

# Employee Creativity in Coworking Spaces: Towards a Conceptual Framework

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## Abstract

Creative performance of knowledge workers outside the traditional office setting has become highly relevant during the COVID-19 pandemic. The pre-pandemic trend of corporate coworking: companies using coworking spaces as an alternative workplace solution, is predicted to grow further. This study aims to fill a research gap by identifying how corporate coworking may foster employee creativity, crucial to company's innovation and competitiveness. A systematic review of the coworking literature is conducted to critically evaluate employee creativity in coworking spaces. Structural, relational, and cognitive social capital along with an individual and contextual view of creativity are utilised as the theoretical foundation for analysis and synthesis. A conceptual framework is proposed for empirical examination of creative performance in a corporate coworking context. The findings suggest thirteen factors influencing creativity in corporate coworking settings. The most prominent factors identified are social interaction and knowledge sharing. Moreover, we argue that corporate coworking corresponds with key dimensions of the Workplace Innovation concept. The literature review indicates a common assumption that creativity and innovation are consistently outcomes of coworking. Nonetheless, our study highlights that fostering employee creativity in shared office environments involves a complex social process, worth closer scholarly attention. Theoretical and practical implications are discussed, and future research avenues are proposed.

**Keywords:** Alternative workplace solutions; Corporate coworking; Coworking spaces; Employee creativity; Knowledge sharing; Social capital theory; Workplace Innovation

## Introduction

The COVID-19 pandemic has brought about ground-breaking changes in the world of work. A paradigm shift, in how, when and where knowledge work is being performed, seems to be taking place (Baert et al., 2020). Alternative workplace solutions have evolved since long before the pandemic, including the practice of employees working outside employers' spatial premises, enabled by information and communication technologies (Kojo & Nenonen, 2014; Morgan, 2004). Key drivers are globalisation, emergence of the sharing economy, and a growing need of flexibility and autonomy (Bouncken & Reuschl, 2016; Ross & Ressia, 2015; Spurk & Straub, 2020). Responding to these streams, the shared office concept of coworking spaces (CWS) has increased its popularity among entrepreneurs, freelancers, and corporates (Tremblay & Scailherez, 2020).

Simultaneously, the Workplace Innovation movement has emerged in Europe as a policy and instrumental approach (Oeij & Dhondt, 2017; Pot et al., 2016; Totterdill, 2018). The concept of Workplace Innovation (WPI) emphasises work environment factors which can enhance creativity and quality of working life, and subsequently improve organisational performance and innovation (Kibowski et al., 2019). WPI aims to reconcile the rational organisation of work driven by new technologies with the creative and serendipitous social interactions that can stimulate innovation (Totterdill, 2018). The promotion of a working culture characterised by openness and sharing of ideas (Totterdill & Exton, 2014) corresponds with the core values of the coworking movement (Capdevila, 2013).

Research on CWS is still at an early and conceptual stage (Bouncken et al., 2017) and several issues have been largely ignored (Leclercq-Vandelannoitte & Isaac, 2016). One concern is that a major part of the literature uncritically presumes that coworking improves creativity and innovation (Botsman & Rogers, 2011). Nonetheless, creative and innovative outcomes of coworking practices are insufficiently explored (Schmidt & Brinks, 2017). Moreover, the idea of CWS as communities exclusively for independents "working alone, together" (Spinuzzi, 2012) still dominates the scholarly discussion. Josef and Back (2018) argue that new user groups should lead to a more profound debate. Mature companies have recently taken interest in coworking (Fuzi et al., 2018; Orel & Almeida, 2019). In this study, corporate coworking is understood as employees working remotely from a CWS, and whose activity is done on behalf of a company based outside the CWS (Leclercq-Vandelannoitte & Isaac, 2016; Parrino, 2015). To explore the novel phenomenon of corporate coworking, the current study takes on a contextual perspective by evaluating coworking as an alternative workplace solution for stimulating creativity in organisations.

The relation between corporate coworking and employee creativity (EC) is barely studied. However, research on individual creativity in alternative work practices is important due to the digital transformation and new workplace demands in the COVID-19 era. Creativity scholars acknowledge the importance of both individual, contextual, and social factors for creativity (Amabile et al., 1996; Dul & Ceylan, 2011; Woodman et al., 1993). Moreover, WPI encourages an organisation of work that enhances the development of "soft skills" including

flexibility, collaboration, creative thinking and problem solving to meet the challenges of the 21st century (Pot et al., 2020). Corporate coworking may potentially be a way to meet these challenges.

Considering the research gap on EC in a corporate coworking context, the research question of the present study is how coworking spaces can foster employee creativity. To build a knowledge base for exploring the research question, a systematic literature review (SLR) focusing on EC in CWS is conducted. Very few thorough SLRs of the CWS literature have been conducted to date. Ivaldi (2017) includes a comprehensive review in her PhD thesis, while the coworking literature review by Gandini (2015) is related to the knowledge labour market. To our knowledge, Josef and Back (2018) present the only review specifically focusing on coworking from companies' perspective. Furthermore, literature on EC in CWS is still in its infancy and yet not systematically reviewed (Rese et al., 2020).

The rest of this paper is structured as followed: In Section 2, the research context is more thoroughly explained. Section 3 is dedicated to the theoretical background. The method and procedures are presented in Section 4. Section 5 presents the study findings, the proposed conceptual framework, and the research model. Finally, conclusions, implications, limitations, and future research directions are addressed in Section 6.

## The research context

### Coworking spaces (CWS)

The coworking movement arose in San Francisco in 2005, promoting shared office space for independent knowledge workers, mainly to avoid social isolation (Brown, 2017; Lumley, 2014). Coworking is initially based on the core values of openness, accessibility, sustainability, community, and collaboration (Kwiatkowski & Buczynski, 2011). CWS can be understood as a "third place" in between traditional office and home office (Oldenburg, 1989). Bouncken and Reuschl (2016, p. 322) describe CWS as office and social spaces that ease the direct personal interaction among users for social, learning, cultural and business-related interests. CWS are often distinguished by a sense of community (Garrett, 2017) where members are open to share knowledge and ideas (Rus & Orel, 2015). Typically, the sharing culture is facilitated by a community manager who connects people and promotes a vibrant and creative work environment (Cabral & Winden, 2016). CWS have seen a remarkable growth (Merkel, 2015). In 2019 there were 2,2 million coworkers spread in more than 22,400 CWS around the globe (Foertsch, 2019). Despite social distancing rules during the pandemic, CWS are expected to grow further (Appel-Meulenbroek et al., 2020).

