Developing a service innovation to extend client's competitive advantage



ORGANIZATION

Carnegie Mellon
Human-Computer Interaction
Institute & Gilson Snow

COURSE

Service Design

TIMELINE

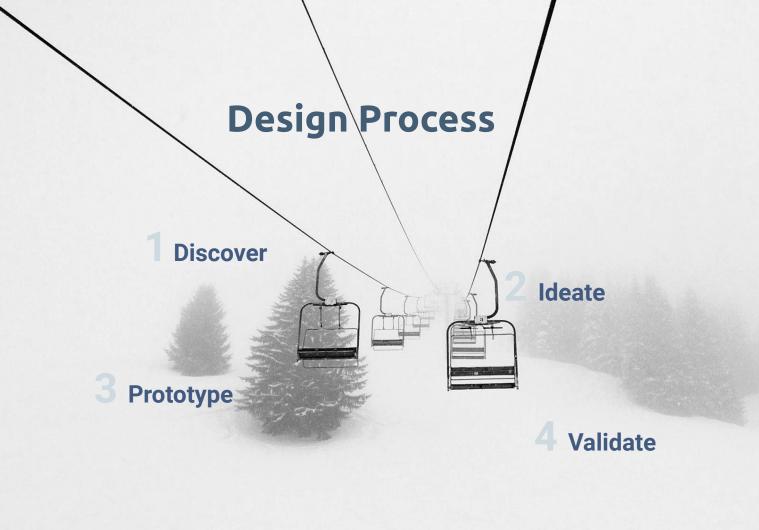
Mar-May 2020



Design Challenge

How might we augment Gilson's existing product-service system, enabling this rural Pennsylvania snowboard company to offer its customers a **superior experience**?





Discover

RESEARCH GOALS



- How riders shop for snowboards: their process, wishes, and pain points
- How riders engage with mountain culture in-season and throughout the year

METHODS



- Directed storytelling
- Think-aloud protocol

POPULATION



• 5 snowboarders, 2-22 years experience

Insights

While shopping for boards, riders cited pain points around finding the right board for their needs, sifting through information, and demystifying esoteric jargon. Riders talked about the emotional weight of the decision and what it meant to their identity, indicating that brands could add value here.



"There's a ton of information out there, but not the RIGHT information"



"I want something that's fit to me specifically."

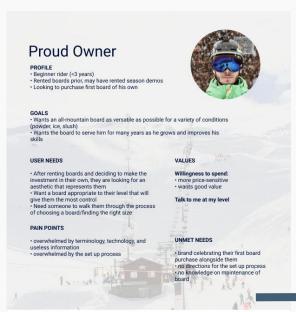


"Every brand has its own tech"

DISCOVER

Personas

Clustering research findings informed two personas: a beginner shopping for his first board, and an intermediate rider shopping for her first park board.



"There's a ton of information out there, but not the RIGHT information"

GILSON /

NEEDS & VALUES



- Make me smarter
- Talk to me at my level
- Prep & gear know-how
- How do I level up?



Ideate

With a map of Gilson's assets & the needs of my personas in hand, I developed 11 ideas across 4 dimensions of the customer experience.

