

UoM Digital Incubator

Idea Activation Workshop

A workshop series for you to activate your ideas and gain understanding of core incubator concepts to apply in your work.



THE UNIVERSITY OF
MELBOURNE



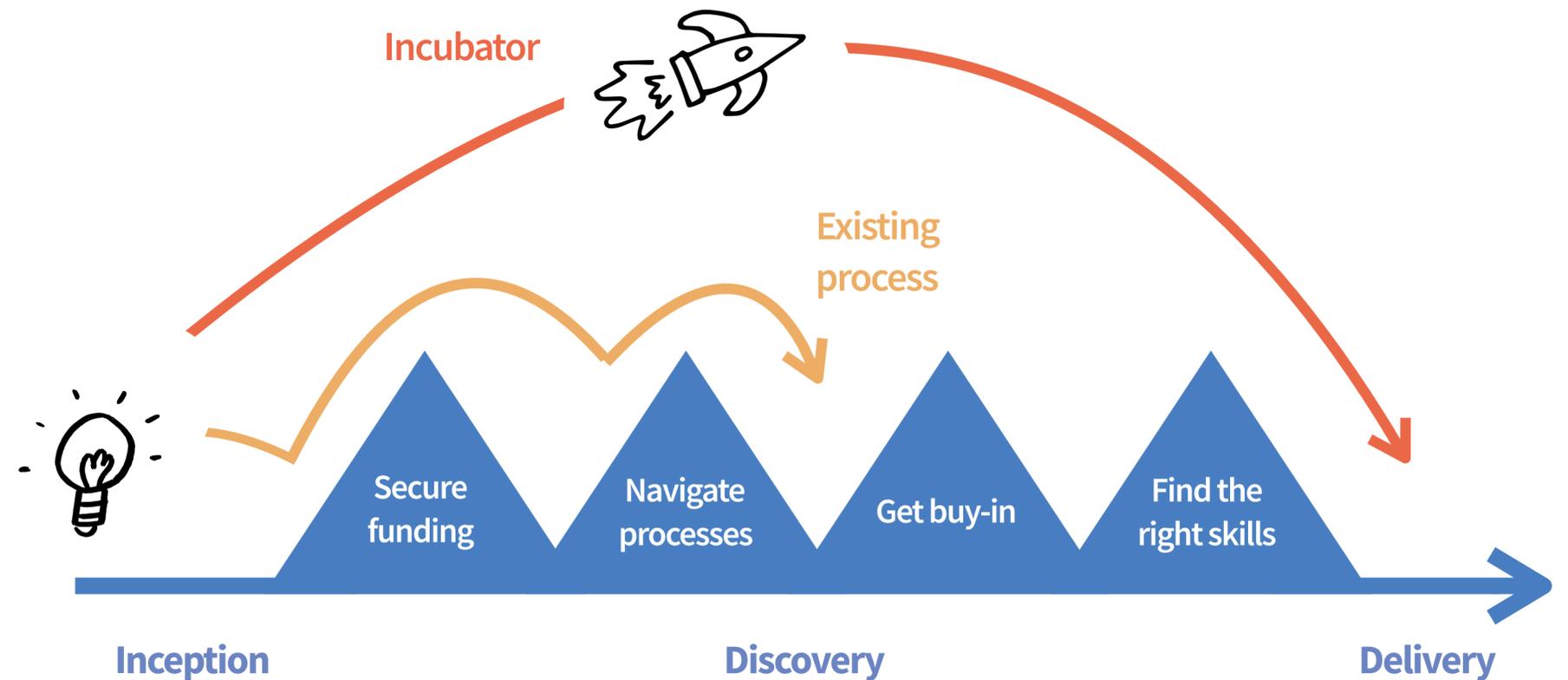
The Digital Incubator gives new concepts a chance at life

The University of Melbourne's (UoM) Digital Incubator is a university-wide collaboration initiated by UoM Digital and Data team as part of the UoM Digital Agenda.

Currently, UoM's processes are optimised to deliver large, transformational and long-term programs of work. This can mean that smaller exploratory initiatives struggle to gain traction and resources necessary to unlock their potential value and impact.