## Corporate coworking

Companies are constantly looking for new ways to learn from startups and potential clients (Fuzi et al., 2018) and to support creativity to drive innovation (Dul & Ceylan, 2011). Partnering up with CWS is one way to inject creativity and innovation into old work routines, habits and processes (Bouncken & Aslam, 2019). Consequently, an increasing number of corporations have started to integrate coworking into their business strategy (Fuzi et al., 2018). Big companies such as Google, Facebook and Bosch have established internal spaces (Bouncken et al., 2017). Other firms locate employees in external CWS with the expectation of innovation outcomes (Raffaele & Connell, 2016).

Despite the temporary social distancing measures in response to the COVID-19 pandemic, the corporate coworking trend is suggested to continue (Heinzel et al., 2021). Due to the profound changes in the world of work, many companies will require flexible and cost effective office solutions (Gusain, 2020). Moreover, organisations need to focus more on employee flexibility and wellbeing, alongside with breaking down silos and building competence through creative collaboration (Totterdill, 2015). In the post-pandemic era corporate coworking can be perceived as a remote work model solving the isolation issues associated with working from home (Görmar et al., 2020). In that way employees working remotely from a CWS may increase job satisfaction and subsequently stimulate creativity and innovation (Appel-Meulenbroek et al., 2020; Marchegiani & Arcese, 2018).

## Theoretical background

### Social capital theory (SCT)

In an organisational context, social capital (SC) can be understood as the resources employees obtain through their social networks (Coleman, 1988; Lin, 2002). Social capital theory (SCT) suggests that social relationships among colleagues and those with external actors embody vital resources such as knowledge and ideas (Chen & Kaufmann, 2008). According to Nahapiet and Ghoshal (1998) the fundamental proposition of SCT is that social network ties provide access to these resources. Weak ties between persons can be useful for information retrieval (Granovetter, 1983), while strong ties are more accessible and may involve willingness to help colleagues and peers (Krackhardt et al., 2003). Although network relations may have both positive and negative effects on creativity (Soda & Bizzi, 2012), it is commonly assumed that ideas flow between individuals through weak ties rather than strong ties in social networks (Granovetter, 1973; Perry-Smith & Shalley, 2003).

The main justifications behind utilising SCT as a theoretical lens in the present paper are as follows: (a) Two major creativity models suggest that creativity is partly a social process (Amabile, 1988; Woodman et al., 1993). Hence, SCT has become a frequently used framework to better understand EC, and seminal literature proposes SC as a critical facilitator of creativity

in workplaces (Chen et al., 2008; Jain & Jain, 2017; Liu, 2013; Soda et al., 2019); (b) Several CWS scholars have drawn on SCT in their research (Bilandzic & Foth, 2013; Bouncken & Reuschl, 2016; Cabral & Winden, 2016). CWS can be examined as social networks with a sense of community (Parrino, 2015). Rese et al. (2020) incorporate “community commitment” referring to members’ attitudes regarding the CWS community, comprising SCT concepts including affective commitment, togetherness, and belonging (Chiu et al., 2006).

In the present study, SC is conceptualised following the framework by Nahapiet and Ghoshal (1998). The scholars identified three distinct dimensions of SC, namely structural (e.g., social interaction), relational (e.g., trust), and cognitive (e.g., shared values). These dimensions promote interactions and community building in CWS (Cabral & Winden, 2016) and encourage members to act collectively and share knowledge and ideas (Lee, 2018).

### Employee creativity (EC)

In line with the research question, employee creativity (EC) is the main output which this study aims to investigate. Following Gong et al. (2009), EC relates to overall job performance, with obvious implications for the innovative performance of an organisation. When employees perform creatively, they “suggest useful products, ideas, or procedures that provide an organisation important raw material for subsequent development and possible implementation” (Oldham & Cummings, 1996, p. 607). In the present paper, “employee” refers to a person fulltime employed in a large or medium sized corporation. It does not include contractors or hired consultants.

Influential creativity theories (Amabile, 1996; Woodman et al., 1993), as well as several empirical studies (e.g. Dul & Ceylan, 2011; Perry-Smith, 2006), support that EC is affected by both individual and contextual factors. Individual factors include personality dimensions (e.g. Kaufman et al., 2013), cognitive characteristics (e.g. Woodman et al., 1993), knowledge (e.g. Ford, 1996), autonomy (West & Farr, 1990) and intrinsic motivation (e.g. Amabile et al., 1996). Contextual factors refer to work environment dimensions that potentially influence creativity (Shalley et al., 2004). Amabile et al. (1996, p. 249) advocate that “physical environments that are engineered to be cognitively and perceptually stimulating can enhance creativity”. Shalley and Gilson (2004) suggest that future research should address the effect of design and the physical layout of the workspace on EC. Some scholars also integrate technological infrastructure and digital platforms (Cai et al., 2020; Lee, 2018) as contextual factors influencing creativity. Golden and Raghuram (2010) found that extensive use of digital tools will provide more information crucial for EC.

Several CWS scholars have adopted a combined individual and contextual view of creativity. The autonomy of coworkers is suggested to increase motivation and EC, while the CWS context provides infrastructure, spatiality and atmosphere which is assumed to stimulate KS (Appel-Meulenbroek et al., 2020; Bouncken et al., 2017; Merkel, 2015). Following this

research stream, both individual and contextual factors are included in the present study.

## Method

To build a solid knowledge base for exploring the research question and developing a conceptual framework, a SLR focusing on EC in CWS is conducted. Denyer and Tranfield (2009) suggest that a SLR is a process of using a comprehensive pre-planned strategy to locate existing literature, evaluate the contribution, analyse, and synthesise the findings and report the evidence to allow conclusions to be reached about what is known and what is not known. Following this, the purpose of the SLR in this paper is to identify, select, examine, and analyse relevant research on EC in CWS.

### Searching

Digital databases were used for the search process, which was conducted during December 2020. Scopus was selected as the first database, as it is claimed to contain the largest citation and abstract source of multidisciplinary literature which is continually expanded and updated (Aghaei Chadegani et al., 2013). Later in the process, Web of Science, Ebsco and Google Scholar were used to identify new unduplicated articles.

First, corporate coworking studies were identified. Various search terms were used for the distinct shared office concept ("coworking", "co-working", "coworking space", "co-working space", "collaborative space", "shared space", "shared workspace", "flexible workspace" and "shared office"). "Coworker" and "co-worker" were not included because they are commonly used as a synonym for a colleague. Additionally, corporate coworking was searched for using different terms ("corporate", "employee", "enterprise", "company", "firm"). Second, the creativity dimension was searched for within the identified corporate coworking studies. Terms used were "creativity", "creative", "innovation" and "innovative". The rationale behind the inclusion of "innovation" is that creativity and innovation are quite often used interchangeably (Sarri Katerina et al., 2010).

