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#### **PURPOSE**

8

**DESIGN METHODOLOGY** 

CO-CREATION MOTIVES
CO-CREATION BEHAVIOURS
INNOVATION
STORYTELLING
CUSTOMER DELIGHT

#### **PURPOSE**

The present theoretical and empirical analysis investigates a model of drivers and consequences of travellers in online communities.

An **Interpretive** approach to analyze travel reviews.

Travel reviews represent a convenient way to mine consumer sentiments and collect data.

#### **DESIGN METHODOLOGY**











An **Interpretive** approach to analyze travel reviews. **Travel reviews** represent a convenient way to **mine consumer sentiments** and collect data.

#### **DESIGN METHODOLOGY**



1. MOTIVES

Fuller, 2010; Olsen and Maiy, 2013; Etgar, 2008



2. CONSUMER VALUE CO-CREATION BEHAVIOUR MODEL

Yi and Gong 2013



3. PHASE DYNAMICS THEORY OF TRAVEL EPIPHANY BEHAVIOUR

Woodside 2008



4. ARCHETYPE ENACTMENT

Jung, Woodside 2009



5. CUSTOMER DELIGHT

Hiltunen, 2002



### **DESIGN METHODOLOGY**



focus group on Customer delight

+

**200** case studies analysis



## INTRODUCTION: THE NEW TOURIST

creates value not only for himself/herself and the company, but also for other customers because they often share their travel experience in online social networks.

**power to customers** (Shaw et al., 2011; Wang & Fesenmaier, 2004).

1. What is **co-creation** in tourism?



2. Why travellers co-create?

3. Which **behaviours** build co-creation?

CONCEPTUAL FRAMEWORK



#### CONCEPTUAL FRAMEWORK

What do we want to propose?

**Storytelling** is a traveller value co-creation **behaviour** which results in "**customer de-light**"

What is **co-creation** in tourism?

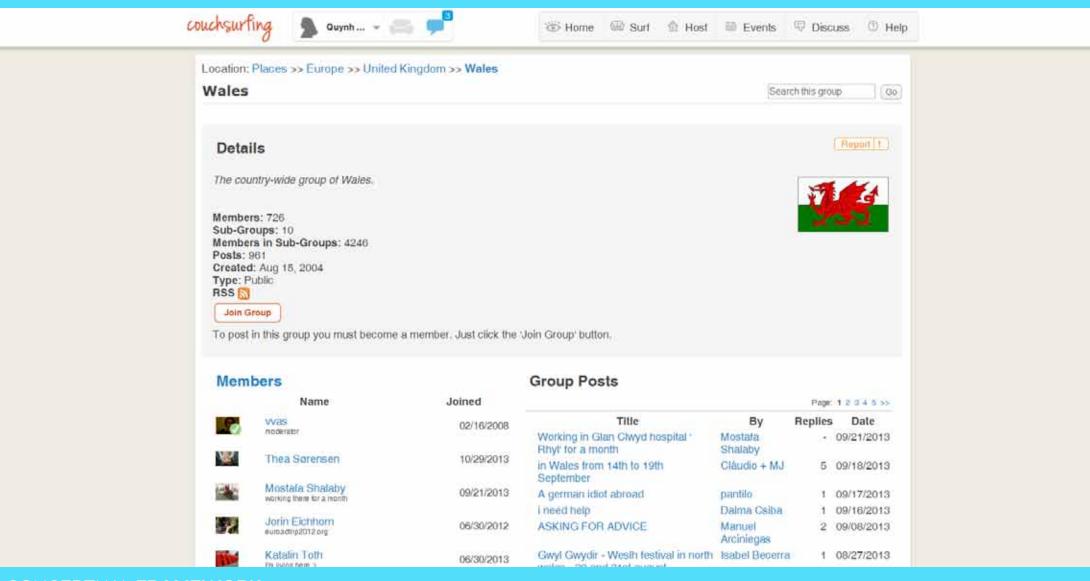


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#### WHAT IS **CO-CREATION** IN TOURISM?

