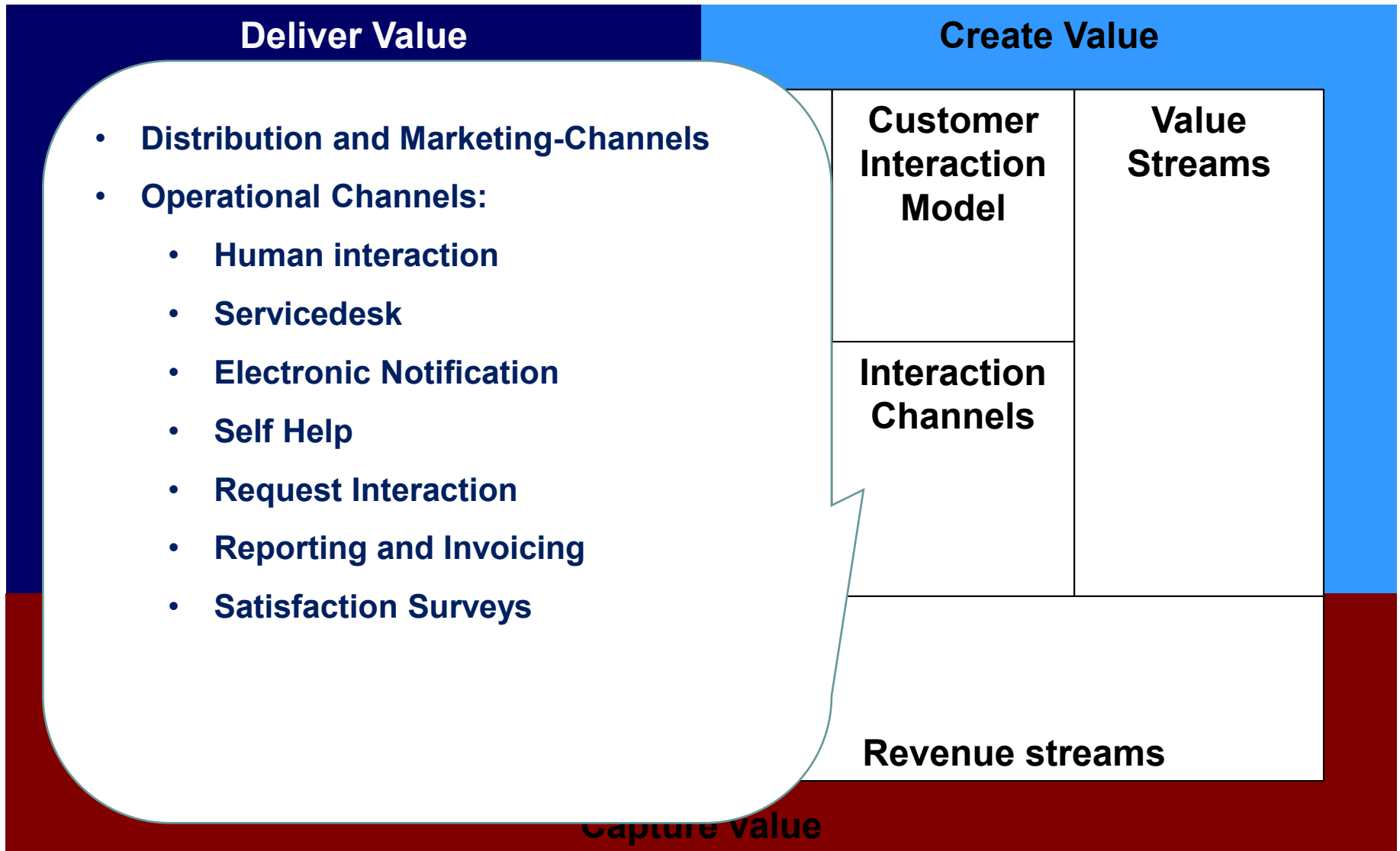
Value Streams

Interaction Channels

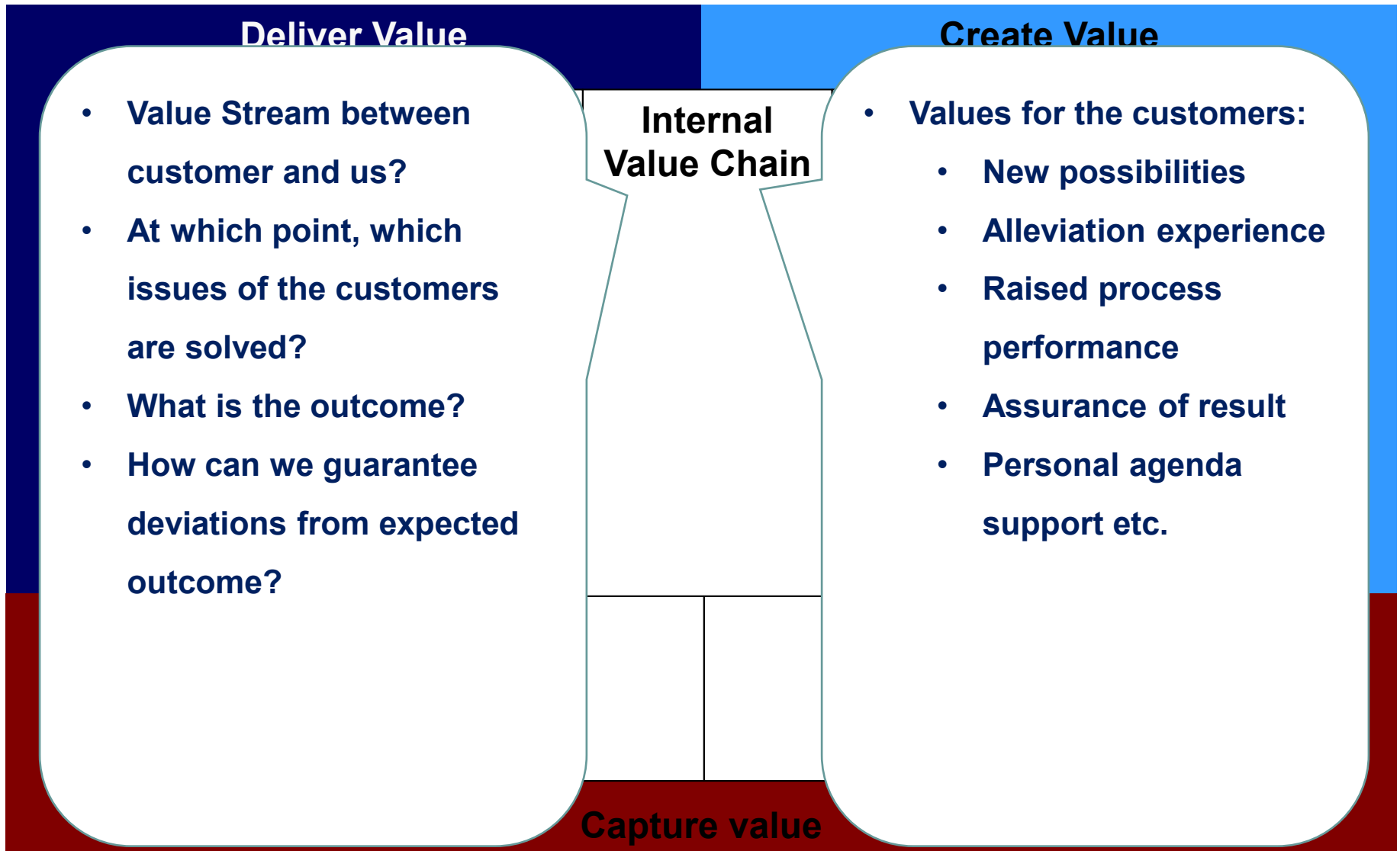
Revenue streams

Capture value

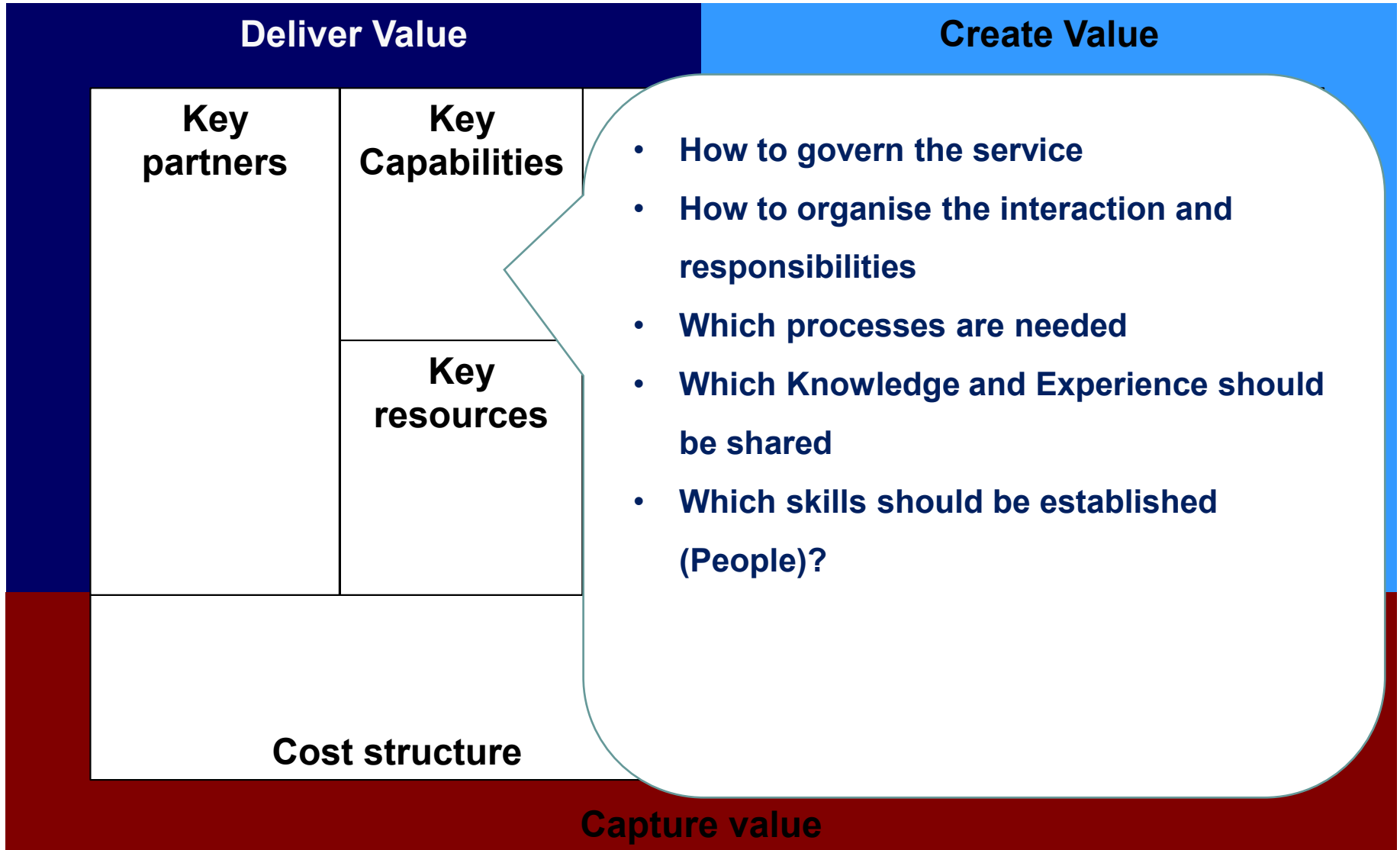
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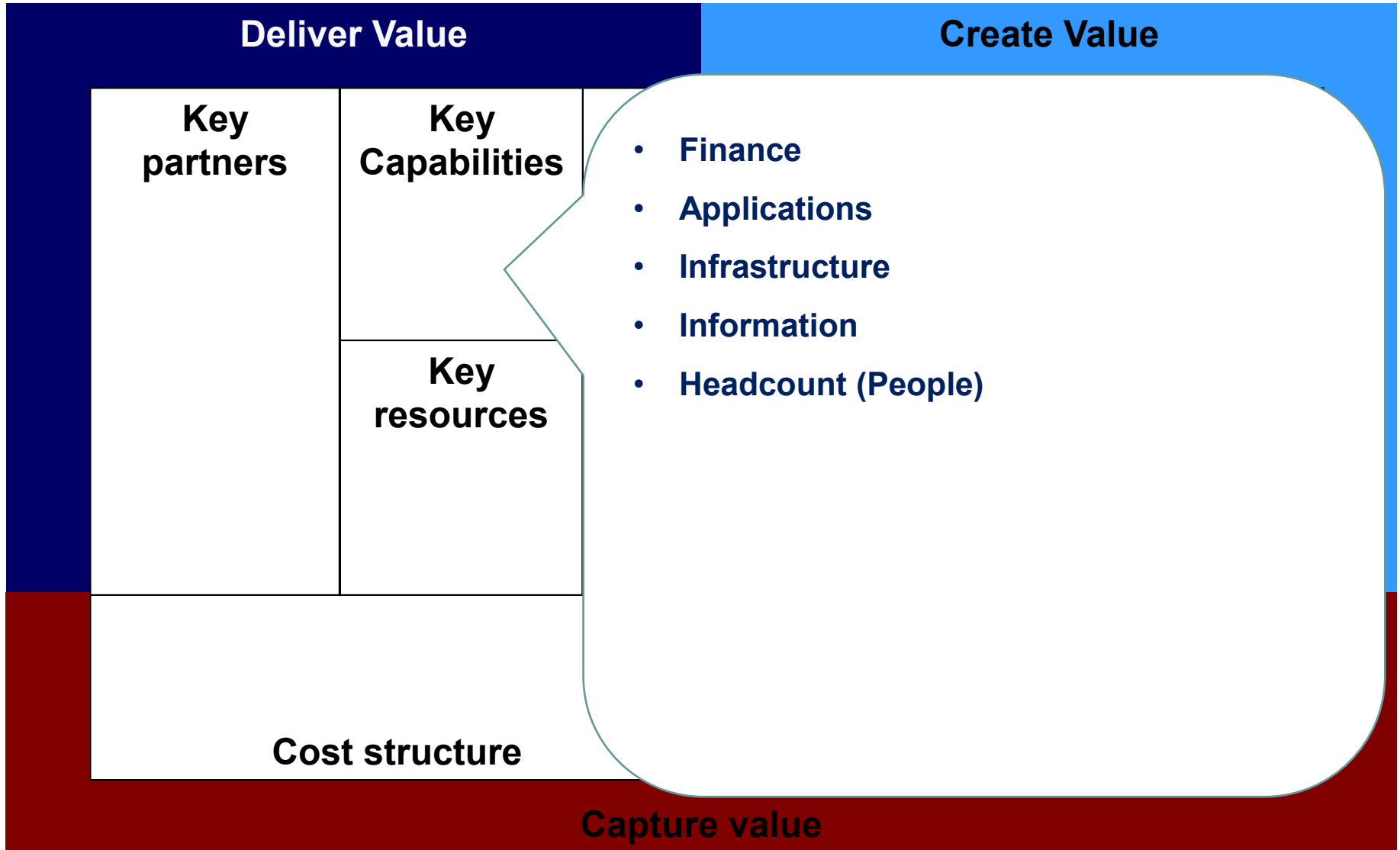
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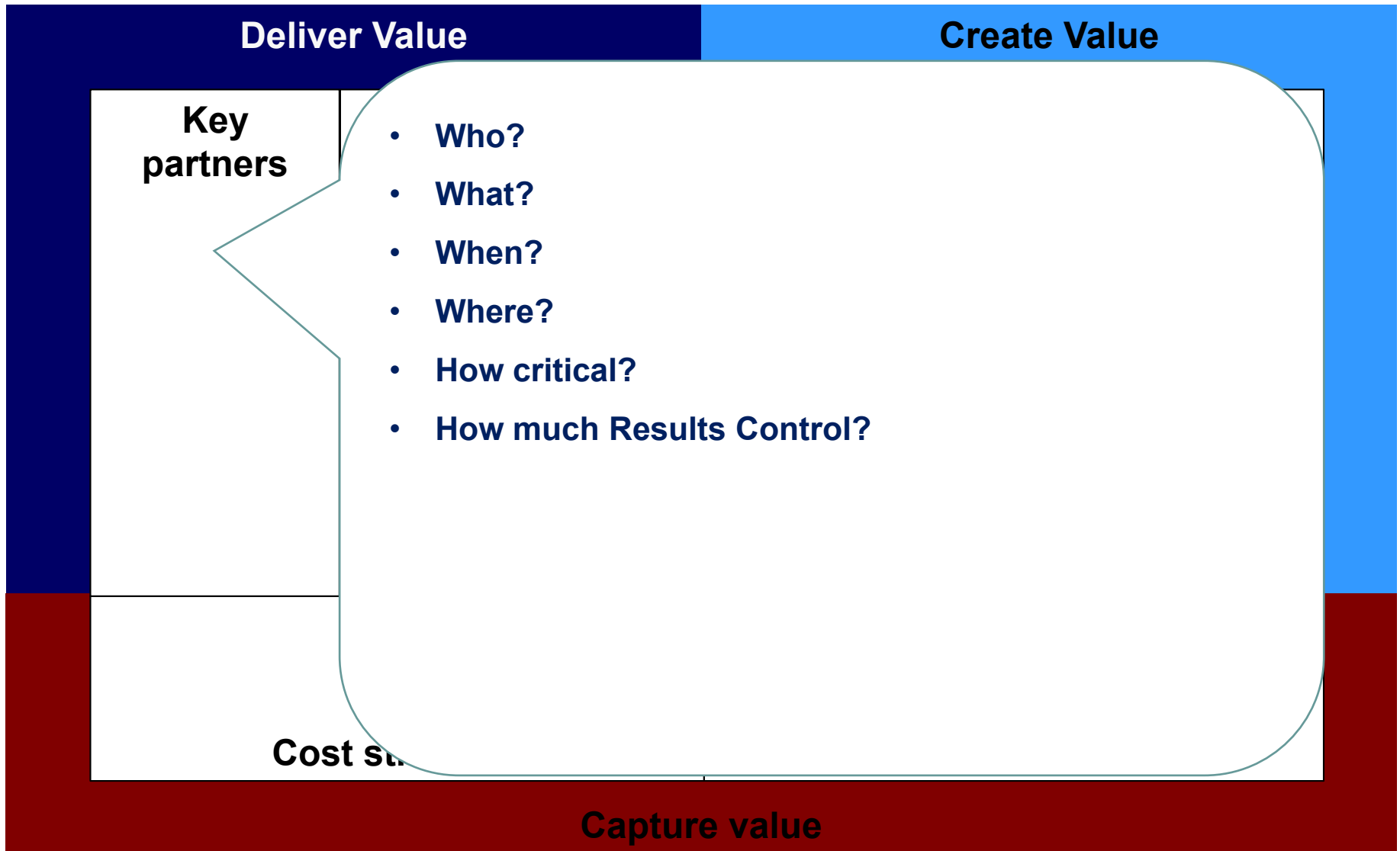
