

Using Service Blueprinting as a Tool for Service Assessment

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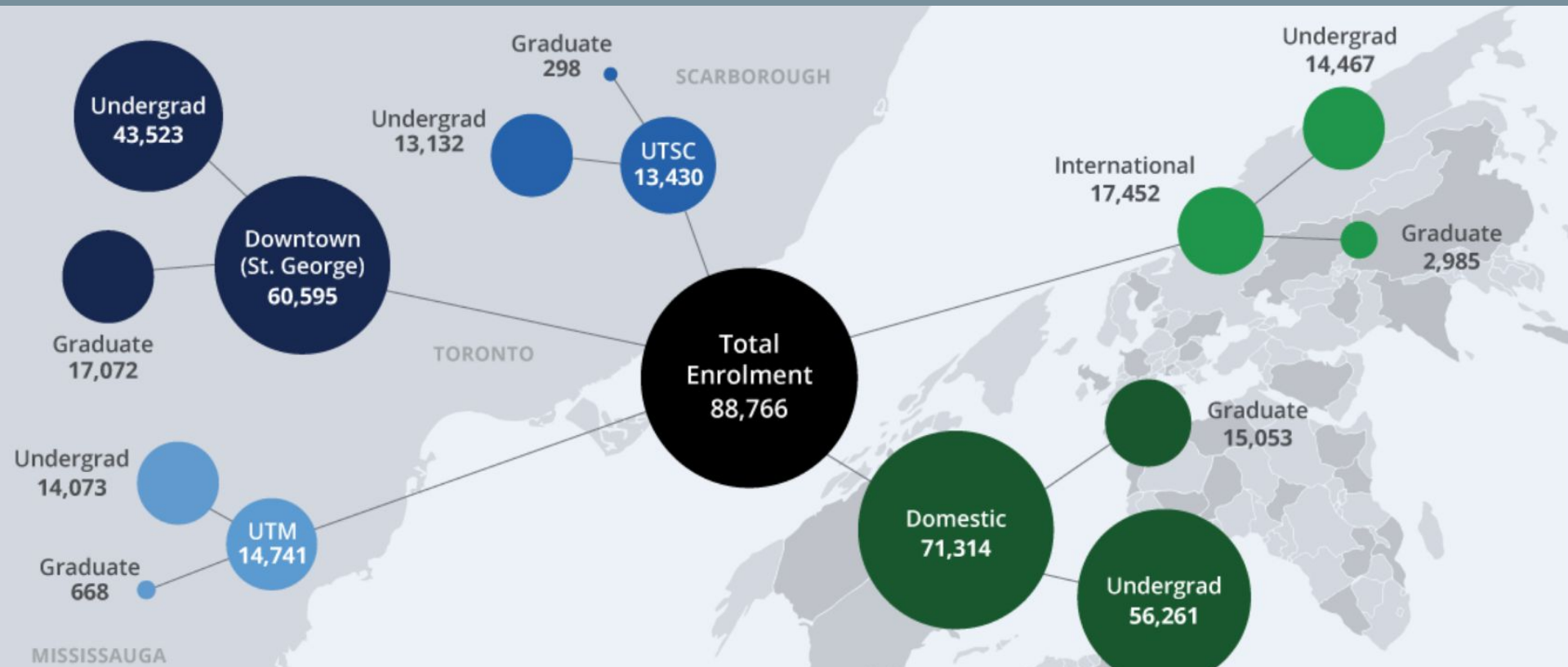
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Agenda

1. Introduction to service design & service blueprinting (20 minutes)
2. Service blueprinting in libraries (20 minutes)
3. Create your own blueprint (30 minutes)
4. Debrief (10 minutes)

University of Toronto



Why are you here today?

What do you hope to get out of this workshop?

Service Design

What is Service Design?

“Service design is a holistic, co-creative, and user-centered approach to understanding customer behavior for the creation or refining of services”

(Marquez & Downey, 2015, para. 7)

Service design examples

- Service design used across industries & sectors
- Can be used for service creation or assessment
- Defining features:
 - Holistic
 - Co-creative
 - User centred
 - Iterative

Ideal for complex service environments

Rail Europe Experience Map

Guiding Principles

People choose rail travel because it is convenient, easy, and flexible.