Co-creation involves the creative collaboration in tourism practices by both consumers and producers.
(Richardson, 2011)

Couchsurfing
Alter-brand community (Cova and White, 2010)



Couchsurfing
Alter-brand community (Cova and White, 2010)

## couchsurfing

Leading Social Travel Since 2004

CouchSurfing helps you meet and adventure with new friends around the world



## 2 Why travellers **co-create**?

#### **Utilitarian**

No utilitarian motives were found in the analysis



#### **Community Affiliation**

"A true journey should be more than a collection of photographs. It is not just about the places you've visited but the people you met" Surfer: Lucas Herrmann Manchester, England



#### **Community Affiliation**

"A true journey should be more than a collection of photographs. It is not just about the places you've visited but the people you met" Surfer: Lucas Herrmann Manchester, England 23 sept 2013

#### **Personal Growth**

"Living with Jim, even for one day, is a great life experience. His way of living and thinking really helped me put some things in perspective"

Surfer: LannODerry Montreal, Canada

Oct 5 2013



3 Which **behaviours** in co-creation?

#### **Customer Participation**

information seeking information sharing responsible behaviour personal interaction



#### **Customer Citizenship**

feedback advocacy helping tolerance

WHICH BEHAVIOURS IN CO-CREATION?

#### **Customer Participation**

#### responsible behaviour

"The best surfers have really entered into the experience of living here: helped in the garden, met my friends, watched movies, walked the dog, joined in meal preparation and sat around chatting and sharing views, experiences and ideas"

Profile description: Antonia - Wales



#### **Customer Citizenship**

#### tolerance

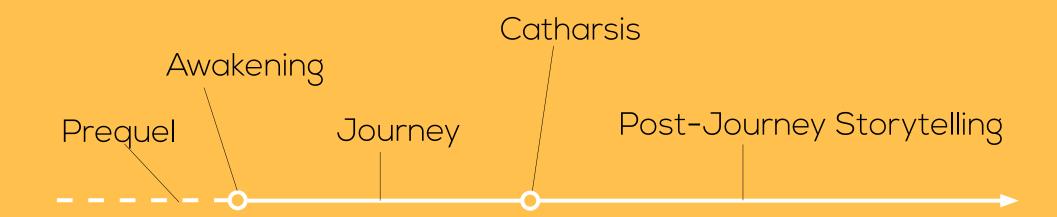
"Jim is a fascinating soul with wonderful energy. His camper van is a blast to spend time in - but you must be low maintenance (as one should be) to enjoy the easy and tight space lifestyle. We walked on the beach, foraged dinner & breakfast from the wild growing and had great conversation"

Surfer: Jonathan Merrill Oct 7, 2013 - Wales

WHICH **BEHAVIOURS** IN CO-CREATION?

4
Storytelling by a co-creative "tripteller"
The Phase Dynamics Theory of Travel Epiphany Behaviour

## 4 STORYTELLING BY A CO-CREATIVE "TRIPTELLER"



The Phase Dynamics Theory of Travel Epiphany Behaviour (Woodside 2008)





"Retrieving and telling stories results in what Aristotle refers to as "proper pleasure" that relates unconsciously to one or more archetypes". (Woodside 2008) "I love free hug days, random improv pillow fights on the street, dressing up like a clown and painting kids faces for free, getting naked in the name of art for Spencer Tunick....the list could go on forever..." Janet - Ireland