The time frame was 2005 – 2020 since contemporary coworking originated in 2005 (Gandini, 2015). Later in the search process, studies from 2016 onwards became the main focus, since internal and external corporate coworking was developed extensively in this period (Bouncken et al., 2017). Language was limited to English, but the geographical area was not bounded, as CWS is a global phenomenon (Orel & Almeida, 2019). No scientific discipline was specified because of the multidisciplinary nature of coworking research (Waters-Lynch et al., 2016). The search concentrated on peer reviewed articles published in scientific journals. However, book chapters, conference proceedings and thesis were included to shed further light on the novel phenomenon.

Number of hits related to EC in CWS was 121. The screening process of examining titles, keywords and abstracts was conducted utilising the following inclusion and exclusion criteria: (a) 1. CWS with community aspect, with ordinary shared offices; (b) Open independent CWS with a diversity of users, not with “closed” spaces exclusively for company employees; (c) Creativity as generation and sharing of ideas, not innovation as implementation of ideas; (d) EC on the individual level, not the organisational level. Studies focusing entirely on creative industries, creative cities and the creative class are excluded, as they do not represent the individual creative performance across sectors and disciplines, which are particularly being searched for.

The screening resulted in 46 qualified studies. A critical and comprehensive examination was performed following three criteria: (a) Relevance to the research question; (b) Empirical research due to the aim of a SLR to identify empirical evidence responding to the research question (Snyder, 2019); (c) peer reviewed work to ensure the scientific quality and integrity. Both qualitative and quantitative studies are included to expand and strengthen the foundation for investigating the phenomenon of EC in CWS. The process of searching, screening, and selecting studies are visualised in Figure 1.

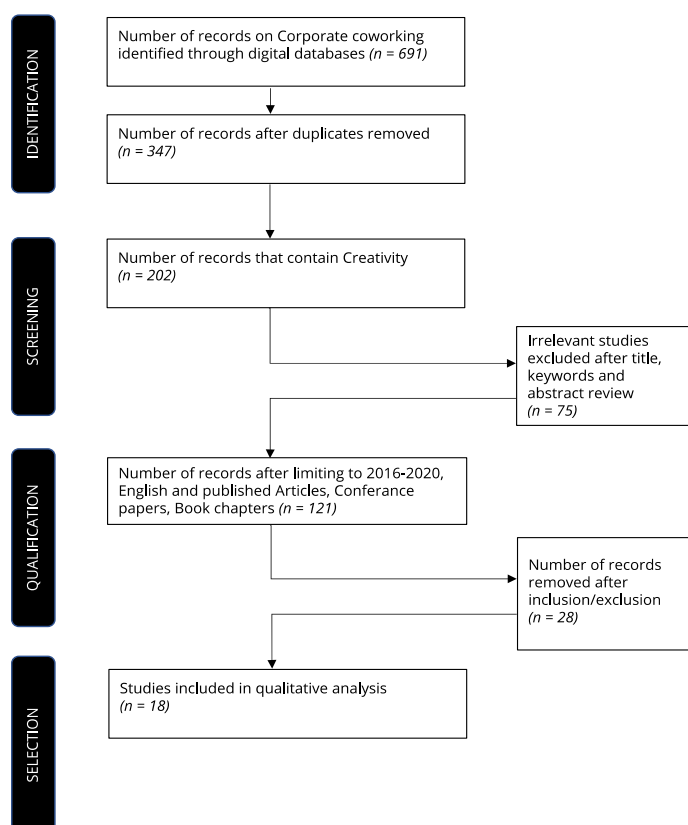


Figure 1. The study selection process of the systematic literature review

## Selecting and analysing

A critical assessment concluded that exclusively 18 studies met all the above criteria and delimitations. These scientific works are considered to provide valuable insights for responding to the research question. Accordingly, the 18 studies were selected for the qualitative synthesis and analysis. Table 1 provides a detailed overview (see Appendix for Table 1. Overview of the selected studies).

EC in CWS is a novel and ambiguous phenomenon which require an explorative approach. In the present study, a qualitative approach is used to assess the articles and analyse the findings related to the research question (Grant & Booth, 2009). Content analysis is used to interpret and present insights from the respective literature. The method is commonly used to understand the context underlying a large body of textual data (Hsieh & Shannon, 2005). According to Palvia et al. (2007) content analysis involves identification, grouping, coding, and classification into different categories. The categories are derived from SCT and the individual and contextual view of creativity. The 18 selected studies are examined to extract relevant insights in line with the theoretical perspective, conceptual framework, and proposed variables (see Appendix for Table 2. Corporate coworking review).

## Findings

### Coworking from a company view

To investigate how CWS can foster EC the concept of corporate coworking needs to be more clarified. Table 2 provides an overview of company views of corporate coworking in the selected studies.

The analysis reveals a lack of definition regarding corporate coworking. However, various sources provide different classifications of CWS in general (e.g. Kojo & Nenonen, 2016; Salovaara, 2015; Waters-Lynch et al., 2016). Three of the selected studies provide typologies which include corporate coworking (Bouncken et al., 2017; Jakonen et al., 2017; Schmidt & Brinks, 2017). A common distinction is between internal spaces operated by the company and external independent CWS. Bouncken et al. (2017) identify four prototypes of corporate CWS: (a) Internal corporate CWS for employees only; (b) Open internal corporate CWS for both employees and outside actors; (c) External CWS operated by an external consultancy; (d) External independent CWS open for public memberships.

The latter prototype represents the main context of the present study of employees working outside their employers' spatial premises in an independent and diverse coworking community. The analysis unveils that coworking from a company view, especially external arrangements, is insufficiently explored. Despite the suggestions in the selected studies (see Table 3), there are no mapping of motivations nor evidence of benefits or outputs.



## Corporate coworking and creativity

The analysis exposes that CWS are commonly characterised by a dynamic and creative atmosphere (Orel & Almeida, 2019) where ideas are being created and shared through the social interaction between members of the coworking community (Jakonen et al., 2017). Rese et al. (2020) suggest that the unique sharing culture and KS behaviour in CWS improve EC. However, the scale of novel ideas and whether they are being successfully implemented has not yet been exhaustively studied (Schmidt & Brinks, 2017). Table 3 illustrates how the creativity dimension from a corporate coworking standpoint are being evaluated. (See Appendix for Table 3. Employee creativity view)

Several of the selected studies emphasise the function of CWS as communities designed to stimulate creativity and sharing of ideas (e.g. Bouncken et al., 2020; Tremblay & Scallerez, 2020). Scholars suggest that corporate coworking potentially stimulate EC, but not necessarily (Tremblay & Scallerez, 2020). Interestingly, Josef (2017, p. 269) notes in her study of IT company employees in Switzerland that “participants rated the corporate office followed by the home office as the location where they were most creative, coworking only ranked as third”. Although the interviewees reported elements of creative impulses when coworking, it indicates that corporate coworking fostering EC is not a matter of course.

