



Chair in
Digital Economy.



Innovation Sprint Overview

Sprint Portfolio

Youth Homelessness

Starting a cafe

Citizen first responders

Government tacit knowledge sharing

Attracting digital businesses to Queensland

Personalisation and digital identity within citizen public services

Youth Unemployment

Intelligent Money

Brisbane Digital Strategy

Proactive University

Gig Economy and Superannuation

Ready-eat meals

Measuring Queensland through digital

Grants and assistance

Youth Leadership Summit

Reimagining the future of record keeping



Progressed to implementation

**Quotes created to convey value*

What is an Innovation Sprint?

Innovation Sprints allow for rapid exploration of opportunities while delivering actionable recommendations, stakeholder engagement, and employee education. The Sprints are conducted by specialist facilitators and researchers from the Chair in Digital Economy at QUT and attended at selected times by representatives from the partner as well as domain area experts.

Innovation Sprints typically involve 30 days of activity, spread over a 6 to 8 week period. The Sprint is designed to uncover customer problems and design solutions for them, while iterating the solution to align internally with an organisation's strategy and resources. Design thinking is the overarching theory applied.

Sprints are focused to tackle tough, intractable social problems, by exploring how an organisation could focus on proactively delivering solutions to their customers.

The absolute core of the Sprint is that in ten days, the Sprint team explores the digital future around the given problem space, and provide concrete concepts into how this future can begin to be implemented.

This holistic and conceptually implementable process is what the Sprint does. This grand vision brings to life the thought leadership that is critical to the PwC Chair in Digital Economy 'brand'. Developing the concrete first steps for the implementation for the vision is done to further instill the feasibility of the vision - and providing a solid grounding for the project, so there is sufficient momentum for the project to continue on it's life after it leaves the Sprint.

These ten day Sprints provide a platform for rapid exploration, ideation, design, validation

Sprints deliver future vision, proof-of-concepts, digital artefacts and qualitative academic reports.

and co-creation of proof-of-concepts in an environment that is free from the distractions of a normal business environment. Customers are at the heart of every Sprint. Through research, ethnography and journey mapping, to concept and prototype testing; customers and stakeholders are key to the co-design of understanding problems and informing proactive solutions needed in this new digital age.

What happens during the Sprint?

Phase 1: Incubate

The Sprint commences with an inception meeting where the details of the Sprint, including the problem, are discussed with the partner in detail. During this Pre-sprint phase, the aims and scope of the Sprint are refined and the methods employed for ideation and validation are selected.

Phase 2: Sprint

During the 10-day intensive Sprint, the facilitators lead project stakeholders through a 'problem divergence' process that quickly leads to 'concept convergence'. The objective is to develop a Proof of Concept (POC) within the 10 days. The process for the innovation Sprints generally follows the research, design, ideate, validate, implement and solution phases.

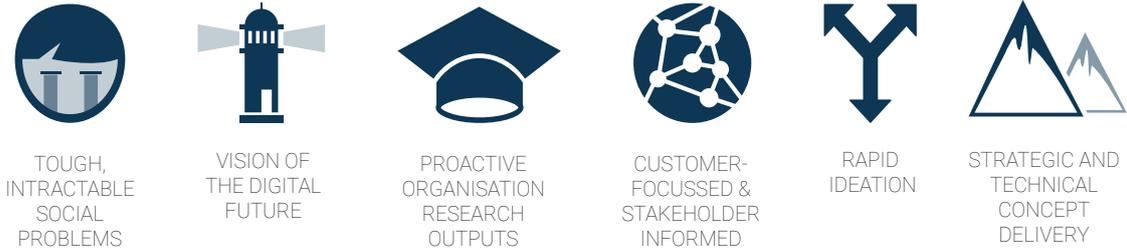
Phase 3: Integrate

Artefacts that are delivered to the client at the completion of the Sprint are dependent on the type of Sprint that is run. Strategic or Technical Sprints' deliver very different conceptual artefacts, however all Sprints include a stakeholder workshop, customer interviews, prototypes, concept presentation as well as reports and recommendations specific to the concepts.