The Mother of Goodness

The Wise Old Man

The Change Master

**ARCHETYPES** ENACTMENT

The Loyalist

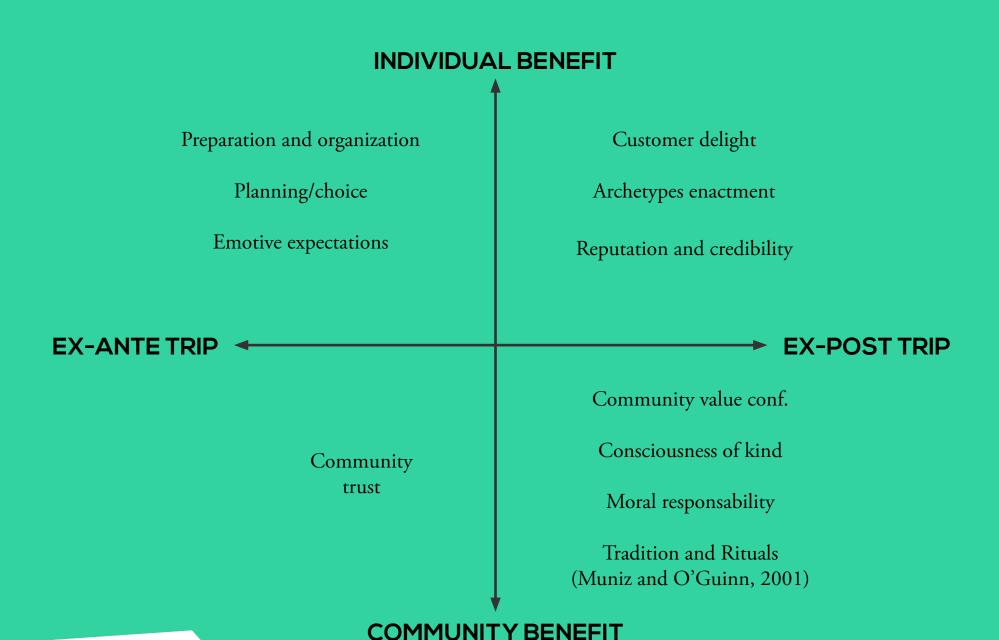
Ultimate Strengh

# FINDINGS & BISCUSSIONS

#### **PROPOSITIONS**

- The CouchSurfing community is driven by **Personal Growth and Community Affiliation Motives**, not by Utilitarian Motives.
- Storytelling is a consumer value co-creation behaviour ex ante and ex post the trip which benefits the individual and the community.
- Storytelling results in "customer delight" and helps consumers achieve deep satisfying levels of sense making.
- Customer delight is enacted by **Archetypes.**

#### STORYTELLING BEHAVIOUR EX-ANTE AND EX-POST



FINDINGS & DISCUSSIONS

# **DRIVERS, BEHAVIOURS** AND **CONSEQUENCES** in co-creation processes

#### co-creation processes

#### **DRIVERS**

Utilitarian Motives



Personal Growth Motives



Community
Affiliation
Motives



in co-creation processes

#### **DRIVERS**

## TRAVELLERS PARTICIPATION BEHAVIOUR

Utilitarian Motives



- 1. Information seeking
- 2. Information sharing
- 3. Responsible behaviour
- 4. Personal interaction