The relevant findings from the selected studies are synthesised using six categories with associated subcategories (factors). These factors are suggested to influence EC in CWS. All categories are derived from the theoretical foundation of the present paper. The first two categories with related factors relates to the individual and contextual view of EC (Amabile, 1996; Woodman et al., 1993). Individual factors are employees’ flexibility, autonomy, and motivation. Contextual factors are design, layout and atmosphere, and digital platforms in CWS. The next three categories follow the dimensions of SC (Nahapiet & Ghoshal, 1998). Structural factors are task-oriented diversity and network ties. Relational factors are trust among members and social support, while cognitive factors are shared values and identification focused on the community aspect of CWS. The final category represents the KS factor. Table 4 presents an overview of categories, factors, article hits and content examples.

| Categories (dimensions) | Subcategories (factors) | Article hits | Content examples  |
|-------------------------|-------------------------|--------------|---|
| <b>INDIVIDUAL</b>       | Flexibility             | 11           | Coworking offers attractive opportunities from a boundary management perspective, where the benefit of individual flexibility is more important than mingling with others (Josef, 2017)       |
|                         | Autonomy                | 6            | Big companies develop corporate CWS to allow their members greater autonomy to improve creativity and innovation (Bouncken et al., 2017)  |
|                         | Motivation              | 7            | Participants may have a mix of individual and collective motivations to join innovative activities (Capdevila, 2019)  |
| <b>CONTEXTUAL</b>       | Design                  | 11           | Interior design and architecture incorporate emotional and social values that may benefit companies and make employees more motivated and inspired (Bouncken et al. 2020)                     |
|                         | Digital platforms       | 8            | Some CWS apply digital networking tools which aim at stimulating creativity and innovativeness through exploration of knowledge connections (Kopplin, 2020)                                   |
| <b>STRUCTURAL</b>       | Diversity               | 9            | By using CWS, corporates have access to ideas external to their firm, which can be a source of innovation because of the diversity of knowledge they can provide (Tremblay & Scailerez, 2020) |
|                         | Network ties            | 8            | CWS aim to build quality social network ties which may increase opportunities for collaboration among members (Cheah & Ho, 2019)  |
|                         | Social interaction      | 18           | Face-to-face interaction strengthen community identity and facilitate peer-to-peer learning (Capdevila, 2019)   |
| <b>RELATIONAL</b>       | Trust                   | 10           | Trust is a central value for the concept of community and crucial for KS (Rese et al., 2020)  |
|                         | Social support          | 11           | Coworking activities result in outputs of interaction and mutual support, i.e., feedback and moral support (Clifton et al., 2019)   |

|                  |                     |    |  |
|------------------|---------------------|----|--|
| <b>COGNITIVE</b> | Shared values       | 11 | Values of openness, collaboration, and community enable users to find the solution of their problem through interaction with diverse professionals who have relevant domain specific knowledge (Bouncken et al., 2017) |
|                  | Identification      | 8  | CWS can provide essential platforms for networking, knowledge exchange, and identification (Blagoev et al., 2019)  |
| <b>MEDIATOR</b>  | Knowledge sharing   | 18 | An ideology of KS, creativity and innovation are embedded into CWS (Jakonen et al., 2017)  |
| <b>OUTCOME</b>   | Employee creativity | 18 | The attitude towards knowledge sharing and actual sharing behaviour in CWS improve coworkers' creativity (Rese et al., 2020)   |

Table 4: Categories and factors

In the selected studies, the most prominent factors influencing EC in CWS are social interaction and knowledge sharing. Below, each of the factors are evaluated based on content analysis and theoretical views.

## Individual factors

### Flexibility

Two thirds of the selected studies emphasise flexibility as a primary characteristic of corporate coworking. Tremblay and Scailerez (2020) suggest that employees have new aspirations related to more freedom of choosing the physical place to work and their own flexible working schedule. Flexibility is inherent to CWS, as tenants can rent an office or a desk for a shorter period of time (Cheah & Ho, 2019). Capdevila (2019) highlights that the flexibility in the CWS workstyle may benefit EC. This is supported by seminal creativity research demonstrating that flexibility is one of the factors critical to individual creative performance (Guilford, 1950; Jain & Jain, 2017).

### Autonomy

Creativity scholars have concluded that EC is fostered when individuals and teams have relatively high autonomy and a sense of ownership and control over their own activities and ideas (Amabile et al., 1996). In terms of corporate coworking, companies allow employees greater autonomy to improve creativity and innovation (Bouncken et al., 2017). Kopplin (2020) suggests that different degrees of autonomy moderate creative behaviour in CWS.

### **Motivation**

Motivation is an essential factor in most prominent creativity theories (Amabile, 1988; Ford, 1996; Woodman et al., 1993). Individuals are expected to be most creative when they have a high level of intrinsic motivation (Oldham & Cummings, 1996). Bouncken et al. (2020) found that employees profit foremost on intangible levels, including greater job satisfaction and increased intrinsic motivation. In CWS, other members are sources of extrinsic motivation for corporates. However, pure extrinsic motivation might inhibit creativity (Capdevila, 2019).

## Contextual factors

### **Design**

Previous studies have suggested that the design of a work place, including architecture and layout, can motivate and inspire people to be creative (Kopplin, 2020). The physical design of a CWS is found to play a role in not only encouraging creative thinking, but also generating ideas of higher quality (Cheah & Ho, 2019). The purposeful design of the social and work zones in CWS can improve communication (Bouncken et al., 2020), and more stylish settings may promote inspiration and creativity (Marchegiani & Arcese, 2018). Shalley and Gilson (2004) suggest that future research should address the effect of the physical layout of the workspace on creative performance.

### **Digital platforms**

According to Marchegiani and Arcese (2018), CWS are a demonstration of how the symbiosis between technology and community is facilitated by the evolution of digital technologies. Bouncken et al. (2020) suggest that digital platforms are used to support space functions, e.g., booking of meeting rooms, and to support communication among CWS users, e.g., social networking forums. Hofeditz et al. (2020) demonstrate how digital tools can be applied to increase motivation, interaction, and creativity in CWS.

## Structural factors

### **Diversity**

It is generally assumed that diversity is positively related to EC (Jain & Jain, 2017; Kurtzberg, 2005). Previous research has distinguished between task-oriented and relations-oriented aspects of diversity (Jackson et al., 1995). The latter include gender, age, and ethnicity. However, the task-oriented diversity in the present CWS study include education, skills, and expertise (Kurtzberg, 2005). The SLR shows a scholarly consensus that corporates working with people from different professional backgrounds will be exposed to new ideas (Bouncken & Aslam, 2019; Weijs-Perrée et al., 2018). However, Weijs-Perrée et al. (2018) suggest that diversity may also negatively impact both KS and EC. A “culture clash” between entrepreneurs and corporates may cause undesirable effects and too much diversity may obstruct KS.