SHOPPING



- Commemorate upgrades
- Onboarding quiz
- Board design contest

ON-MOUNTAIN



- On-mountain tuning
- Training new park riders
- Gilson mountain shuttles

OFF-SEASON



- Gilson media
- Customer education

COMMUNITY

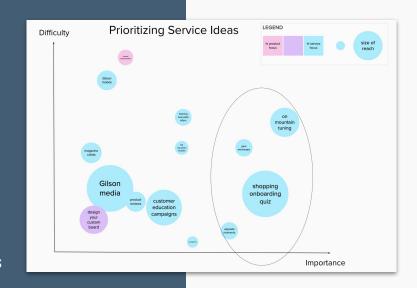


- Minigrants
- Custom helmet art
- Gear exchanges

IDEATE

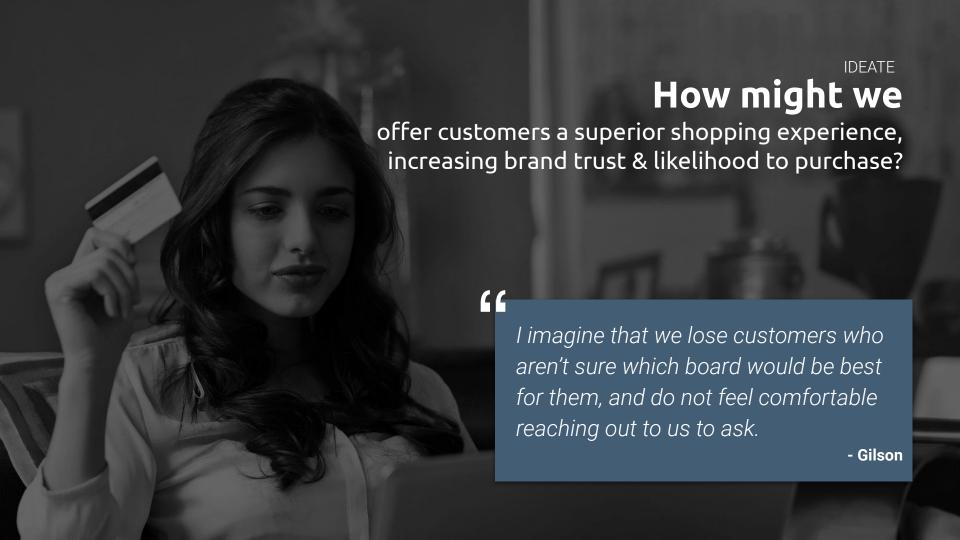
Prioritization Criteria

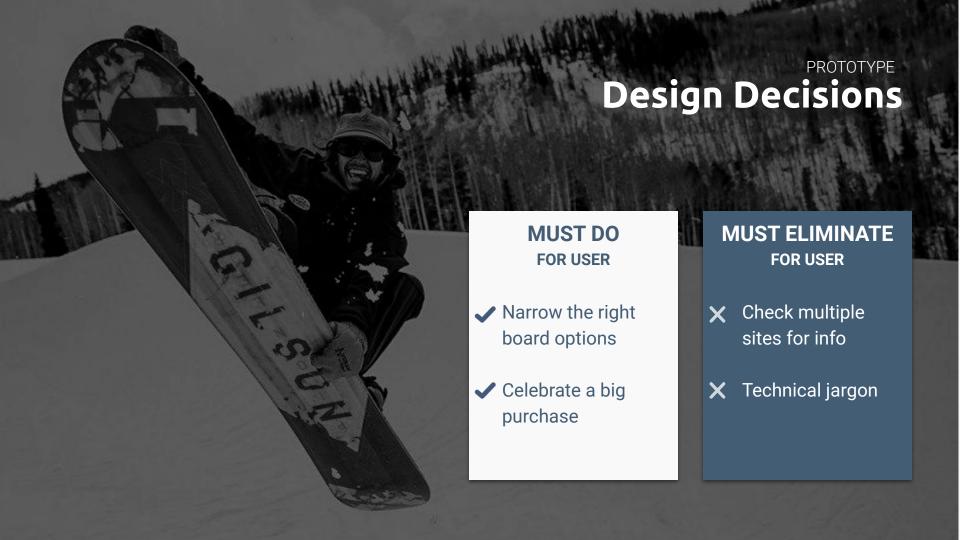
- ✓ Difficulty to implement
- ✓ Importance to Gilson
- ✓ Audience reach
- ✓ Product vs. service focus
- Scalability
- ✓ Value across stakeholders



Client Validation

- On-mountain tuning would interfere with resort offerings
- Board shipping costs make gear exchanges prohibitively expensive





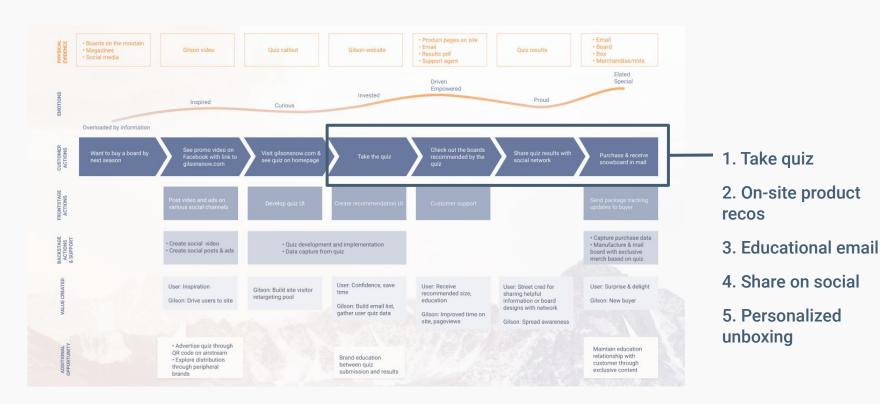
PROTOTYPE

Concept Video



PROTOTYPE

Service Blueprint



VALIDATE

Client Feedback

SMOOTH SAILING



- Quiz could be piloted
 easily and scaled based on traction and results
- Service would help them penetrate **new markets**, like new riders
- Quiz to recommend multiple boards, as there is no one "perfect board" for a rider

KEEP AN EYE OUT



- How might we gamify the quiz to make it more engaging?
- What are other benefits of data generated from quiz?

Retargeting, custom email streams for quiz takers who did not purchase

GREATEST CONCERN



 How to drive riders to the quiz, given that competitors have created similar tools

> Integrate links into viral social videos; create QR code on airstream trailer for tour

Value Creation



GILSON LL.



- + Site visits & brand exposure
- + Improved conversion rate
- + New customer base
- Understand needs of boarders who do not purchase
- + Create delight & loyalty

RIDERS



- + Curated shopping experience
- Education woven into shopping process
- + Sense of belonging through personalized outreach
- + Celebrate purchase with surprise