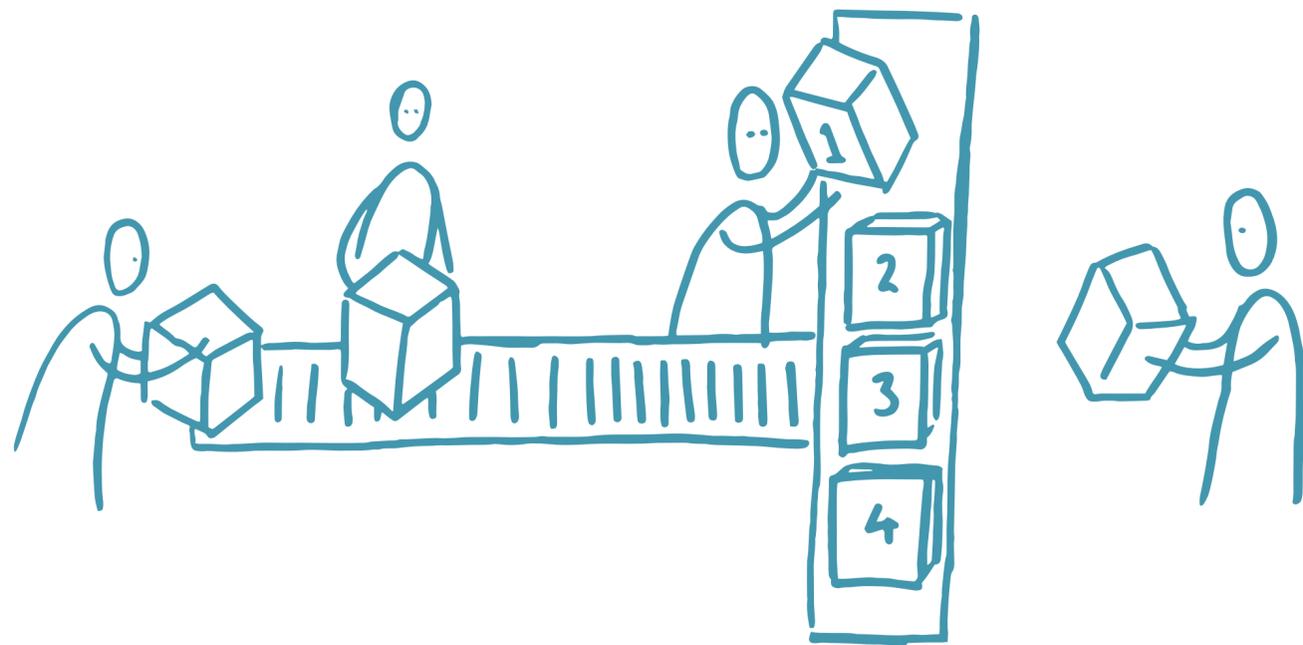
What is the Digital Incubator?

The Digital Incubator provides an avenue to prototype and test smaller, previously-unexplored initiatives at their early stages by providing an environment where it's safe to experiment before significant investment and engagement are required.



How we work

We partner with people who need our help to get an idea off the ground.



We source ideas from different partners within the University.

We shape and scope the ideas together, and then prioritise the ideas in our project backlog.



We run the idea through our Incubator Sprint Process in collaboration with our partner.

The outcome of the sprint is socialised, and the partner can take the outcome in multiple directions.