### **Network ties**

Castilho and Quandt (2017) suggest that CWS are shaped by people with both strong and weak social ties. Social relations and network ties are the fundamental proposition of SCT

(Nahapiet & Ghoshal, 1998), a commonly accepted concept in creativity research (Perry-Smith & Shalley, 2003), and a highly relevant factor when examining EC in CWS (Bouncken et al., 2018; Cabral & Winden, 2016). CWS comprising stronger and weaker ties between diverse members are characterised by informal interpersonal communication and KS (Orel & Almeida, 2019). The quality and strength of social ties are important for corporates to identify innovative opportunities in CWS (Cheah & Ho, 2019). In extended CWS networks, more distant acquaintances are sources of knowledge, and ideas that may not be available within a strong ties network of company colleagues (Granovetter, 1973).

### **Social interaction**

Social interaction is a precondition for building network ties between CWS members, and to stimulate creative work (Jakonen et al., 2017). Interpersonal interaction is one of the most prominent characteristics of coworking (Weijs-Perrée et al., 2018), and a widespread motivation behind corporate coworking (Orel & Almeida, 2019). Social interactions in CWS may come in various forms (Gerdenitsch et al., 2016). Members may engage in casual conversations, but also participate in events, seek and obtain feedback, and share ideas (Spinuzzi, 2012). WPI literature suggest that people who otherwise would not meet, are mixed together, and can generate a pool of dialogue and creativity (Totterdill & Exton, 2014). However, interaction in CWS bears the risk of opportunistic behaviours (Bouncken et al., 2018). Moreover, conflicts may arise when interaction entails interruptions and distractions (Tremblay & Scaillez, 2020). Nevertheless, Cheah and Ho (2019) underline that social interaction in CWS provides a variety of innovative inputs, and Chen et al. (2009) suggest that social interaction has a significant positive impact on creativity.

## Relational factors

### **Trust**

Nahapiet and Ghoshal (1998) suggest that a high level of social interaction strengthens the willingness to share resources and information in networks, consequently mutual trust is being built. CWS can be studied as a foundation for relationship building between independent workers and employees (Orel & Almeida, 2019). The coworking community facilitates the formation of informal networks by a trust based social environment which supports learning and KS (Cheah & Ho, 2019; Fuzi, 2015). When there is overlapping knowledge, a positive social atmosphere and sense of trust enhance the capabilities of coworkers to adopt other members' ideas and views (Cheah & Ho, 2019). Hence, quality relationships in terms of mutual trust serve to promote EC (Gong et al., 2009; Liu, 2013)

### **Social support**

Social support can be understood as social interactions that are beneficial to one or both parties (Shinn et al., 1984). Mutual support is also one of the primary reasons for joining a CWS (Fuzi et al., 2014; Rese et al., 2020). Being part of the same community promotes supportive behaviour, and makes it easier to ask coworkers to listen to job-related as well as personal problems (Bouncken et al., 2020). Scholars propose that a supportive and non-

hierarchical environment fosters KS (Bouncken & Reuschl, 2016) and EC (Perry-Smith & Shalley, 2003). However, Gerdenitsch et al. (2016) emphasise that it is still unclear whether social interaction in a CWS takes the form of social support, as it often does between colleagues in traditional work places.

## Cognitive factors

### Shared values

In SCT shared values are seen as antecedents of trusting relationships (Tsai & Ghoshal, 1998). Chen et al. (2008) suggest that shared value systems can facilitate EC. CWS provide not only a community of likeminded others, but also organisational elements such as shared values, rituals and routines (Blagoev et al., 2019) The coworking values have been a guiding star for the global coworking movement (Rus & Orel, 2015). Rese et al. (2020) argue that the distinct shared values in CWS increase KS possibilities by diminishing miscommunications.

### Identification

Employees with a high level of identification are more loyal towards organisations, and show willingness to maintain committed relationships and supportive behaviours (Lee, 2018). Nahapiet and Ghoshal (1998) indicated that social identification is a SC resource that can enhance members' motivation to share knowledge. In their study of millennial employees, Hui Li et al. (2020) suggest that identification significantly influences EC positively. The community dimension of CWS provides a sense of social belongingness to their diverse members (Jakonen et al., 2017). Social interactions, mutual trust, shared values and supportive behaviour are essential for the users to identify with the coworking community (Orel & Almeida, 2019). This illustrates how factors from the three dimensions of SC relate, and how they impact the facilitation of KS and EC in CWS.

## Mediating factor

### Knowledge sharing (KS)

KS refers to activities involved in transferring knowledge among individuals (Lee, 2001). Scholars argue that employees are more likely to generate novel ideas if they can access diverse information, by interacting with people who have a variety of knowledge (Perry-Smith & Mannucci, 2017; Sosa, 2011). Seminal literature on KS has found that both internal and external KS lead to increased creativity and innovation (Carmeli et al., 2013; Damanpour, 1991).

Findings in the present study suggest that social network ties in CWS allow KS (Bouncken et al., 2017) and contribute significantly to creative ideas (Rese et al., 2020). Corporates and entrepreneurs building network ties in CWS can spark the exchange of tacit (intuitive) knowledge and promote cross-domain learning (Bouncken & Aslam, 2019). KS is expected to be influenced by the interaction and collaboration culture in the individual CWS (Orel & Almeida, 2019). The other way around, KS may increase social interaction (Cabrera & Cabrera, 2005). Although these concepts are interconnected in a CWS, the SLR indicates that the

correlation is complex and unclear (Josef, 2017). Nonetheless, prior coworking literature suggest that social interaction and KS predict EC in CWS (Bouncken et al., 2017; Capdevila, 2014a).

## An integrated framework

In this proposed framework, the dimensions of creativity (individual and contextual) and SC (structural, relational, and cognitive) are integrated as independent variables. Interrelations between the different constructs are ignored in this paper for the sake of simplification of the proposed research model. KS serve as mediator variable, while EC is the dependent (output) variable. Following prior literature, the proposed independent variables may influence KS, as well as EC. Seminal research demonstrates the distinct impact of the three SC dimensions on KS (Nahapiet & Ghoshal, 1998; Tsai & Ghoshal, 1998; Wasko & Faraj, 2005). Scholars have also suggested that KS is affected by individual factors (Cabrera et al., 2006) and contextual factors, such as physical work environment (Weijs-Perrée et al., 2018). Hence, the rationale behind our proposed framework is that the individual variables are related to both KS and EC, although KS directly relates to EC. Based on this outline, the following conceptual model (Figure 2) is proposed for investigating EC in CWS:

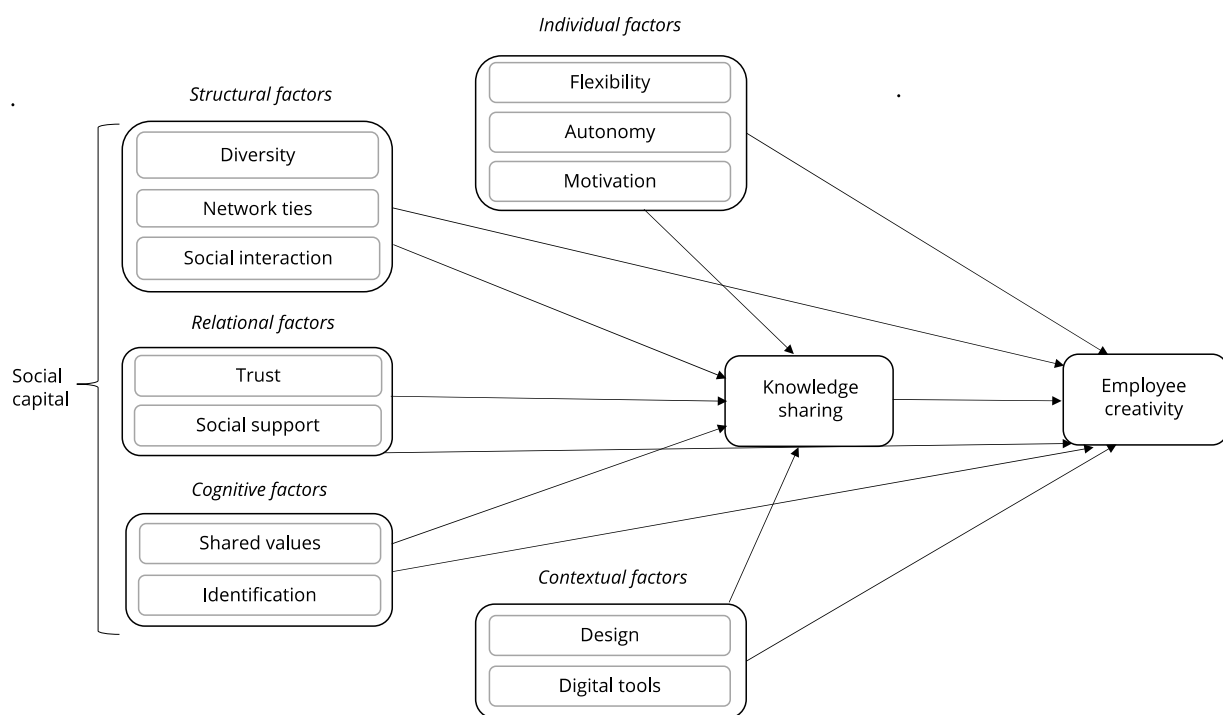


Figure 2. A conceptual model of employee creativity in coworking spaces

It must be underlined that the proposed model is considered a preliminary outline to systemise the SLR findings, integrate theoretical constructs, and illustrate a potential research path. However, the novelty and complexity of the phenomena indicate an initial exploratory research approach to derive meaning from employees' own experiences, feelings, and

opinions, and to gain a deeper understanding of how EC takes place in shared work environments.

## Conclusion

In this paper we have systematically reviewed the coworking literature focusing on EC in CWS. Constructs from SCT and creativity theory have been utilised to develop a conceptual framework. The study findings suggest that the two most crucial factors influencing EC in CWS are social interaction and KS. Moreover, we argue that corporate coworking corresponds with the Workplace Innovation concept in the sense of breaking down silos and facilitating creative collaboration. The SLR indicates a common assumption that creativity and innovation are consistently outcomes of coworking. Nonetheless, our study highlights that fostering EC in shared office environments is an ambiguous phenomenon, which involves a complex social process. A conceptual framework is proposed to further develop research questions and hypothesis and to guide future empirical studies. Based on the SLR and theoretical viewpoint thirteen factors are identified to influence EC in CWS.

### Theoretical contributions

The SLR of EC in CWS enables scholars to better understand corporate coworking and to critically evaluate creativity outcomes of such work arrangements. Secondly, the paper contributes to the emerging research streams of coworking and remote work in shared office environments. Specifically, it adds to the currently limited research on corporate coworking by reviewing the literature and clarifying the phenomenon. Finally, the focus on EC in CWS adds to the creativity literature by suggesting an individual and contextual view of creativity utilised in a novel research context.

### Implications for practice

The study has implications for companies revisiting work policies and crafting short-term and long-term work practices due to the COVID-19 disruptions. Managers may benefit from the study considering EC and corporate coworking models when designing and implementing flexible work arrangements. Secondly, the findings offer insights to CWS operators into the corporate market and may inspire promotion of creative collaboration across boundaries. Thirdly, by suggesting thirteen factors for enhancing EC in CWS, the study may provide knowledge to corporations, CWS, real estate developers and policymakers relevant to strategic decision-making processes. Additionally, the study may contribute insights relevant to the WPI approach to organisational redesign.

### Limitations and future work

The inclusion process of the SLR is limited to English language and a short period of time. Relevant studies may also have been ignored because of the exclusion of internal corporate coworking. In addition, an important limitation is that the study does not consider the profound changes in work practices and attitudes due to the COVID-19 pandemic. Only one



of the selected studies mentions that the results may be less relevant, or even invalid, because of permanent changes caused by the pandemic (Appel-Meulenbroek et al., 2020).

The insufficient scholarly attention drawn to EC in CWS requires future research. The growing phenomenon of corporate coworking needs to be further clarified, defined, and categorised. A deeper understanding is necessary, including creativity outcomes. Future research can take different theoretical approaches, e.g., open innovation, corporate entrepreneurship, knowledge management and organisational behaviour. One pathway is to examine how corporates working from various CWS perform creatively in communities with different practices and user profiles. A potential research question is to what extent corporate coworking impacts real idea production and problem solving, beyond inspiration from a creative environment. Scholars should also examine the innovation processes, evaluate employers' support and investigate the implementation of new ideas at the organisational level. In conclusion, this study illuminates the need to better understand companies' challenges and opportunities in facilitating creativity and innovation in the new world of work.