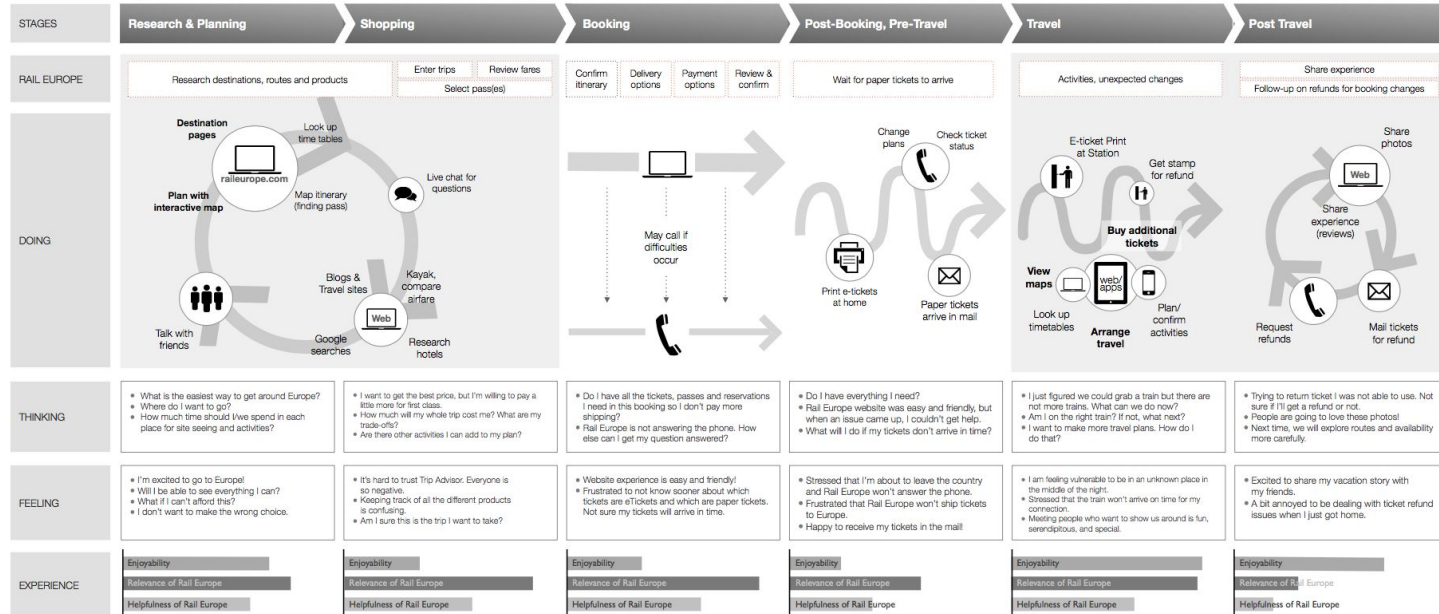
Rail booking is only one part of people's larger travel process.

People build their travel plans over time.

People value service that is respectful, effective and personable.

Experience map

Customer Journey



Opportunities

GLOBAL	PLANNING, SHOPPING, BOOKING	POST-BOOK, TRAVEL, POST-TRAVEL
<p>Communicate a clear value proposition.</p> <p>STAGES: Initial visit</p>	<p>Enable people to plan over time.</p> <p>STAGES: Planning, Shopping</p>	<p>Improve the paper ticket experience.</p> <p>STAGES: Post-Booking, Travel, Post-Travel</p>
<p>Help people get the help they need.</p> <p>STAGES: Global</p>	<p>Visualize the trip for planning and booking.</p> <p>STAGES: Planning, Shopping</p>	<p>Accommodate planning and booking in Europe too.</p> <p>STAGES: Traveling</p>
<p>Support people in creating their own solutions.</p> <p>STAGES: Global</p>	<p>Arm customers with information for making decisions.</p> <p>STAGES: Shopping, Booking</p>	<p>Proactively help people deal with change.</p> <p>STAGES: Post-Booking, Traveling</p>
<p>Make your customers into better, more savvy travelers.</p> <p>STAGES: Global</p>	<p>Connect planning, shopping and booking on the web.</p> <p>STAGES: Planning, Shopping, Booking</p>	<p>Communicate status clearly at all times.</p> <p>STAGES: Post-Booking, Post-Travel</p>
<p>Engage in social media with explicit purposes.</p> <p>STAGES: Global</p>	<p>Aggregate shipping with a reasonable timeline.</p> <p>STAGE: Booking</p>	