Empathy and User-Centricity

Divergence and Convergence

Continuous Learning and Iteration

Agile Principles

Needs

Relationships

Behaviours

Context



Motivations

Beliefs

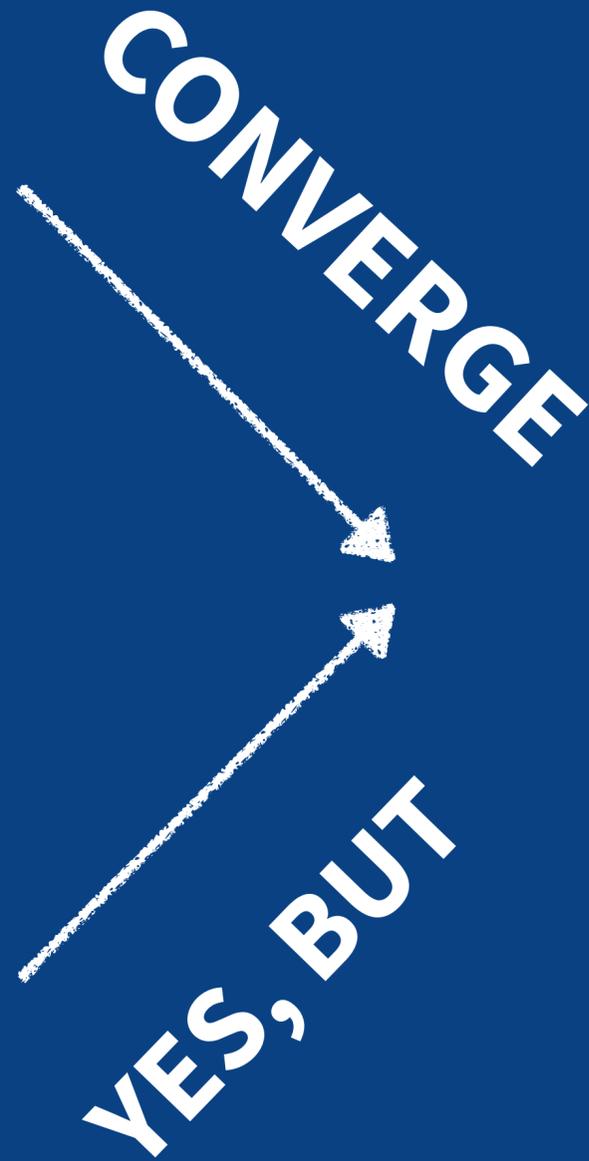
Biases

DIVERGE

YES, AND

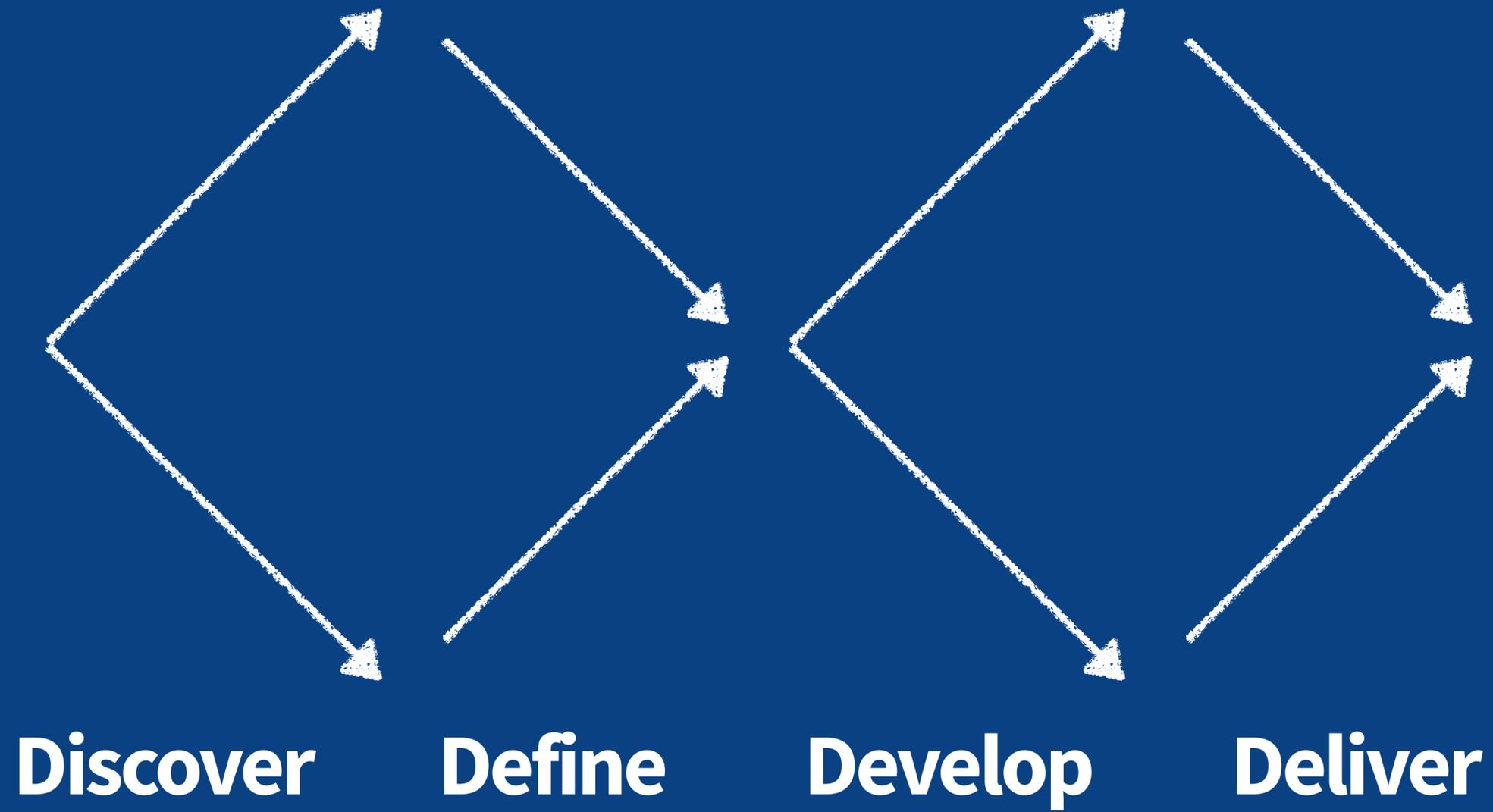
Diverging is about creating choices and possible answers.

