



# Adapting for Opportunity

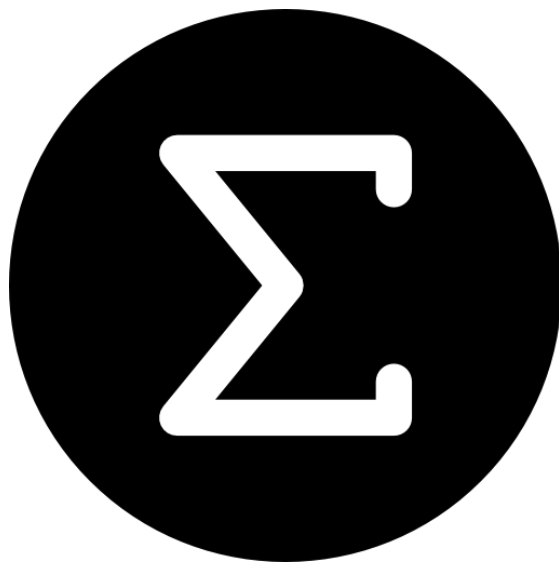
## - Creating Real-World Futures with QUT

**QUT**

Michael Rosemann

Queensland University of Technology

# Agenda



10 mins

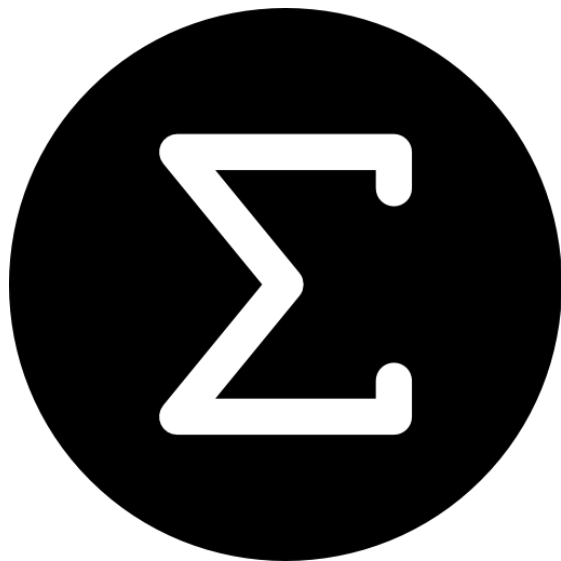


30 mins



15 mins

# Summary of the Day



10 mins



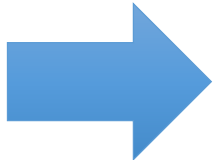
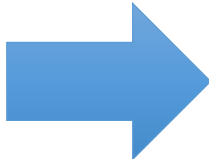
30 mins



15 mins



# Requirements in Future Real-Worlds



# Essential Messages of the Day

- *Focus on your purpose*
- *Embrace aspirational planning*
- *Be a reflective, challenging adaptor of disruption*
- *Change is less about technology and more about people*
- *Work out what is important to people*
- *Ensure diversity and inclusivity*
- *Fail fast and learn from it*



# Workshop: Core Take-away for You



10 mins



30 mins



15 mins



## Create a New Insight (30 min)

- *Quickly introduce yourself and your organisation to each other*
- *Select 1-2 of the key messages of the day and*
- *Deploy them to one selected case organisation at your table*
- *Be prepared to present your insights to the room*



# Shaping Real-World Futures with QUT



10 mins



30 mins



15 mins



*“Partnerships are the  
new black.”*



# QUT's Four Engagement Channels



# Future Technologies



- Applied technology is at the core of QUT's research portfolio
- Creating early technology awareness and understanding
- QUT's capabilities are bundled for essential technologies



# QUT's Blockchain Capability



News Projects People Research Interests Publications Partners Get Involved - Q -



The Promise of Blockchain  
Technology for Interaction Design

READ MORE

<https://research.qut.edu.au/blockchain/>



News Projects **People** Research Interests Publications Partners Get Involved - Q -

## People

Home > People

### Research Team



Professor Marcus Foth



Professor Uwe Dulleck



Associate Professor Xavier Boyen



Dr Sherrena Buckby



Dr Felicity Deane



Professor Kevin Desouza



Dr Erwin Fiel



Associate Professor Gavin Nicholson



Dr Mark Ryan



Dr Suriadi Lim



Dr Rui Torres de Oliveira



Dr Ogan Yigitbasioglu





# QUT's AR/VR Capability

## Dinosaurs in the classroom

Dinosaurs in the classroom: mixed reality for remote STEM education (under review, ARC Linkage). This project leverages the unique affordances of new technology to transform STEM learning & provide remote access to curriculum materials.