Information sources

Stakeholder interviews
Cognitive walkthroughs

Customer Experience Survey
Existing Rail Europe Documentation

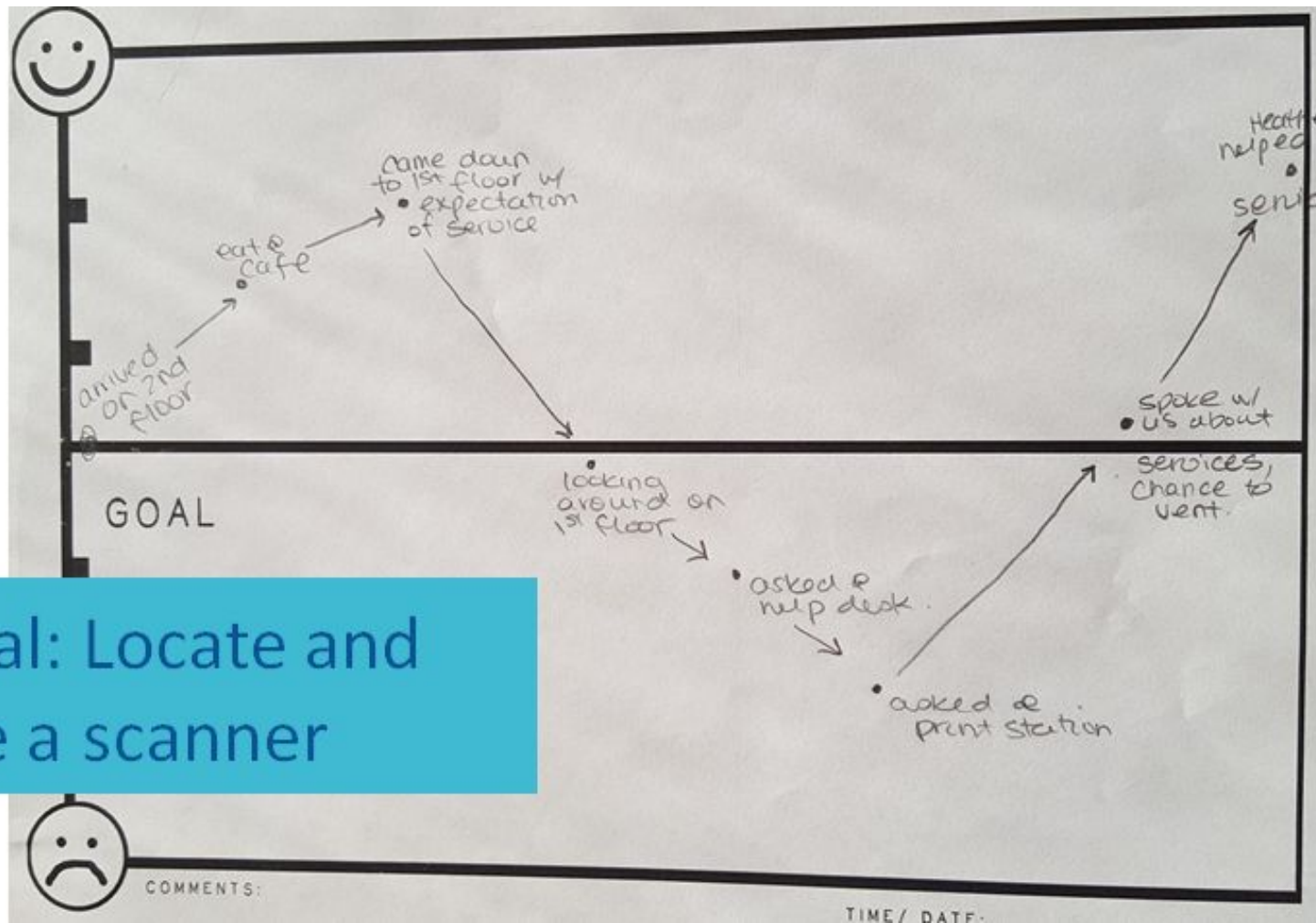


Ongoing, non-linear process

Linear process

Non-linear, but time based

User journey map



Goal: Locate and use a scanner

Reflect on your service environment

Think about a ongoing, systemic service problem in your library and list out the ways you have tried to solve it.

Why couldn't you solve this problem?

What were the road blockers (systems, people, timing, budget, etc)?

(5 minutes)

Service Blueprinting

Service blueprinting

Gain a holistic understanding of how users experience your services

- Includes all service touch points: both in-person and online
- Understand both highlights and pain points
- Cuts through departmental silos
- Visualize underlying processes, policies, and systems
- “A blueprint is not just an artifact; it is a means to drive change.”

Why use the service blueprint method?

Holistic service inquiry and assessment

- Your service is more than the end-to-end experience
- Exposes surface-to-core information about your service
- Ideal for cross-channel services with multiple touchpoints
- Opportunity for team work
- Produces artifact