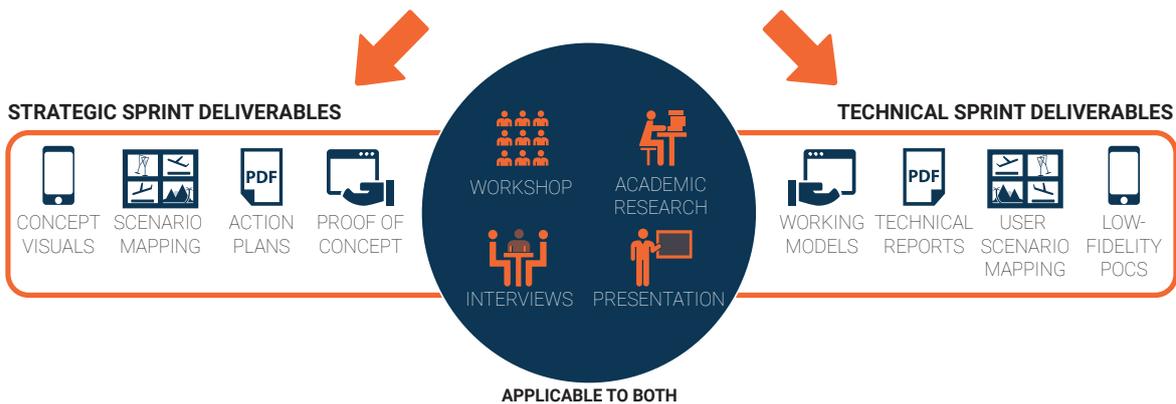
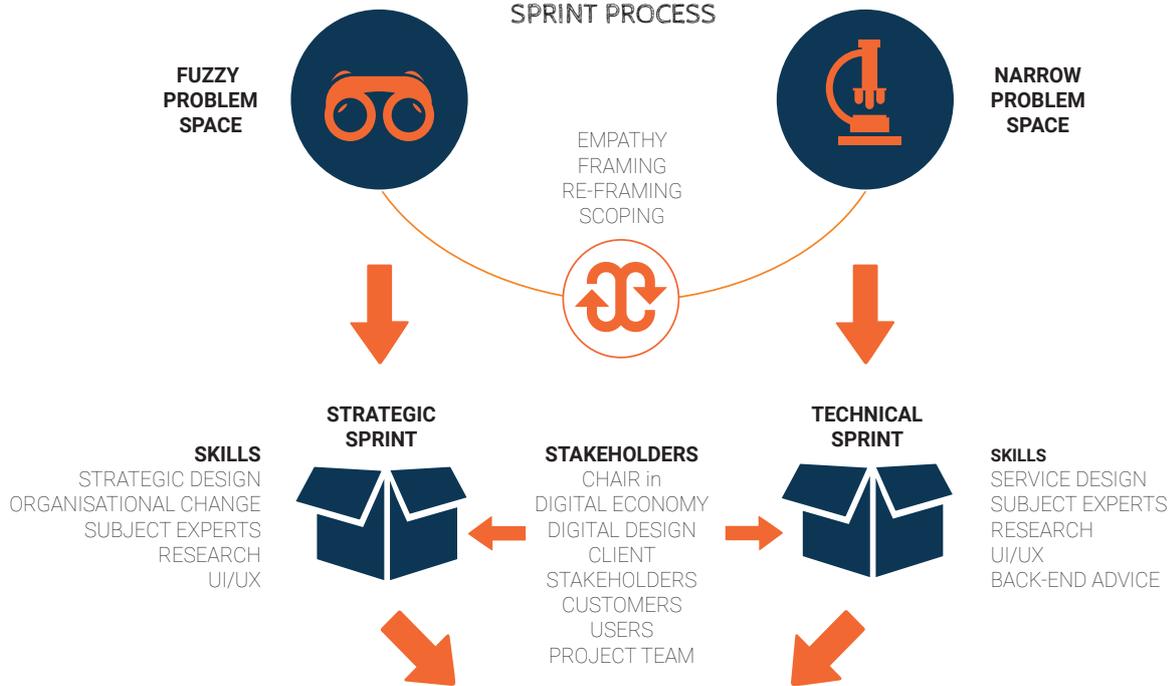
Our Sprints either focus on a narrow problem or identified digital application (Technical Sprint) **or** explore an ambiguous and more complex problem (Strategic Sprint). Figure 1 describes two types of Sprints with examples of deliverables.

The following diagram visually describes the entirety of the Sprint process, from problem framing, through to the process and the Sprint deliverables.

INNOVATION SPRINT VALUE PROPOSITION



SPRINT PROCESS





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