READ MORE

### User experience

- How can AR/VR enhance human cognition?
- How VR and AR influence the player experience in videogames?
- Tangible Interaction mixed reality

### Teaching and learning

- How active, student directed learning may be altered by the application of AR?
- What are the special opportunities or affordances for learning offered by virtual augmentations of real objects, images and artefacts?
- How do we transform passive one-way (online) learning into engaging immersive interactive learning using the affordances of multiuser immersive realities?

### Healthcare

- Integration of 3D health technologies in clinical practice
- Improving engagement with health and fitness apps and services

### Design

- Using VR/AR as interface into building and infrastructure design, construction and operation software
- Designing for older people
- Interaction methods and devices in VR
- Collaborative Visualisation systems

### Storytelling

- How VR and the greater narrative interest with audience capacity in developing individual stories

#### RECENT EVENTS

- The Brisbane Virtual Reality Club Meetup
- IT and Games Capstone Showcase 2018

#### AUGMENTED REALITY NEWS

- Queensland VR Hackathon 2018
- The Brisbane Virtual Reality Club Meetup

#### AUGMENTED REALITY SEARCH

Search  Search

<https://research.qut.edu.au/augreality/>

# QUT's Four Engagement Channels

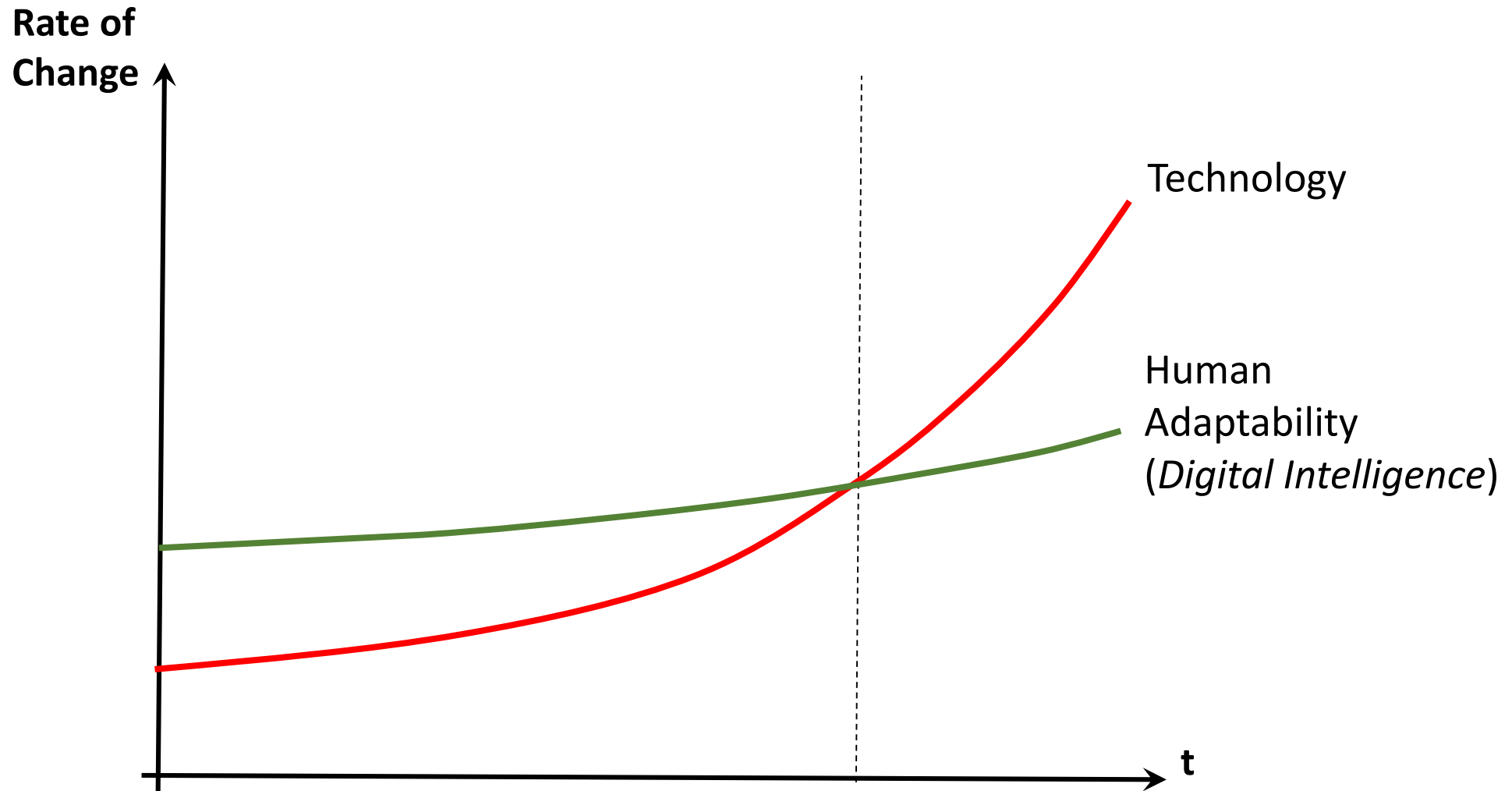


# Future Skills

- Digital Intelligence is the new source of competitive advantage
- Inspiration – Education – Adaptation
- Digital Driver License




# Technology > Human Adaptability




Thomas Friedman (2016)



# Inspiration: QUT Speaker Circle



**QUT Speakers' Circle**  
In support of the QUT Learning Potential Fund



Designed to inspire, educate and guide actions

The QUT Speakers' Circle provides access to a carefully curated set of international thought leaders covering a plethora of contemporary disciplines and themes.

- Curated set of thought leading speakers
- Boardroom, strategic retreat, executive lunch
- Ensuring ongoing awareness for emerging trends
- Speaker fees are donated to QUT's Learning Potential Fund

# Education: QUT Ex



[Learning for myself](#)

[Development for my team](#)

[QUT home](#)