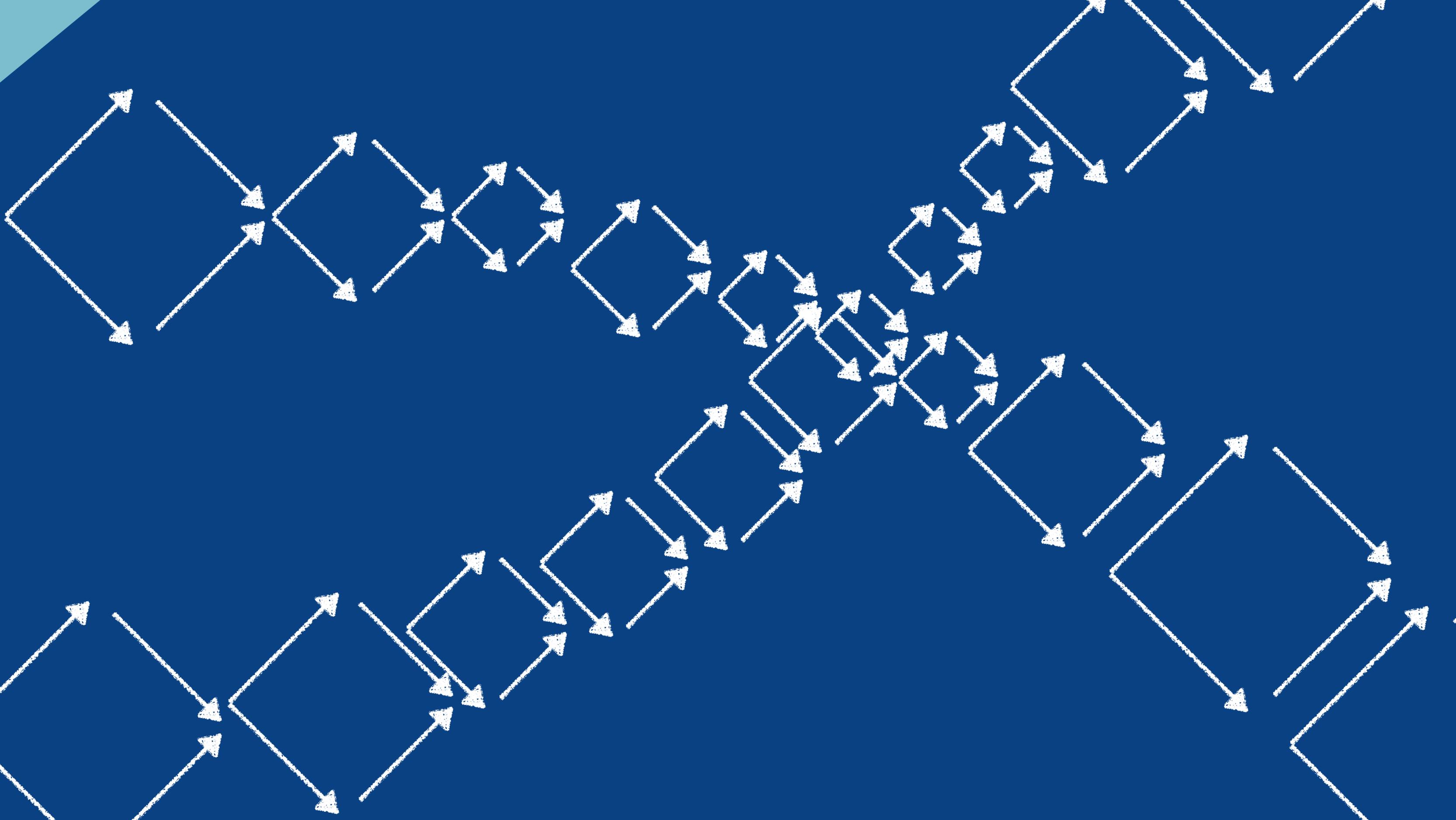
It's used to explore information that we don't already have, and possibilities that we haven't already thought of.



Converging is about making sense and making decisions.

It's used to translate the key information we have, into the key choices that are available.