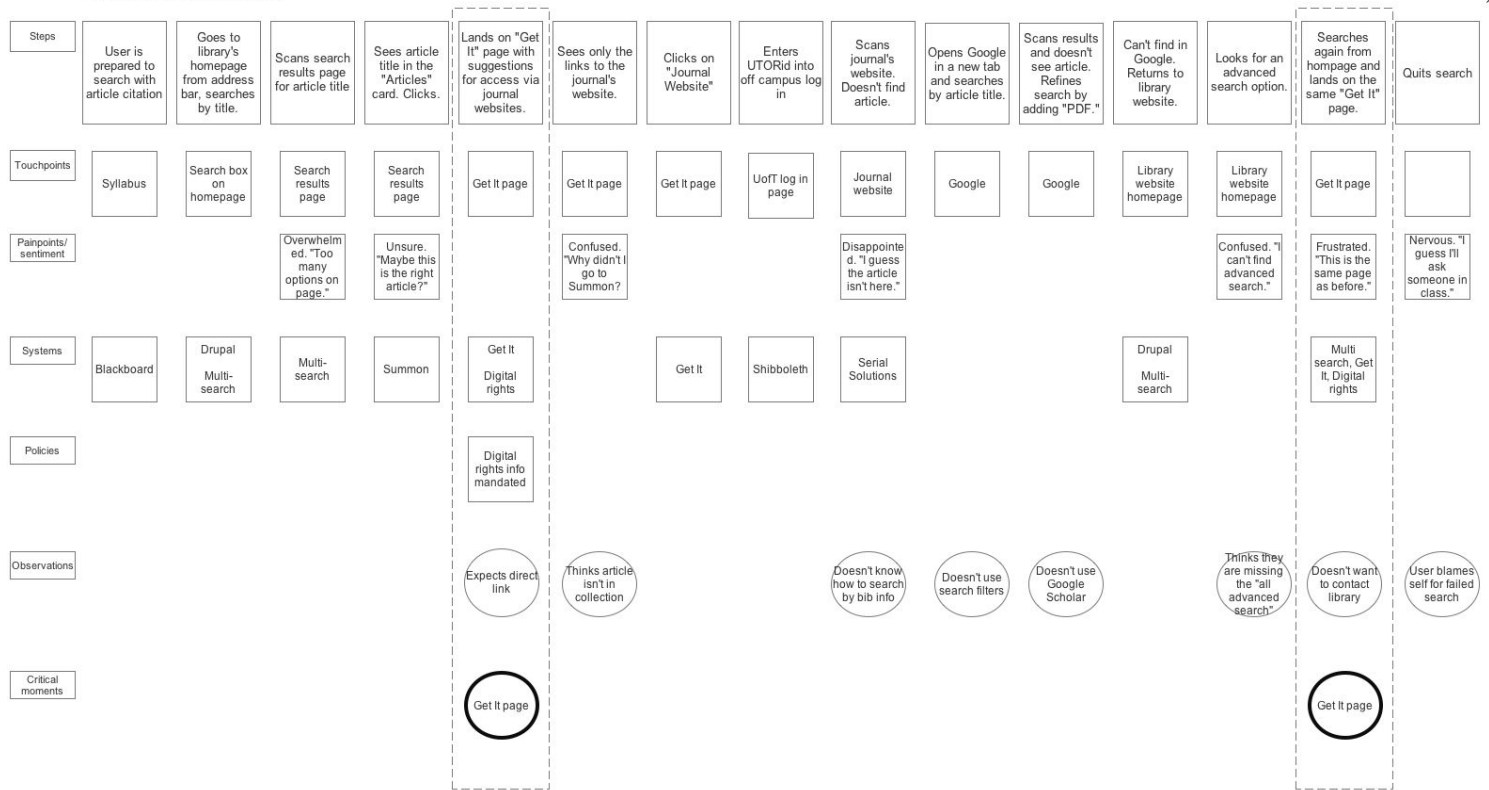
University of Toronto example

Students experiencing issues with retrieving articles online

"Sometimes finding an online article using the catalogue is frustrating. There will be a link for the article, but when I click that link the article will be unavailable." - Undergraduate student, 2016 LibQUAL

Second year iSchool graduate student, familiar with the library's website and resources, searches for a known journal article by title from off campus

Time: approx 10 minutes to complete



Opportunity: Redesign Get It Page

Key tasks of improved Get It page:

- communicate article availability
- help users access available content
- improve search completion rate

#1 - Edit content and emphasize action messaging
Add copy confirming that: the user is in the right place; the library carries the article; and the next steps required to get the article.

#2 - Consolidate contact information
Currently six links on this page to contact the library. Decide which contact points are most relevant for this part of the user's journey; include only those links.

#3 - Relocate digital rights information
Move the Permitted Uses bar further down the page. Users first require the bibliographic information to complete their search on the journal website.

Information sources

Issue review:

- ITS JIRA tickets
- Reference desk data and staff observations
- Reference email questions
- Observation - graduate students' search behaviour
- Informal interviews - ITS staff involved in Get It page design and maintenance

The service blueprinting process

1. Explore the opportunity space
2. Choose your scenario
3. Blueprint your scenario
4. Collect critical moments and ideas
5. Identify themes
6. Take action

Blueprint layers

- Step definition
- Touchpoint
- Actor
- System
- Observation/Fact
- Metric / Data
- Policy / Rule
- Follow up questions
- Critical moment
- Idea

Other things to include:

- Title
- Set the scene with an example scenario
- Cite your data
- Call out recommendations

