Diffusing Organizational Change through Service Design and Iterative Assessment

Vacek, Rachel; Sitar, Meghan; Puckett Rodgers, Emily

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Diffusing Organizational Change through Service Design and Iterative Assessment

Emily Puckett Rodgers, Head of Library Environments
Rachel Vacek, Head of Design & Discovery
Meghan Sitar, Head of Connected Scholarship
University of Michigan

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Hello!

Emily Puckett Rodgers
Head of Library Environments

Meghan Sitar
Director of Connected Scholarship

Rachel Vacek
Head of Design & Discovery

Operations
Learning & Teaching
Library IT

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@meghansitar @UMichLibrary
Introduction & Purpose
ONGOING ASSESSMENT

DEEP DIVES

PILOTS/PROTOTYPES


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Exploring Issues
Dive into issues from diverse perspectives against different time considerations

Analysis
Clarify what is important to who and why

Generating & Exploring Ideas
Create and explore alternatives from different perspectives

Synthesis
Define how to explore implications of new concepts and build knowledge

1 to 2 semesters of work
Design Methodology & Approach
Image: Examples of user story from service design team work.
Service Design Teams


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Deep Dives: Staff Innovation

Manager and Staff Engagement

● What does “innovation” mean to our organization?
● What could a culture of innovation look like at U-M library?
● How does this impact the ways in which we invest in our staff and managers?

Images: Examples of feedback and coding from staff workshops

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Pilots and Prototypes: Consultation

- Take portions of the service blueprint and test in physical settings.
  - Furniture configuration
  - Technology
  - Pedagogical context

Image: Photo of notes from initial workshop to design space prototypes.


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Pilots and Prototypes: Consultation

- Develop the triage and tracking portion of consultation
- Pilot with subject teams
- Explore new technologies

[Link to the consultation website](http://bit.ly/sdtfassess18)
Stakeholder Engagement: Library Lifecycle

- Existing library research
- Campus reports (enrollments)
- Library traffic
- Peer studies

Image: Data from existing research coded in Dedoose.

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Stakeholder Engagement: Library Lifecycle

- 30 structured interviews
- Introduced based on personal identities
- Coded against existing research

Image: Identify wheel used to begin interviews with campus users.


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# Team Experiences

<table>
<thead>
<tr>
<th>CHALLENGES</th>
<th>OPPORTUNITIES</th>
<th>TAKEAWAYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>● Time commitment and schedules</td>
<td>● Dedication to process and outcome</td>
<td>● Workload management</td>
</tr>
<tr>
<td>● Disconnect to leadership</td>
<td>● Visible application of principles and methods</td>
<td>● More visible commitment by leadership</td>
</tr>
<tr>
<td>● Trust and communication</td>
<td>● Shared team experience</td>
<td>● Diffusion up/down/across</td>
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Process Itself


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Value & Practical Implications
Enhance the Platform for Discovery through foundational changes to physical and digital space usability, access, and navigation.

Accelerate Partnerships in Scholarship by engaging with library users and working with them throughout the service experience.

Deliver as One Library with a shared service philosophy and improved library staff workspace.
Our Process and Next Steps

PROJECT PHASES

SERVICE EXPERIENCE

RESEARCH & SYNTHESIS

IDEATION & PRIORITIZATION

PROTOTYPE & PILOT

DECIDE IMPLEMENT RE-ASSESS


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Thank you!

libservicedesign@umich.edu

Check out the Library Lifecycle poster this afternoon!
Resources Referenced
Service Blueprint (brightspot strategy)

Future Service Blueprint

user actions
What does the user see or interact with?

channels
What are staff doing to respond to user actions?

front-of-house actions
What are staff doing behind the scenes to support user actions?

back-of-house actions
What tools or systems are needed to enable user actions?

tools & systems

line of visibility

Service:

TIME

Personality Trait Wheel


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Service Innovation Handbook

Lucy Kimbell, 2014, [https://serviceinnovationhandbook.org/](https://serviceinnovationhandbook.org/)