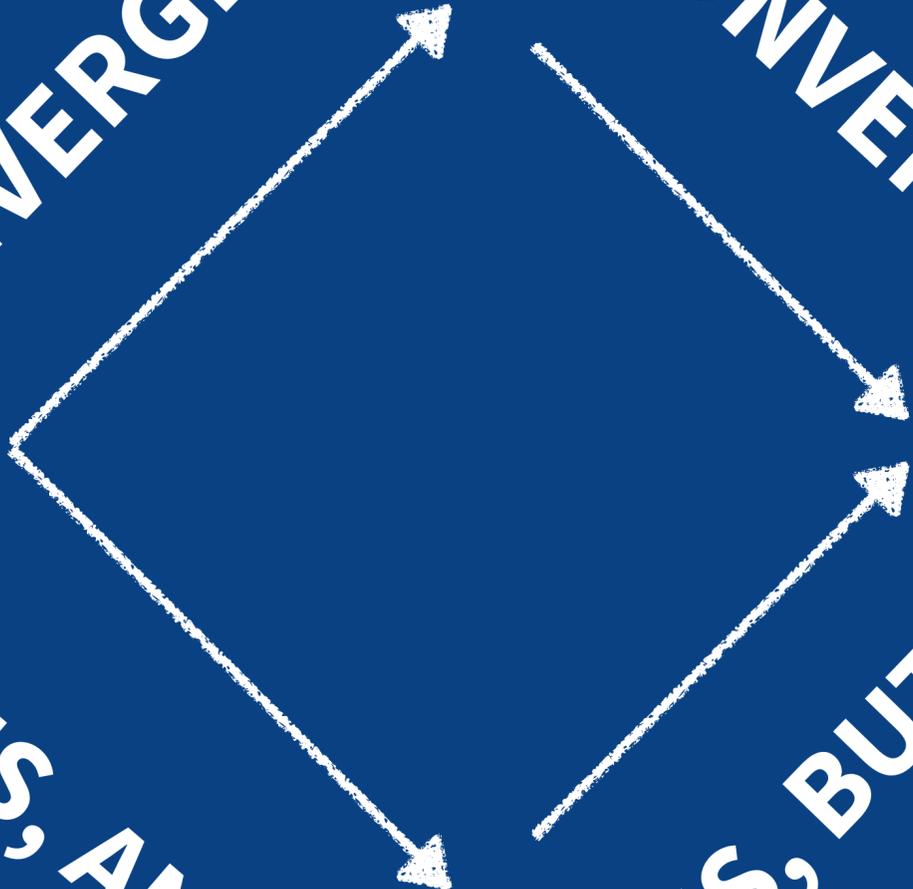


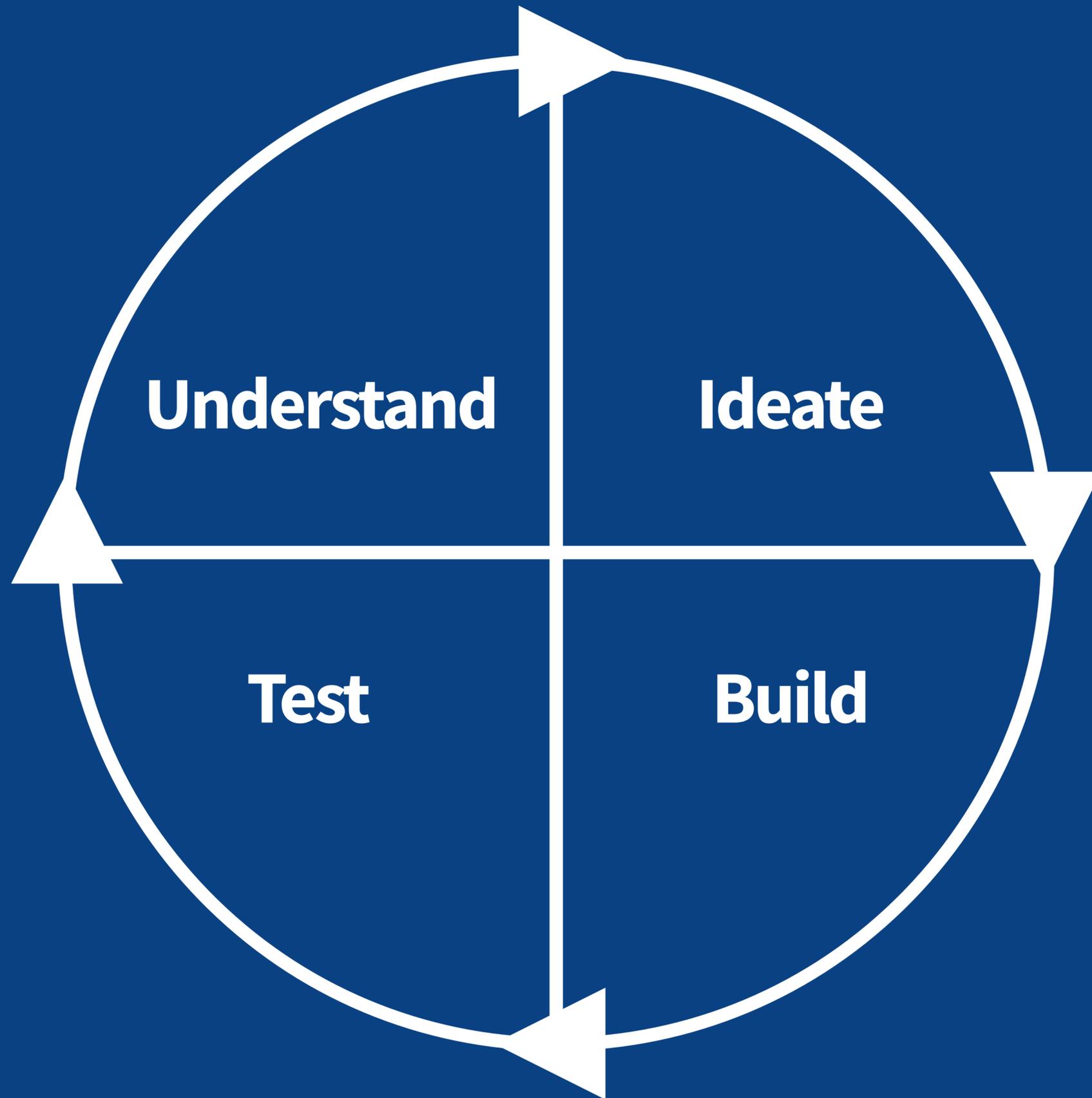