## Give your team that EXTRA edge

In a world that's rapidly changing, your organisation needs a real edge. That's why QUT EX works with you to tailor or custom-design solutions that build capability, and ignite productivity and effectiveness.

[Learn about customised solutions](#)

[Talk to us today](#)

## Transform your business with custom solutions co-designed for your EXACT needs

Partner with QUT EX to build customised solutions around your business requirements and outcomes.



### 1. Define

The first thing we do is get to know your organisation and define your unique challenges and goals.



### 2. Design

Together we co-design a customised learning experience that's built around the skills you want and the outcomes you need.



### 3. Deliver

Our expert team guides your team through the courses, regularly analysing and adjusting strategies to optimise learning.



### 4. Evaluate

Our expert team works with you to evaluate the business outcomes have been achieved.

# QUT's Four Engagement Channels



# Future Talent

- Talent has become the critical resource to shape Future Real Worlds
- Currency > experience
- Early student engagement to source and prototype





# Engage Future Talent



Offer short-term internships



Propose year-long scoped project



Setup a research project



Engage a PhD student for 3-6 months

- ✓ Extend your project bandwidth with digital natives
- ✓ Inject contemporary insights from your future customers
- ✓ Get to know your future employees, and their expectations
- ✓ Position your organisation as an employer of choice
- ✓ Develop relationships with QUT experts



# Industry-based student projects

## Examples for real-world projects with next-gen thinking



### GAMIFYING THE SUPERANNUATION INDUSTRY

A team of final year IT students spent a year with QSuper, investigating new ways to increase customer engagement and attract new demographic markets through the gamification of superannuation.

#### THE OUTCOME

A working prototype of a gamified approach to selling superannuation

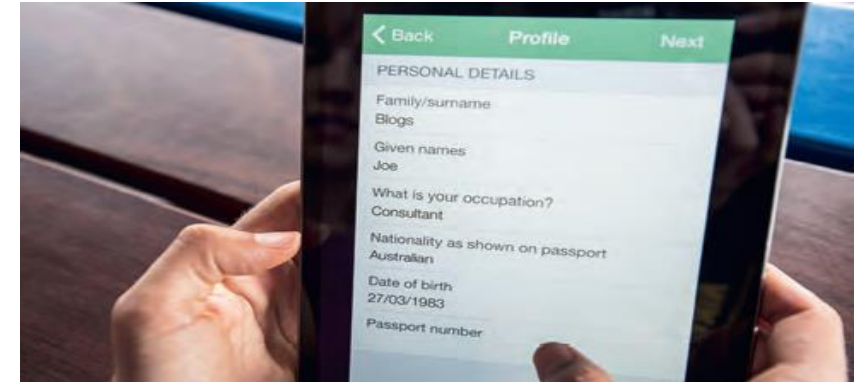


### VR FOR FUTURE HOSPITAL

A team of students studying Games and Interactive Environments are designing a VR game for the Herston Biofabrication Institute (a partnership between QUT and Metro North Hospital and Health Service).

#### THE OUTCOME

A working VR app for HTC Vive that immerses the player in a simulated clinic.