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## About the author

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## Appendix

Table 1. Overview of the selected studies

| Year | Author(s)   | Journal  | Methodology  | Theory                                      | Relevance   |
|------|---|--|--------------|---|---|
| 2017 | Bouncken, Laudien, Fredrich & Görmar                        | <i>Review of Managerial Science</i>                          | Qualitative  | Institutional theory                        | Typology: 4 CWS prototypes<br>Benefits for employees  |
| 2017 | Jakonen, Kivinen, Salovaara & Hirkman                       | <i>Scandinavian Journal of Management</i>                    | Qualitative  | Affect theory                               | Typology: 3 CWS prototypes<br>Benefits of corporate coworking   |
| 2017 | Josef   | <i>BLED Proceedings at AIS Electronic Library</i>            | Qualitative  | Sociomaterial theory<br>Boundary Management | Benefits and obstacles  |
| 2017 | Schmidt & Brinks  | <i>Creativity and Innovation Management</i>                  | Qualitative  | Situated Learning                           | 4 CWS prototypes ("open creative labs")<br>Relation between communities and spaces  |
| 2018 | Marchegiani and Arcese                                      | <i>Learning and Innovation in Hybrid Organization (Book)</i> | Qualitative  | Open innovation                             | CWS as organisational hybrids<br>Impact on learning and innovation  |
| 2018 | Weijs-Perrée, van de Koevering, Appel-Meulenbroek & Arentze | <i>Building Research &amp; Information</i>                   | Quantitative | Preference theory                           | Preferences of CWS users<br>Motivations to work at a CWS  |
| 2019 | Blagoev, Costas & Kärreman                                  | <i>Organization</i>  | Qualitative  | Organisation theory                         | Conceptualisation of the social order in CWS by theorizing the organisational dimension<br>Organising outside traditional organisations |
| 2019 | Bounchen & Aslam  | <i>Journal of Knowledge Management</i>                       | Qualitative  | Practice theory                             | Role of spatial co-location in KS and idea generation   |



|      |   |   |              |  |   |
|------|---|---|--------------|--|---|
|      |   |   |              | Knowledge management theory                | Synthesising the KS processes   |
| 2019 | Capdevila   | <i>Journal of Business Strategy</i>     | Qualitative  | Open innovation                            | External sources of creativity<br>Motivations to participate in collective creativity   |
| 2019 | Clifton, Fuzi & Loudon                                | <i>Futures</i>                          | Quantitative | Knowledge management theory                | Conceptualising community, collaboration and KS<br>Facilitate outcomes of innovation and increased productivity<br>Individual motivations |
| 2019 | Orel & Almeida  | <i>Journal of Corporate Real Estate</i> | Qualitative  | Social network theory                      | Coworking ambience<br>Architecture and design   |
| 2019 | Cheah & Ho  | <i>Sustainability</i>                   | Quantitative | Spatial theory                             | Relationship between space creativity and company innovation  |
| 2020 | Appel-Meulenbroek, Weijs-Perrée, Orel, Gauger & Pfnür | <i>Review of Managerial Science</i>     | Quantitative | Institutional theory<br>Spatial theory     | User preferences<br>CWS attributes<br>Motivations   |
| 2020 | Bouncken, Aslam & Qiu                                 | <i>Business Horizons</i>                | Qualitative  | Sociomaterial theory                       | Matchmaking tools   |
| 2020 | Kopplin   | <i>Review of Managerial Science</i>     | Quantitative | Game theory<br>Technology acceptance model | Digital tools for networking and collaboration<br>Integrating the role of personal innovativeness   |

|      |                           |   |              |  |  |
|------|---------------------------|---|--------------|--|--|
| 2020 | Paje, Boco, Gloria & Go   | <i>Journal of Physics: Conference Series</i>            | Quantitative | Motivation-hygiene theory<br><br>Yerkes-Dodson theory    | Employee engagement<br><br>Collaborative capability      |
| 2020 | Rese, Kopplin & Nielebock | <i>Journal of Knowledge Management</i>                  | Quantitative | Knowledge management theory<br><br>Social capital theory | Factors influencing KS and creative performance in CWS   |
| 2020 | Tremblay & Scaillerez     | <i>Journal of Innovation Economics &amp; Management</i> | Qualitative  | Open innovation  | Corporate strategies<br><br>Source of external knowledge |

Table 2. Corporate coworking review

| Author(s)                     | Corporate view  | Motivations   | Outcomes   | Interferences   |
|-------------------------------|---|---|--|---|
| <b>Bouncken et al. (2017)</b> | Internal types (open and closed)<br>External types in independent CWS | Creative atmosphere<br>Open and flexible collaboration<br>Architecture and design | Job satisfaction<br>Motivation<br>Autonomy<br>Knowledge sharing<br>Idea creation                     | Opportunistic behaviour<br>Undermining competition<br>IP rights and regulations                                     |
| <b>Jakonen et al. (2017)</b>  | Internal  | Flexibility   | Internal corporate coworking lacks<br>employee freedom<br>Serendipitous encounters<br>Social support | Ignorance of contemporary work  |
| <b>Josef (2017)</b>           | Third work location   | Flexibility<br>Boundary management  | New impulses<br>Signal for change and trust<br>Networking, serendipity, and knowledge sharing        | Possibility of retreat<br>Data protection and privacy<br>Employers' coordination<br>Challenging work and leadership |

|                                      |                                     |   |  |   |
|--------------------------------------|-------------------------------------|---|--|---|
|                                      |                                     |   | Productivity and creativity  | culture<br>No measures of outcomes  |
| <b>Schmidt and Brinks (2017)</b>     | Boundaryless work                   | Idea testing<br>Alternative business models<br>Flexible cooperative structure   | Develop new ideas<br>Interdisciplinary collaboration   | Challenging facilitation of interdisciplinary collaboration<br>Limited research on innovation processes in CWS  |
| <b>Marchegiani and Arcese (2018)</b> | Distributed organisational practice | Design and atmosphere<br>Teleworking facilities<br>Collaboration opportunity<br>Physical and digital social interaction | Interorganisational relationships<br>Increase employees' well-being, motivation, and productivity  | Learning difficulties in a hybrid and distributed work context  |
| <b>Weijs-Perrée et al. (2018)</b>    | Real-estate development             | Cross-team work   | Fresh talent<br>Promote innovation<br>Raise productivity   | Too much diversity may obstruct knowledge sharing<br>Users frequently change<br>Change of user characteristics and preferences                                  |
| <b>Blagoev et al. (2019)</b>         | Commercially oriented CWS           | Work-leisure<br>Flexibility   | Interplay of formal and informal relationships   | CWS can become "organisational" to varying degrees at different times   |
| <b>Bounchen and Aslam (2019)</b>     | Spatial co-locations                | Support projects<br>Diversity<br>Teams with internal members and external partners<br>Shared resources                  | Short distance, easy exchange, trust, openness, cooperation, tacit knowledge sharing<br>Enhance the knowledge base for innovative projects | Negative interpersonal relationships<br>Challenges in the knowledge sharing processes<br>Challenges of collaboration-competition<br>"coopetition"<br>Managerial |

