

**Impact of Customer Interactions on the
Nature of Customer Relationships with
Firms Using Virtual Customer
Environments (VCEs) of the Tourist Hotels
in Sri Lanka**

By

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**A thesis submitted to the University of Sri Jayewardenepura in
partial fulfillment of the requirements for the Degree of Master of
Science in Management.**

Declaration by the Candidate

The work described in this thesis was carried out by me under the supervision of Prof. (Dr.) B. N. F. Warnakulasooriya and a report on this has not been submitted in whole or in part to any university or any other institution for another Degree/Diploma.

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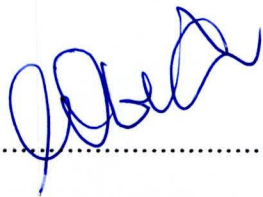
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ABSTRACT

Title of the research: impact of customer interactions on the nature of customer relationships with firms using VCEs of the tourist hotels in Sri Lanka by W I A W Weerasinghe.

Internet has created a tremendous impact on customer-producer communication, which is a strategic variable for the success of business. Consequently, organizations have established Virtual Customer Environments (VCEs) such as interactive websites with online discussion forums, corporate pages in social networks, corporate blogs et cetera, which enable customers and producers to interact with each other.

Such VCEs can be in different forms depending on the customer's role, played as product conceptualist, product designer, product tester, product supporter and product marketer. Interactions by customers concerning VCEs always return them as an online experience and relationship marketing is an outcome of online customer experience. The initial model was developed using this theory and the study attempts to examine the impact of customer interactions on the nature of customer relationships with firms using product support oriented VCEs of the tourist hotels in Sri Lanka.

In order to collect data, the survey method was used. In the survey, a sample of 52 comprising tourist hotels from five star to two star was used by following the purposive sampling technique. In analyzing survey data, one sample t-test and hierarchical mediating regression model as per Baron and Kenny (1986) were used.

According to the survey results it was found that 1. the degree of customer interactions in product support oriented VCEs of the tourist hotels in Sri Lanka is high, 2. the degree of customer experience in product support oriented VCEs of the tourist hotels in Sri Lanka is high, and 3. the degree of customer relationships with hotels using product support oriented VCEs of the tourist hotels in Sri Lanka is high. Also, it was revealed that 1. the customer interactions is associated with customers-hoteliere relationships using product support oriented VCEs of the tourist hotels in Sri Lanka, and 2. the customer experience mediates the association between customer interactions and customers-hoteliere relationships using product support oriented VCEs of the tourist hotels in Sri Lanka.

Key Words: Virtual Customer Environments (VCEs), Product Support Oriented VCEs, Online Customer Interactions, Online Customer Experience and Customer-Producer Relationships.

Chapter 01

Introduction

1.1 Background of the Research

With the introduction of World Wide Web (WWW), the effectiveness of communication among people has been improved than ever before. According to the Internet World Stats (IWS, 2015), the usage of Internet by business entities and individuals is growing at an increasing rate in Asia, that is 48.2 per cent from the total population of Asia. As a consequence, the utilization of the Internet by business organizations and individuals as a communication channel has now become ordinary fact in developing countries in Asia.

From a business point of view, now Internet has become the most common way of interacting with customers and business organizations as their operational functions are effective in terms of cost, coverage and control. Broadly speaking, the Internet enables virtual knowledge transfer from customer to producer, providing simplified interaction modes on a large scale (Chu & Chan, 2009). For example, many well-known global companies from different industries such as Microsoft, Cisco, Nokia, Volvo and Nike have established such Internet based communication tools that range from simple online discussion forums to more sophisticated prototyping centers.

According to Goldsmith (2006) and cited by Cheung et al. (2008), the Internet based virtual communication settings are known as Virtual Customer Environments (VCEs) that enable both the producers and the customers to engage. According to Kannan et al.

(2000) and cited by Porter et al. (2013), the possession of VCEs can be third-party managed or firm sponsored or customer initiated VCEs. In general, there are five different functions that can be performed by customers, when they interact with producers using any type of VCE stated above. They are product conceptualist, product designer, product tester, product support specialist, and product marketer (Nambisan and Nambisan 2008). Therefore, VCEs can be designed to support any of these customer roles. An intensive interaction between customers and producers is a key success factor of VCEs. Similarly, Nambisan stated (2002) that one of the key design considerations of successful VCEs is Customer Interactions, which means how customers convey and receive information from other participants (both the producer and other peer customers) in the VCE. This has caused a tremendous commercial impact on an effective communication process between business organizations and customers, which has become a strategic variable for business developments. Hence, a radical transformation of Customer-producer Relationship has established through VCEs by shaping customer perceptions about the company/product, where there can be a greater effect on customer views toward the company/product using VCEs (Nambisan and Nambisan 2008).

As per available literature, the impact of customer interactions on the nature of customer-producer relationships using VCEs is an emerging as well as deficient subject area, where the world's researchers have not yet paid adequate attention. For example, Nambisan and Baron (2009) have recommended this field as an additional avenue for future research opportunity for those who are interested in. This imperativeness comes

due to the lack of knowledge in this field and the novelty of the subject. Hence, it is considered as one of the fertile grounds for the current research.

In practice, it is obvious that establishing a better customer experience through more interactive features, speed, easy navigation in virtual environments et cetera is significant for online customers to interact more in VCEs and to build strong customer-producer relationships. Many different theoretical backgrounds could potentially offer clues concerning this association and may be especially helpful in this research. Briefly, according to Hoffman and Novak (1996) and cited by Novak et al. (2000), customer experience in virtual environments has been defined and measured using the flow construct that describes a cognitive state occurring during virtual navigation characterized by a seamless sequence of responses facilitated by machine interactivity, intrinsically enjoyable, accompanied by a loss of self-consciousness, and self-reinforcing. And, the available literature stresses that a greater degree of customer interactions in VCEs optimizes virtual customer experience (Novak et al. 2000; Nambisan 2002). Following, Nambisan and Nambisan (2008), the nature of customer experience in VCEs is varied depending on the customer role played (product conceptualist, product designer, product tester, product support specialist, and product marketer) and the nature of customer interactions in the VCE. Moreover, they emphasize that the virtual customer interaction-based experience relates to relationships customers have with the producer. The next chapter provides a detailed review of relevant literature on this field.