### WORLD-FIRST DIGITAL DEPARTURE CARD

A team of QUT students worked with Brisbane Airport Corporation investigating ways to streamline processes and improve the passenger experience. The project developed and prototyped a digital solution to the departure card.

#### THE OUTCOME

A working prototype and app for the Digital Departure Card and incubation of the departure card kiosk.

# Engaging PhD Students



- Employ soon-to-graduate PhD candidates on 3-6 month project
- Candidates deliver rapid solutions to business challenges and new product ideas
- Out-of-pocket cost is \$10k
- IP remains with the industry partner



# QUT's Four Engagement Channels



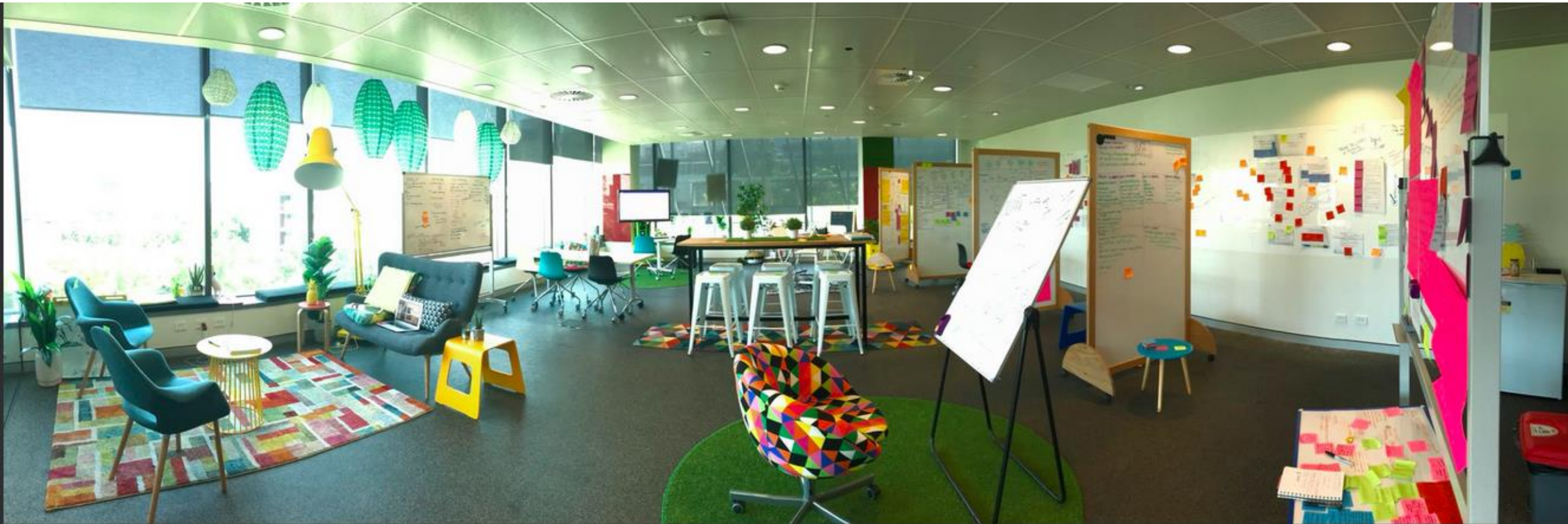


# Future Solutions

- Co-Ideation and innovation in variable timeframes
- Sourcing of 3E teams - experienced, emerging, entrepreneurial
- Accelerated deployment of rigorous research capabilities



# QUT's Physical Capital





# QUT's Human Capital



**One Morning:  
Inter-generational Ideation**

**One Day:  
Student Design Jam**



**One Month:  
Innovation Sprint**



The QUT logo is a white square with the letters 'QUT' in red.

21 JAN -  
15 FEB 2019  
GARDENS POINT  
QUT

This summer,  
get inspired.

# QUT INNOVATION SUMMER

**YOU** bring the idea.  
**WE** bring the experts.  
**TOGETHER** we create a solution.

**APPLY NOW**

SPACES LIMITED

## QUT Innovation Summer

- Secure your spot to be part of an accelerated research-informed innovation sprint
- Explore your opportunities with a hybrid workforce
- Participate in seminars, meet-ups and cross-sectorial networking



# QUT Managing Intellectual Capital

## - Idea-to-Commercialisation



**Ubercamp**

**Robotics Accelerator**

**Innovation Challenge**



**The Coterie**

**Fashion Accelerator**

**Startup Fund/Creative<sup>3</sup> Pitch**

**Michael Rosemann**

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