Personal Growth Motives



Motives

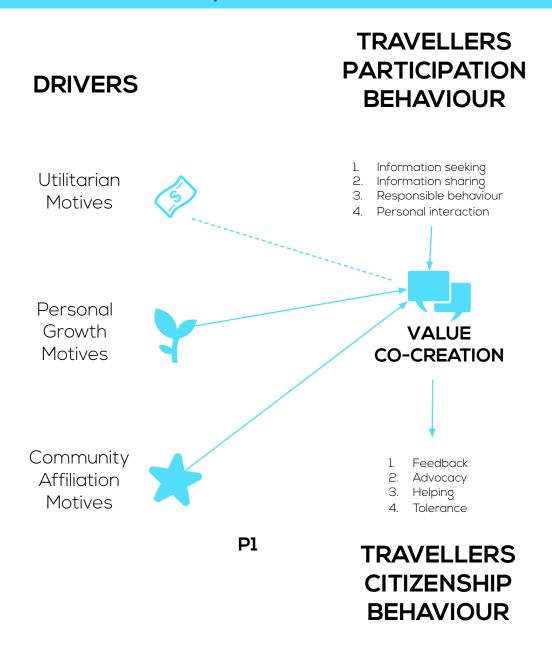
Community Affiliation Motives



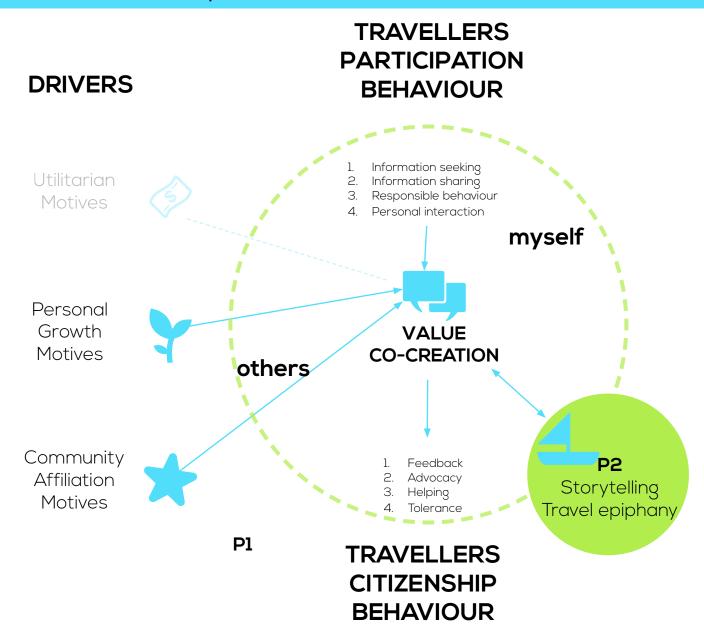
- l. Feedback
- 2. Advocacy
- 3. Helping
- 4. Tolerance

PI TRAVELLERS
CITIZENSHIP
BEHAVIOUR

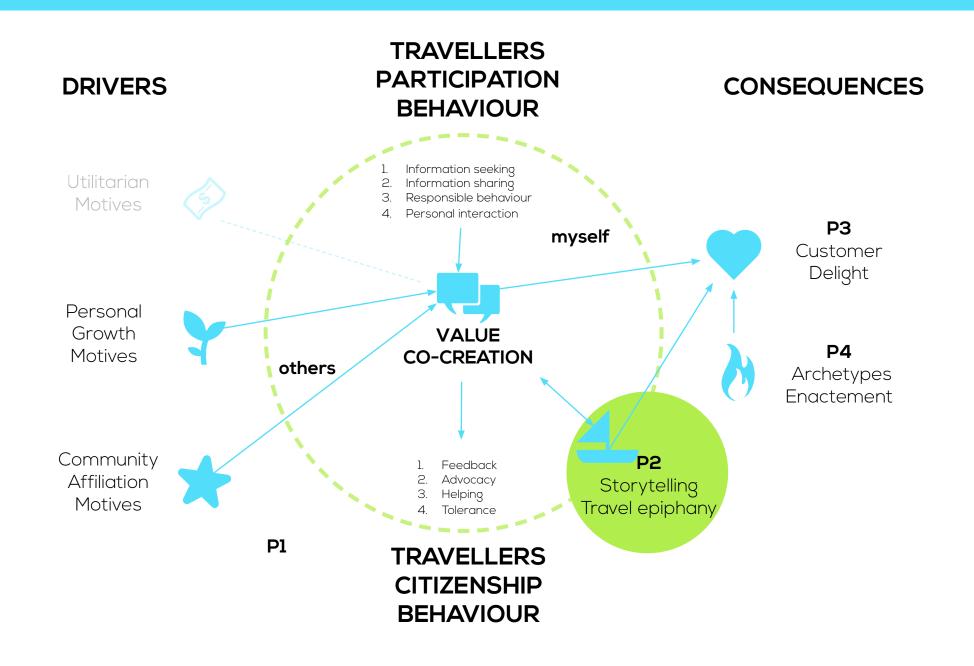
in co-creation processes



in co-creation processes



in co-creation processes





#### SHORT REFERENCES

Cova, B. and White, T. (2010). Counter--brand and alter--brand communities: the impact of Web 2.0 on tribal marketing approaches. *Journal of Marketing Management* 26(3): 256-270.

Richards, G. (2011). Creativity and Tourism, The State of the Art. *Annals of Tourism Research* 38 (4): 1225-1253.

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