DIVERGE

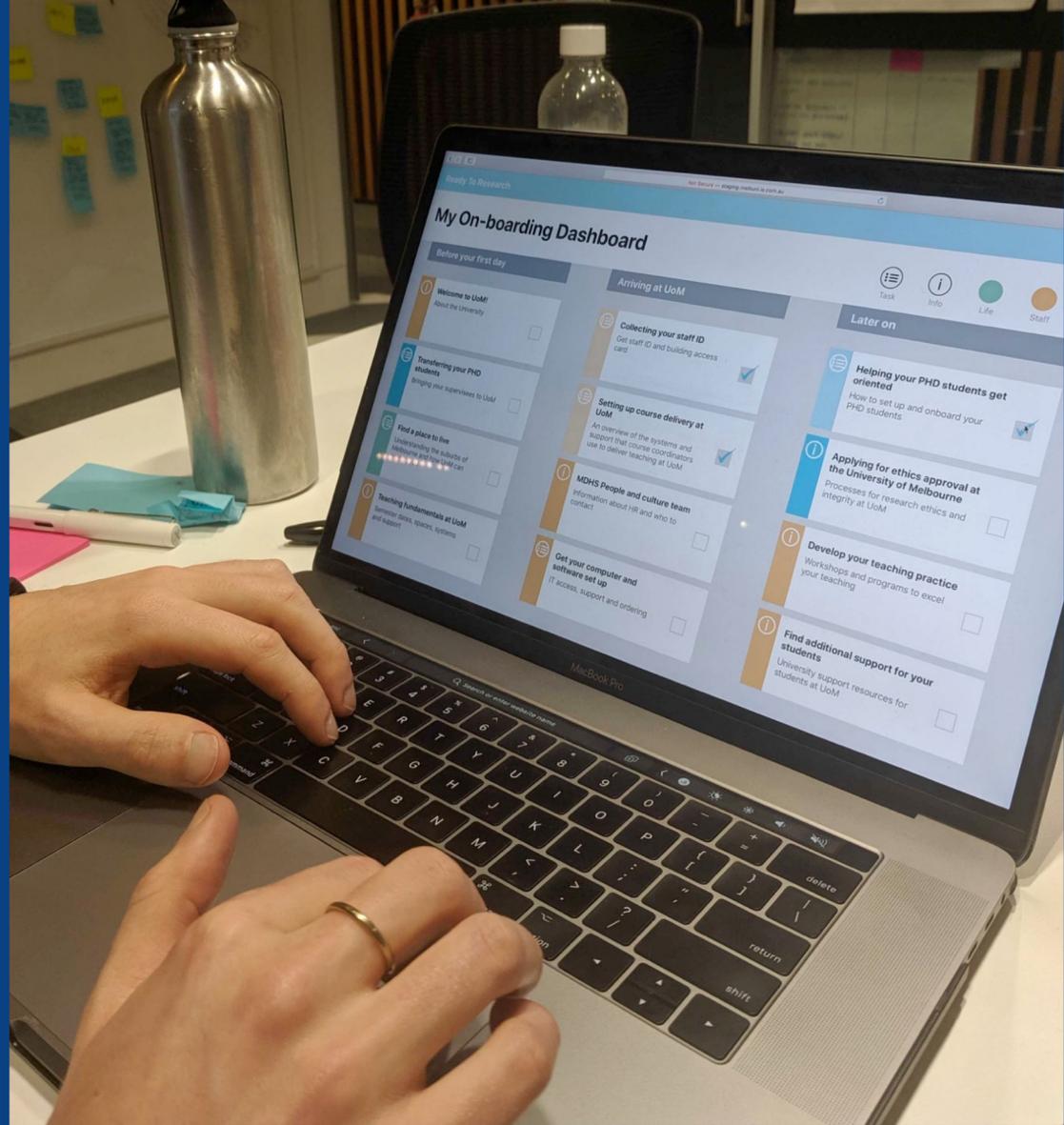
