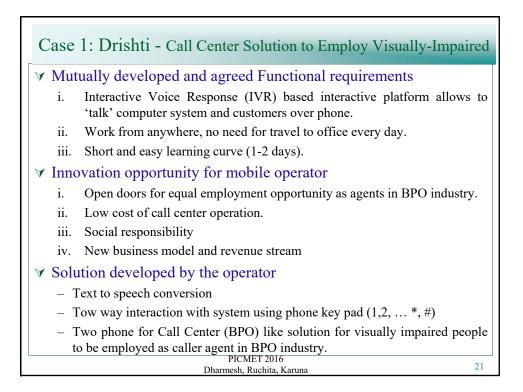
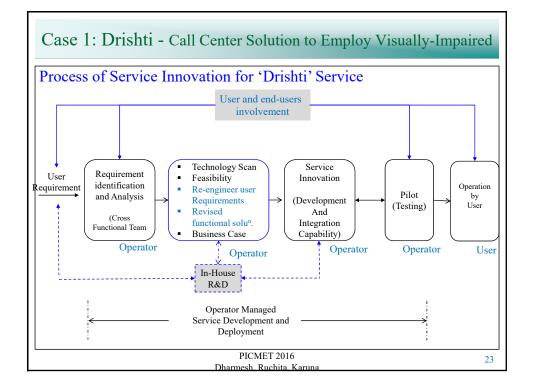


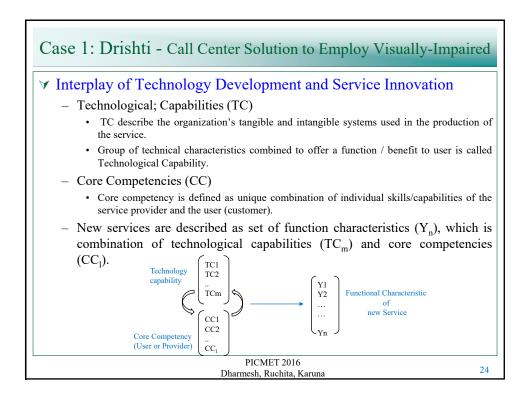
Research Methodology				
Case Selection (from an Indian telecom operator)				
Customer Type	Customer Ownership	Tech. Push / Market Pull	Service Sector	User Involvement
B2C	Telecom Operator	Tech Push	Mobile Broadband	No
B2B	Telecom Operator	Tech Push	Platform	Significant for services (Implementation & reuse)
B2C	Telecom + (VAS)	Tech Push	Entertainment	No
B2C / B2B	Enterprise / User	Market Pull	Platform, Productivity	Significant (Implementation & reuse)
B2B	Telecom Operator	Market Pull	Social Sector	Significant (Concept to operation)
B2B	Enterprise	Market Pull	Productivity	Significant (Concept to operation)
B2B	Telecom Operator	Tech Push	Productivity	Yes
B2C	VAS Provider	Tech Push	Social Networking	No
B2C	Telco (VAS)	Tech Push	Entertainment	No
B2C	Telco	Market Pull	Utility	Yes (Ideation)
B2C	Telco (VAS)	Tech Push	Utility	No
B2B, B2C	VAS Provider	Tech Push	eMail	No
	Customer   B2C   B2B   B2C / B2B   B2C / B2B   B2C   B2B   B2C   B2B   B2C   B2B   B2C   B2C   B2C   B2C   B2C   B2C	Customer Customer OwnershipB2CCustomer OwnershipB2CTelecom OperatorB2BTelecom OperatorB2CTelecom + (VAS)B2C / B2BEnterprise / UserB2BCelcom OperatorB2BEnterpriseB2BTelecom OperatorB2BTelecom OperatorB2BTelecom OperatorB2CTelecom OperatorB2BTelecom OperatorB2CTelecom OperatorB2CTelecom OperatorB2CTeleco (VAS)B2CTeleco (VAS)B2CTeleco (VAS)B2CTeleco (VAS)B2CTeleco (VAS)	Customer OwnershipTech. Push / Market PullB2CTelecom OperatorTech PushB2BTelecom OperatorTech PushB2CTelecom OperatorTech PushB2CTelecom OperatorTech PushB2CTelecom + (VAS)Tech PushB2CTelecom OperatorMarket PullB2BEnterprise / UserMarket PullB2BEnterpriseMarket PullB2BTelecom OperatorTech PushB2CVAS ProviderTech PushB2CTelco (VAS)Tech PushB2CTelco (VAS)Tech PushB2CTelco (VAS)Tech Push	Customer OwnershipTech. Push / Market PullService Sector Market PullB2CTelecom OperatorTech PushMobile BroadbandB2BTelecom OperatorTech PushPlatformB2CTelecom OperatorTech PushPlatformB2CTelecom + (VAS)Tech PushEntertainmentB2C / B2BEnterprise / UserMarket PullPlatform, ProductivityB2BElecom OperatorMarket PullSocial SectorB2BEnterpriseMarket PullProductivityB2BTelecom OperatorTech PushSocial NetworkingB2CVAS ProviderTech PushSocial NetworkingB2CTeleo (VAS)Tech PushEntertainmentB2CTeleo (VAS)Tech PushUtility