|  |  |   |   |  |
|--|--|---|---|--|
|  |  |   |   | challenges   |
| <b>Capdevila (2019)</b>                | Corporate social innovation                            | Social innovation possibilities<br>Attraction for local communities                               | External sources of creativity<br>Extrinsic motivation<br>Co-developed knowledge<br>Economic benefits | Solely extrinsic motivation might inhibit creativity   |
| <b>Cheah &amp; Ho (2019)</b>           | Young companies  | Support operations<br>Flexibility<br>Physical design  | Ideas of higher quality<br>Economic value creation  | CWS operators struggle to configure the social climate to meaningful support                               |
| <b>Clifton et al. (2019)</b>           | Independent<br>Serviced<br>Franchise based             | Expand social and professional network<br>Creative environment<br>Flexibility<br>Cost-effectivity | New business opportunities<br>New products or services<br>Increased productivity                      | Blurring distinctions between CWS and "corporate coworking" in franchise-based serviced offices            |
| <b>Orel and Almeida (2019)</b>         | SMEs and employees of large firms as new target groups | Inspiring and dynamic atmosphere<br>Affordability<br>Design<br>Flexibility                        | Knowledge sharing<br>Efficiency and productivity<br>Spontaneous and moderated social interaction      | Optimised comfort levels for diverse users<br>Users' identification with both community and the CWS itself |
| <b>Appel-Meulenbroek et al. (2020)</b> | Alternative form of space provision                    | Support<br>Flexibility<br>Affordability<br>Creative atmosphere                                    | Access to necessary resources<br>Knowledge sharing<br>Generate new ideas                              | Too much diversity may obstruct knowledge sharing<br>Frequent replacement of members                       |

|  |  |   |  |   |
|--|--|---|--|---|
| <b>Bouncken et al. (2020)</b>          | Internal CWS<br>External corporate coworking | Interior design and architecture<br>Motivate and inspire<br>Expose employees to external talent and expertise | Serendipitous environment boost<br>creativity and imagination<br>Feedback on new ideas                                   | Struggle to understand and adapt the socio-emotional effects of CWS<br>Challenging to focus on one idea at a time<br>Non-availability of shared resources |
| <b>Kopplin (2020)</b>                  | Employees sited at same or different CWS     | Infrastructure providing both online and offline environments for achieving goals                             | Help with challenges<br>Learning<br>Connecting with collaboration partners   | No evidence of an impact of personal innovativeness<br>Coordination problems  |
| <b>Paje et al. (2020)</b>              | New creative workspace                       | Flexible workplace design<br>Learning and networking opportunities  | Autonomy<br>Multiplied connections with talents<br>Easy flow of ideas and knowledge<br>Social support<br>Maximise skills | Employees may hesitate in initiating interaction with other coworkers   |
| <b>Rese et al. (2020)</b>              | SMEs and large enterprises                   | Interaction<br>Mutual support<br>Inspiration and exploration<br>Flexibility                                   | Knowledge sharing<br>Stimulation of creativity<br>Collaboration  | Exchange relationships may suffer from opportunistic behaviour<br>Risk of misuse of information   |
| <b>Tremblay &amp; Scailerez (2020)</b> | Employees from companies of all sizes        | Networking possibilities and access to external knowledge<br>Flexibility<br>Cost reductions                   | Improve quality of life<br>Reduce commuting time<br>Increased knowledge exchange<br>Fuel creativity and innovation       | Noise and distractions  |

Table 3. Employee creativity view

| Author(s) | Creativity view | Key findings |
|-----------|-----------------|--------------|
|-----------|-----------------|--------------|

|                                      |   |  |
|--------------------------------------|---|--|
| <b>Bouncken et al. (2017)</b>        | Creativity and innovation possibilities   | Creativity and innovation emerge from the open and flexible collaboration<br>Stimulating architecture and design   |
| <b>Jakonen et al. (2017)</b>         | Ideology of creativity and innovation embedded into CWS<br>CWS as creative spaces             | Creative work can be accomplished only through social interaction  |
| <b>Josef (2017)</b>                  | Innovation management perspective<br>Individual creativity                                    | Surprisingly, the majority of the corporates did not prefer CWS for creative work<br>Some employees got new impulses and ideas                                     |
| <b>Schmidt and Brinks (2017)</b>     | Communities of practice as drivers of creativity and innovation                               | Design and layout foster creativity<br>Communities are perceived a fertile ground for creative processes   |
| <b>Marchegiani and Arcese (2018)</b> | Organisational design and office layout to foster creativity                                  | Layout, community, and digital support foster creativity<br>Simultaneous physical and digital interactions lead to innovative outcome                              |
| <b>Weijs-Perrée et al. (2018)</b>    | Creative workflow by spontaneous communication and interaction                                | Enterprises try out CWS to promote innovation by optimising cross-team work  |
| <b>Blagoev et al. (2019)</b>         | Place for spontaneous sharing of ideas<br>Focus on creative workers                           | Sense of both community and individuality foster creative spirit   |
| <b>Bounchen and Aslam (2019)</b>     | Co-location that ignites the social disembodiment of ideas                                    | Co-location can synthesise domain-related knowledge sharing and promote inter-domain learning<br>Combination and recombination of ideas open new creative horizons |
| <b>Capdevila (2019)</b>              | Collaborative spaces that motivate individuals to participate in collective creative dynamics | Companies benefit from external sources of creativity<br>Flexibility and improvisation in CWS may foster creativity  |
| <b>Cheah &amp; Ho (2019)</b>         | Space creativity of CWS   | CWS designed for creativity generate better ideas<br>Creativity in CWS can have significant impacts on business model innovation of tenant firms                   |
| <b>Clifton et al. (2019)</b>         | Encourages idea development and idea evaluation   | Mechanisms for developing new ideas<br>Creativity through fair and constructive idea evaluation  |

|  |  |   |
|--|--|---|
| <b>Orel and Almeida (2019)</b>         | Vibrant and creative atmosphere for sharing ideas  | Knowledge sharing attitude and behaviour improve coworkers' creativity<br>The outcome depends on collaboration orientation  |
| <b>Appel-Meulenbroek et al. (2020)</b> | Vibrant and creative atmosphere  | Most important CWS attribute is the creative atmosphere   |
| <b>Bouncken et al. (2020)</b>          | CWS aim to inspire and enhance creativity  | CWS may use colour themes, casual furniture, and multiple lighting arrangements to foster creativity<br>CWS should provide infrastructure, resources, and technology for idea development   |
| <b>Kopplin (2020)</b>                  | Creativity as a process of combining knowledge<br>Aim at stimulating creativity and innovativeness     | Degree of autonomy moderate creative behaviour<br>CWS may encourage collaborative work groups with diverse skills and norms sharing ideas and knowledge   |
| <b>Paje et al. (2020)</b>              | CWS as creative hubs   | CWS is an opportunity for HR to redefine traditional workspaces to infuse diversity and knowledge flow  |
| <b>Rese et al. (2020)</b>              | Creativity as an individual-level construct  | Knowledge sharing attitude and behaviour improve coworkers' creativity<br>The outcome depends on the collaboration orientation  |
| <b>Tremblay &amp; Scailerez (2020)</b> | CWS designed to stimulate creativity and innovative spirit<br>Access to ideas from outside the company | Spatial planning, meeting possibilities, conviviality, facilitators and human resources are crucial for knowledge sharing and creativity<br>Shared values promote trust, exchange, and creativity<br>CWS may stimulate creativity but not necessarily |