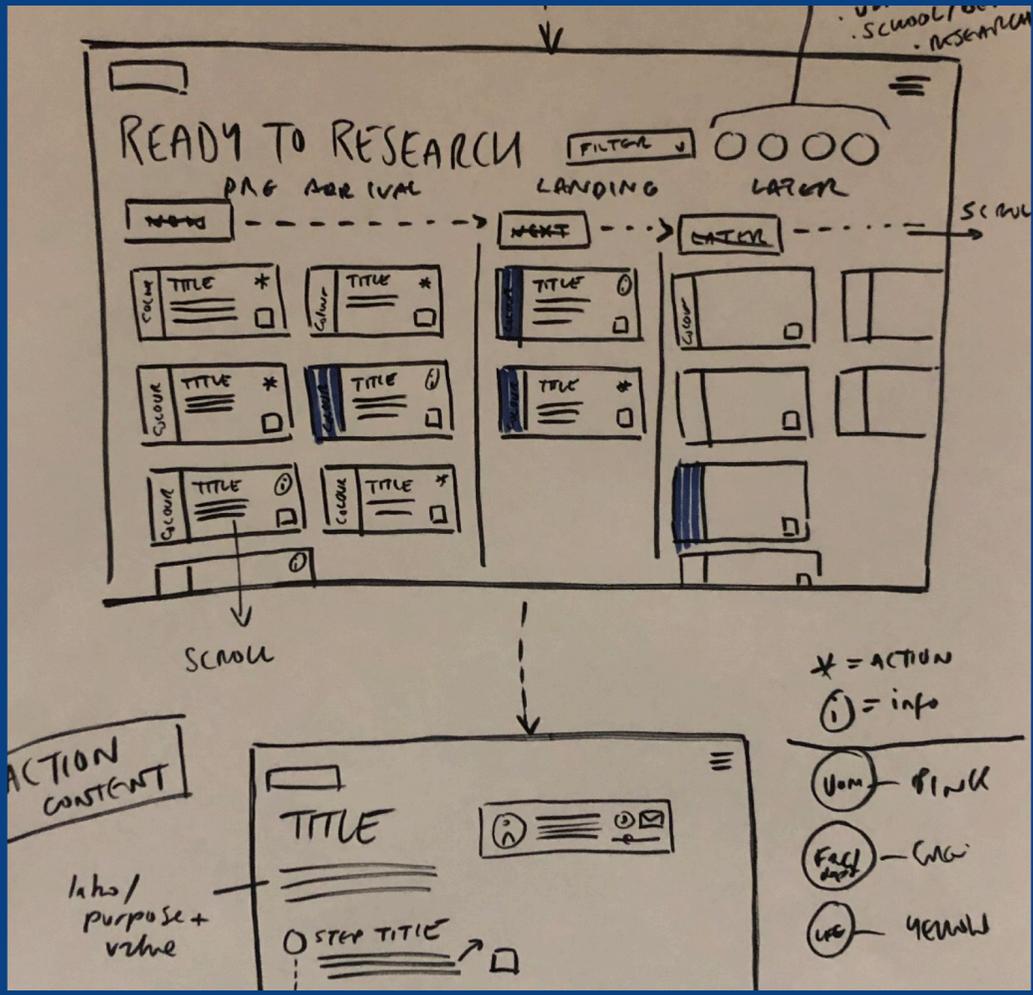
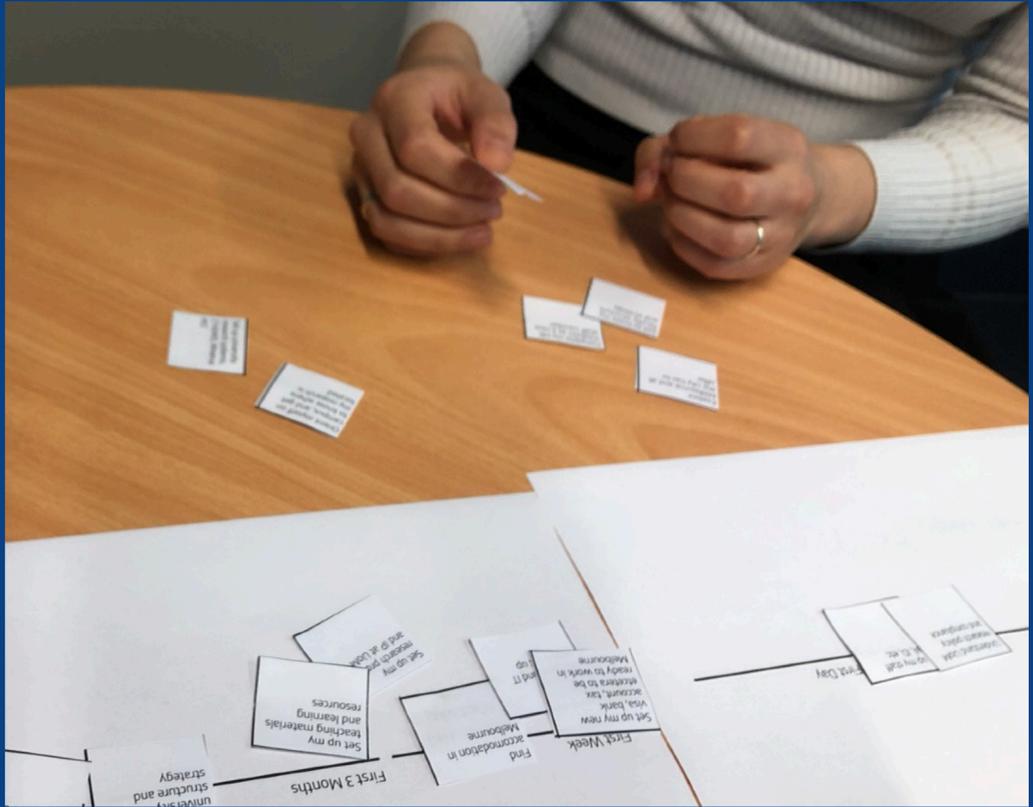
CONVERGE

