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"WHAT'S THE FREQUENCY, KENNETH?"

Defining the crowd organization



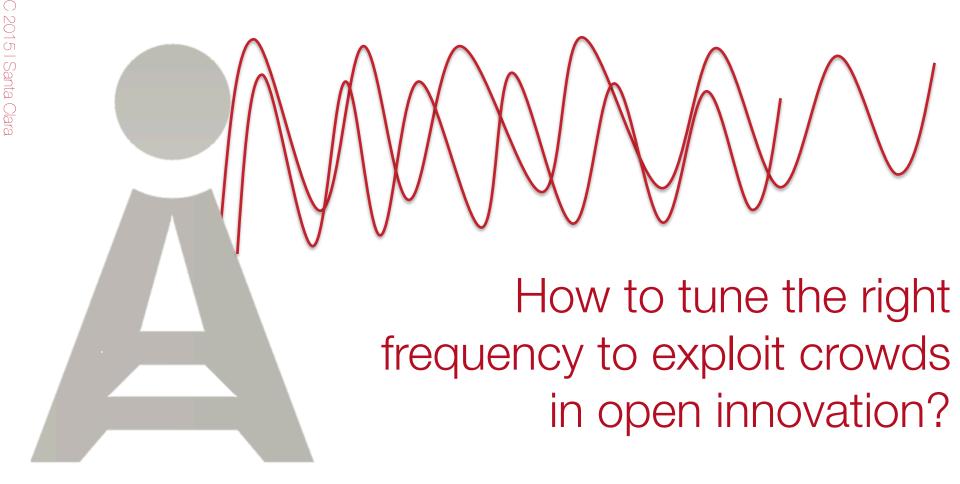
- 1. Introduction
- 2. Crowd vs Community
- 3. Crowd Organizations
- 4. Crowd Tuning



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(Enkel, Gassmann, and Chesbrough, 2009; Lane, 2010; Viscusi, Poulin, and Tucci, 2015)



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Crowd Community





Crowd Community

"seriality" recognition

equality: differentiated roles

goal orientation: value orientation

and learning: learning

slow socialization: rapid socialization and

(Adler, 2015; Adler, Kwon, and Heckscher, 2008; Afuah and Tucci, 2012; Brabham, 2008; 2013; Clark, 1973; Couch, 1970; 1968; Gulati et al., 2012; Hillery, 1955; Orton and Weick, 1990; Ren, Kraut, and Kiesler, 2007; Sartre, 1960; 2004; Tönnies, 1957; Villarroel and Tucci, 2010; Viscusi and Tucci, 2015; Weick, 1976; Wellman, 1979; West and Sims, 2015; Yoo, 2013; Young, 1994)

Reputation

Affiliation

sense of

belonging

shared norms,

values, codes

Crowd Community

Self-fulfillment

Equality among roles

Low barriers to entry

equality

"seriality" recognition

differentiated roles

goal orientation: value orientation

slow socialization: rapid socialization and and learning:

Sartre, 1960; 2004; Tönnies, 1957; Villarroel and Tucci, 2010; Viscusi and Tucci, 2015; Weick, 1976; Wellman, 1979; West and Sims, 2015; Yoo, 2013; Young, 1994)

Stratified access

(Adler, 2015; Adler, Kwon, and Heckscher, 2008; Afuah and Tucci, 2012; Brabham, 2008; 2013; Clark, 1973; Couch, 1970; 1968; Gulati et al., 2012; Hillery, 1955; Orton and Weick, 1990; Ren, Kraut, and Kiesler, 2007;

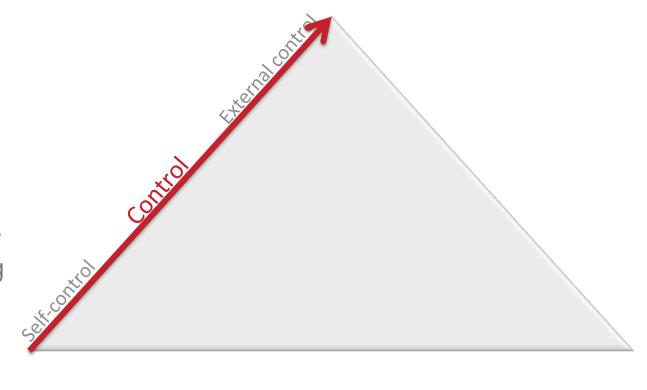
learning

Crowd organization:

an organization sustained through loosely coupled (autonomous) and mutually-aligned agents that achieve their value creation goals through generativity (capacity for spontaneous innovation) and coordination of collective behavior.

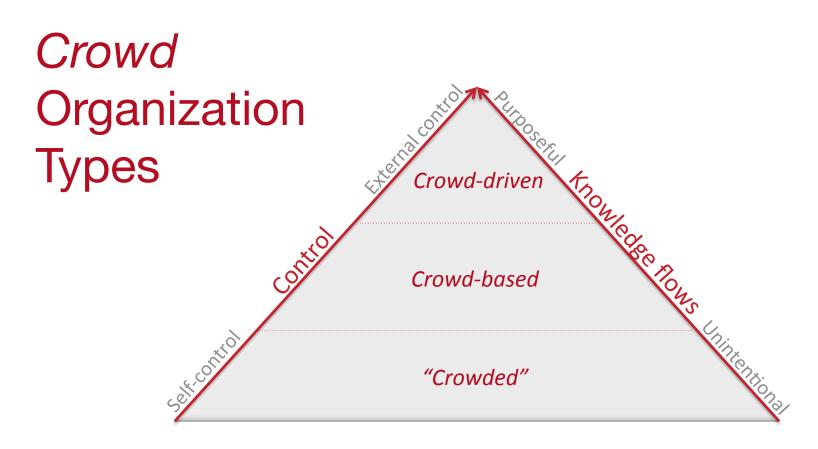
Governance of the crowd itself:

The crowd can be controlled by an external party ("external") or can be largely self-governing ("self-control")



Knowledge Flows (governance of knowledge):

It depends whether the knowledge flows are under the control of the firm ("purposeful") or whether they are beyond the firm's control ("unintentional")



CROWD TUNING



2.

3.

4.

Type

What It Is

When useful + techniques to complement

Crowd-driven

(e.g., Innocentive client)

Control of the crowd is shared between

an external agent/firm and the crowd

Crowd-based

(e.g., Wikipedia)

"Crowded"

(e.g., One Billion Minds)

perform a specific task or innovation activity

Crowds controlled by an external

agent/firm that uses the crowd to

Coordination and governance of crowd are performed by the crowd itself, through mutual interactions

- Useful for exploitation of well-understood problems or improvements to known products, services, or issues
- Useful for innovative solutions to highly defined tasks
 To complement the exploitation orientation, invest in analytics and data scientists
- Firms that have an open-ended problem—not very well defined—and that would like to explore the creative potential of the crowd without losing control over it
- The crowd itself helps not only with potential solutions, but also helps to define the problem/direction itself
- Useful for exploration of little-understood problems
 Searching for new consumer trends, emerging disruptive
- changes, and highly creative new products and/or services
 To complement the exploration orientation, invest in crowd infrastructure such as peer voting and gamification



What happens when the crowd is at the very heart of the organization (crowded organizations)?

Do crowded organizations lead to nonsensical and uncoordinated ideas?

How should crowds be organized to be well tuned with corporate open innovation goals?



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Corporate Strategy & Innovation





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