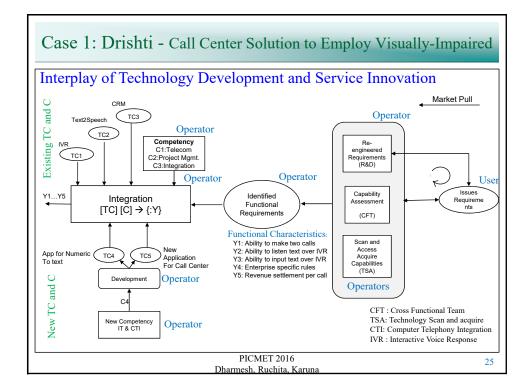
Case	1: Drishti - Call Center Solution to Employ Visually-Impaired			
∀ Use	∀ User			
	An NGO supporting visually impaired (end-users)			
∀ Use	r Challenges			
i.	India is a home to the world's largest number of blind people. Of the 37 million people across the globe who are blind, over 15 million are from India.			
ii.	Low employment opportunity.			
iii.	Existing tools to access read text on personal computer (PC) is cumbersome. (e.g. check mails, news)			
iv.	Learning time for tool (for reading / internet access) is significant and only few users can grasp.			
∀ Req	uirements			
i.	Simplified access to text information kept on PC or Internet/Intranet.			
ii.	Each one of visually challenged person be able to use it.			
iii.	Easy to learn.			
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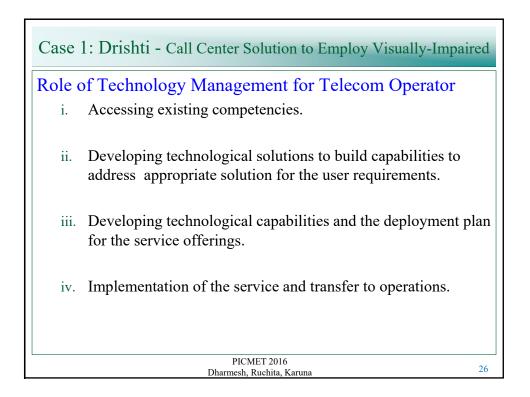


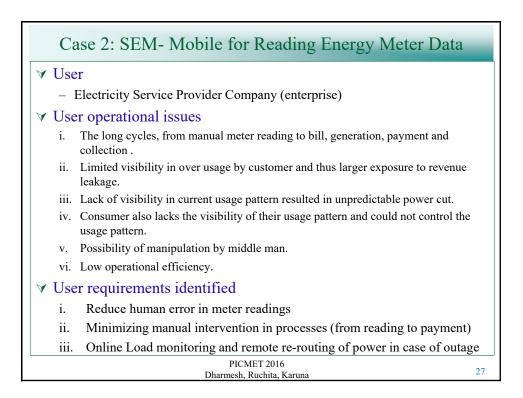
¥ H	ow it works
_	Drishti - a 'Call Centre' solution specially designed keeping in needs o visually impaired people to act as 'Call Centre Agents', using an IVF platform technology.
_	Visually impaired people use two telephone lines – one to connect to cal centre system (get updated information in real-time) and other line to make call to customers of an enterprises. Any enterprise who would like to contact to its customers, uploads the data and information on IVR based call centre platform.
_	Visually impaired people act as 'Call Centre' agents and each agent is paid as per call basis. Since this services use voice technology, there is no need for internet connection and computer – allowing call centre agents to operate from anywhere including using mobile.
_	This 'IVR based Call Centre' platform thus provides equal employmen opportunity and social status to visually impaired people.
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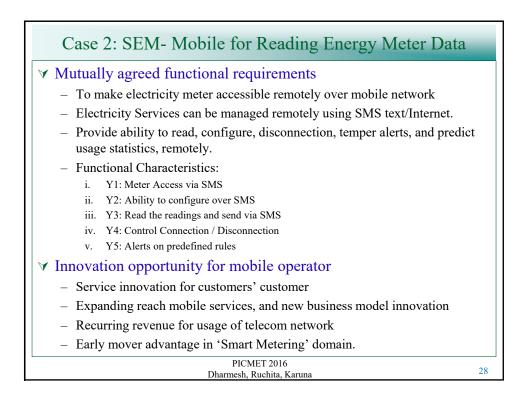