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Deliver Value

Create Value

- **Cost Structure (which elements)?**
- **Cost Frequency (how often they occur)?**
- **Cost Drivers (which inputs drive the cost)?**
- **Cost Allocation (which activity costs how much)?**

Cost structure

Revenue streams

Capture value

Source of Inspiration: www.businessmodelgeneration.org

Deliver Value

Create Value

- What should be paid?
- How?
- How often?
- How much?

Cost structure

Revenue streams

Capture value

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What after establishment of service model

- Capability Mapping for Establishment of overall service Architecture
- Business Cases
- Service Portfolio and Service Catalogue
- Service Design Packages
- Invokation of Servicelifecycle upon ITIL®

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Sources of Inspiration ☺



To read, to adapt and for verification

- IT-Production in the 21st century
- The IT-Factory
- Richard D'aveni (Hypercompetition) and Eisenhardt and Brown (Competing on the Edge)
- Business Model Generator, 2012, Osterwalder et. al
- Luftman, 2004, Competing in the Information Age
- Luftman, 2010, Managing the Information Technology Resource
- Steigele, 2013, Hemmschuh Informatik ?
- Steigele, 2012, Was tun mit der Informatik ?
- Steigele; 2013, IT-Sourcing Beyond
- ITIL Lifecycle Publications Suite