Service Blueprinting Activity

Service blueprinting group activity

Pick a scenario from the list provided or agree on a scenario

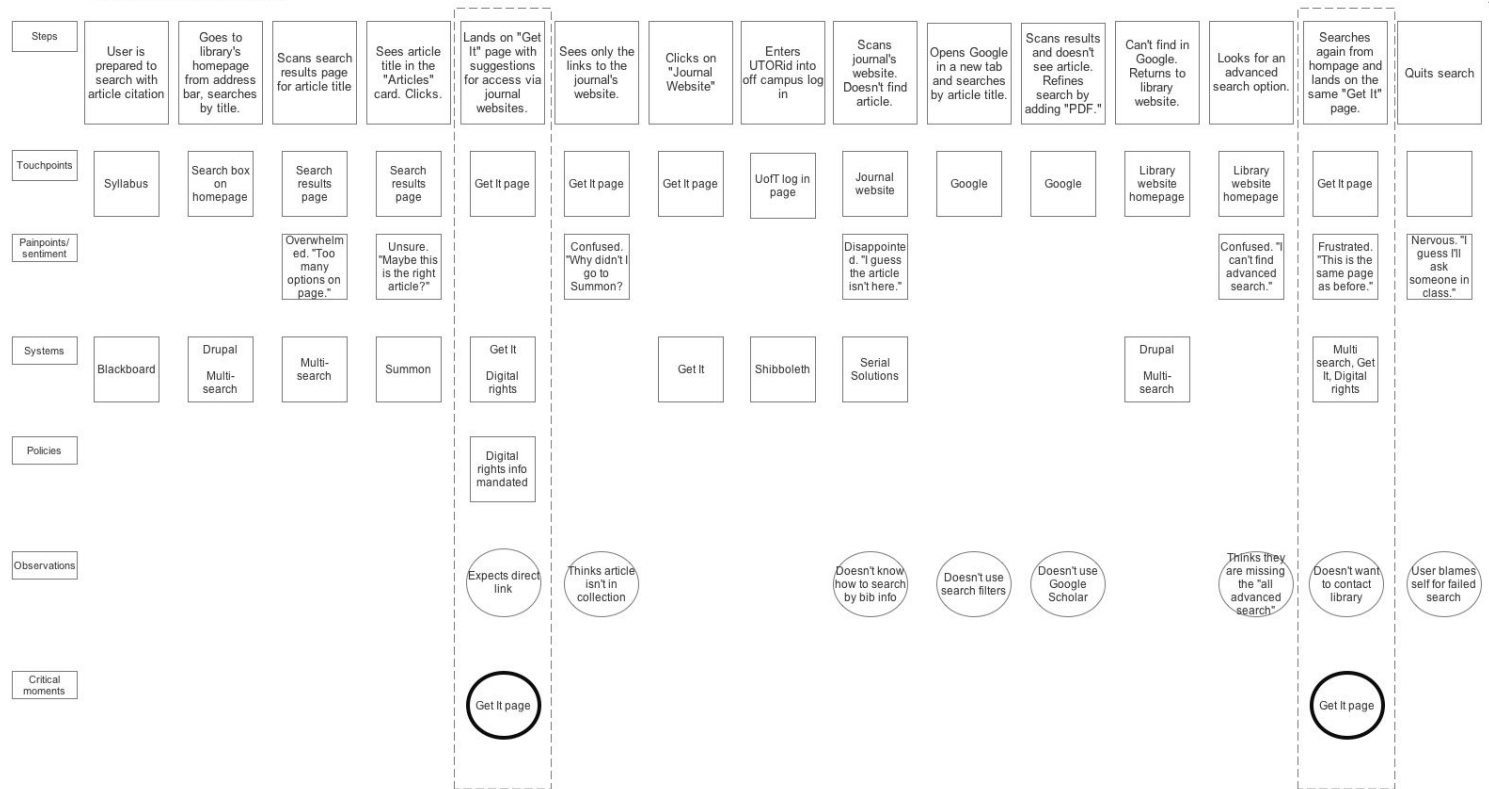
- Discuss the scenario together, thinking through the issues, actors, and other layers
- Complete an assessment service blueprint using paper and post it notes (provided)
- Create 3-5 recommendations from the blueprint

Steps to guiding your blueprinting activity

1. Create a statement that represents the scenario, from the users' perspective
2. Build out a typical user journey, end to end
3. Work through the blueprinting layers, end to end
4. Review your steps and fill in any missing pieces
5. Analyze your blueprint and identify the pain points
6. Build recommendations based on your pain points

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Reflect with your group

- What are your overall impressions of the blueprinting activity?
- What did you like about the activity?
- What were some challenges?
- Did anything surprise you (e.g. findings, multifaceted problems, amount of actors, etc)?
- Is this something that you could bring back to your organization?

Share findings

- What scenario did you pick?
- What did your blueprinting process look like?
- What recommendations came out of the blueprint?
- What was one highlight and one pain point of the activity?

Sources

- [Practical Service Design](#)
- [Practical Blueprinting Guide and Facilitator Guide](#)
- [Tools and Templates](#)
- [Introduction to Service Blueprinting Online Course](#)
- [Library Service Design: A LITA Guide to Holistic Assessment, Insight, and Improvement](#)
- [Service Design: An Introduction to a Holistic Assessment Methodology of Library Services](#)
- Practical Service Design Slack team

Contact us

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