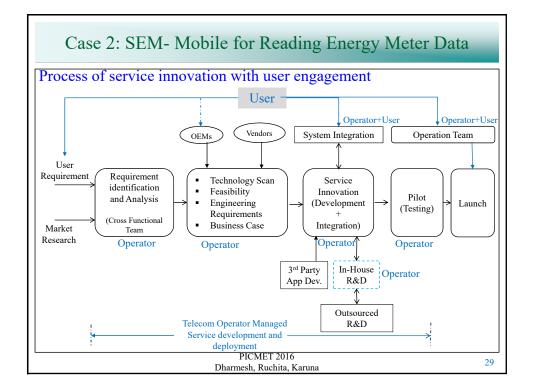


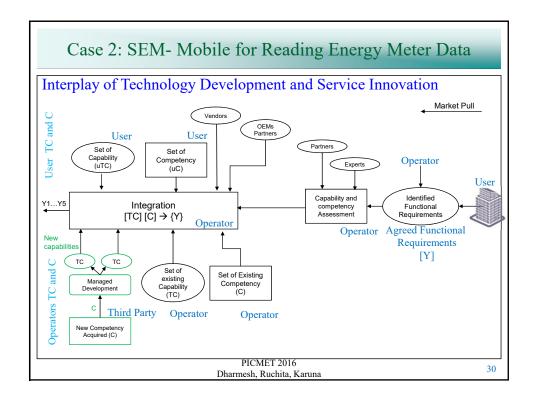


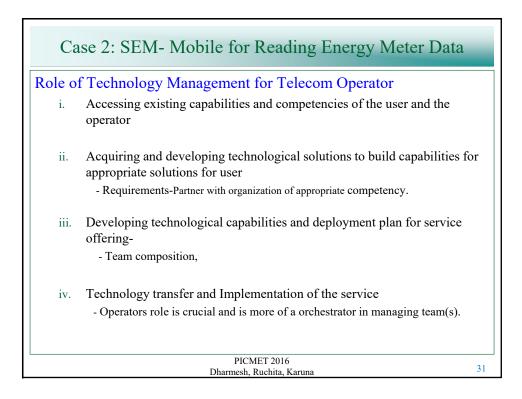






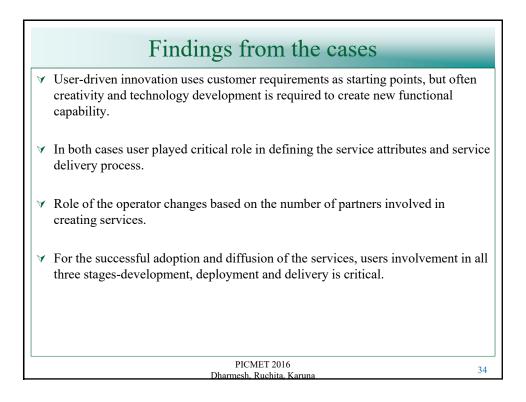






Key Attributes	Case 1: Drishti Call Center	Case 2: Smart Energy Meter
	Problem identification and narration <u>by end</u> users (visually impaired person of NGO)	New idea identified by the enterprise (utility provider) ( <u>not the end-user</u> ) and proposed to telecom operators to provide an end-to-end
Ideation : Source of Requirements	Re-articulation of problem and constrains there in, are summed up by telecom operator.	solution.
	End user is fully involved in this process.	Intermediate user (Utility provider) fully involved
	R&D team interacted with end-user, re- articulated the problem, and thus re-engineer the specification for required solution.	Development team of telecom operator interacted with utility provider for product specifications.
Technology	R&D team used their knowledge to scan- through available technologies, and then adapting one of the known technologies for appropriate use – to built an innovative	Exchange of know-how expanded the knowledge base. Engaging multiple cross functional team fo development which requires complex project management
Development for service Innovation	solution. Development is categorized as "In-house"	Development is categorized as 'collaborative', developed by managing and sharing know-how among different partners.
	development by Telecom operator. End user not involved.	Intermediate user partially involved in this process.

C	Comparison of T	wo Cases
Key Attributes	Case 1: Drishti Call Center	Case 2: Smart Energy Meter
	Deployment has been stand-alone and relatively simple with fewer integration.	Deployment has been relatively complex with many integration point, spanning across organization.
	End user partially involved (only in testing)	Deployment has elements of over-lap between the two organization and also exclusivity to each of the organization.
Service Delivery (and operation)	Delivery and operation managed by end-users.	Intermediate users are fully involved. Joint service delivery and operation. For end-users, service ownership is with utility provider.
Service Impact	New ways of utilizing existing technology for social innovation.	Enhancing the reach and boundaries of telecom services to provide innovative enterprise solutions in different industry vertical, serving customer's customers.
		Creating additional revenue stream and new business model.



	Contributions
>	This research adds to the service innovation literature through real-life mobile VAS cases from India, a developing country.
>	Understanding and validating, the dynamics of technological & service innovation, and the role of end-user & intermediate users in service innovation process through real life cases.
>	Research highlights the importance of changing role of technology management in the complex collaborative multi-partner ecosystem. Empowered cross- functional teams resulted into creative solutions. Also, such teams stretch beyond the traditional boundaries to acquire and develop innovation capabilities.
~	User involvement is important for developing mobile VAS services. It is observed that user brings unique competencies to the service design and delivery process.
~	This research provides a framework and several cases to help organizations better manage mobile VAS innovations.
	Learnings can be extended for development of future mobile VAS applications - mHeath, mEducation, mAgriculture.
	PICMET 2016 Dharmesh, Ruchita, Karuna 35

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