YES, AND

YES, BUT







**An early prototype is
not a proposal.**

It's an experiment.

We follow these principles:

Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

Business people and developers must work together daily throughout the project.

Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

Working software is the primary measure of progress.

Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

Continuous attention to technical excellence and good design enhances agility.

Simplicity--the art of maximizing the amount of work not done--is essential.

The best architectures, requirements, and designs emerge from self-organizing teams.

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

Deliver value to the user sooner.

Less over-processing and siloed responsibility.

Able to adapt to change and feedback from the user.
(Mitigating risk.)



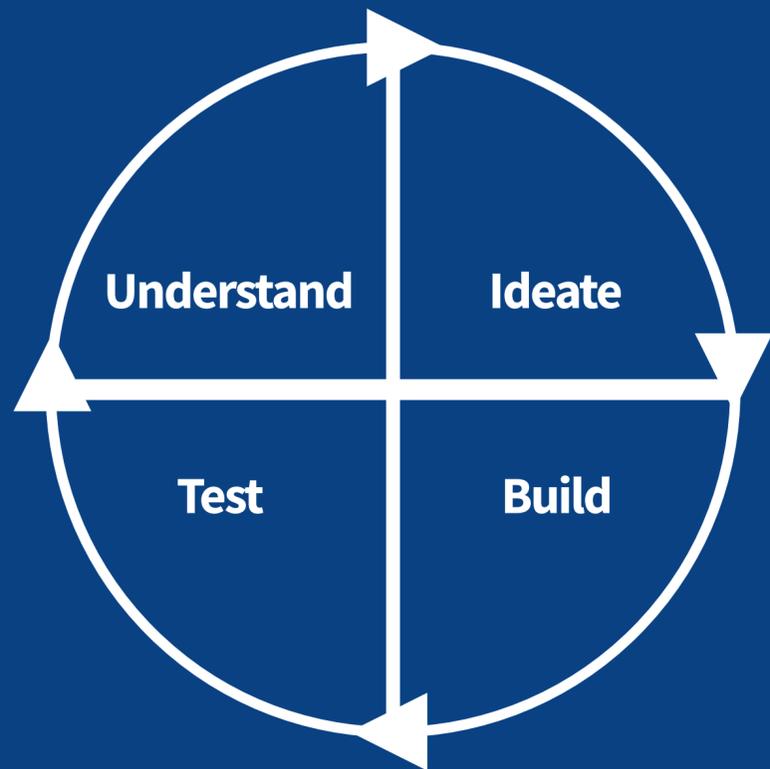
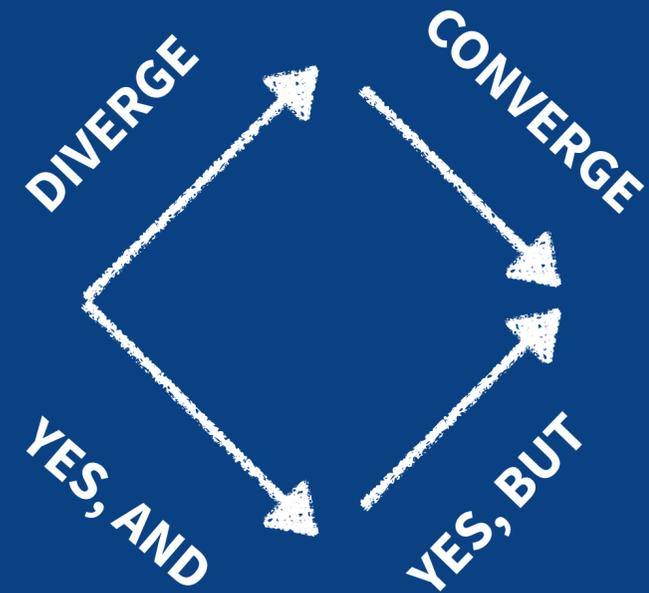
Traditional Product Delivery

- Define target
- Take aim
- Launch!
- Hope for impact



Agile Product Delivery

- Explore a vision
- Set sail in a broad direction
- Learn / adapt to conditions
- Hone in on target incrementally



Instead of

