

KINETIC CASE STUDY



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"This is one of the most exciting initiatives in my career. I look forward to Kinetic becoming an annual event."



Australian National University

Inviting input from the Community

The search for game changing ideas took place between February to June 2023. There were two rounds of voting by members of the ANU community. 26 teams took up the challenge. 12 were selected by the community to go through to round two. A final 9 teams pitched to a panel of experts, and 4 teams were awarded a \$50,000 project prize each. Over 2,300 people voted.

A first of its time initiative to identify talent

Kinetic was open to anyone with a connection to Australian National University. The Call Out was for game changing ideas from any discipline.

A Solution centred on engagement

Headed up by the ANU Department of Physics and MakerSpace, Kinetic was a pilot project looking to discover new ideas and new talent with a University wide approach.

There was a wide spread of projects across the 26 teams who took part, many of them cross-disciplinary. Projects ranged from materials technology to science education, large-scale artwork and programmable robots and dolls.

With over 2,300 engaged voters, Kinetic succeeded in fostering a community built around innovation and collaboration.

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Highlights

OUTCOMES

How is the wise crowd cultivated?

Wizer acts to uncover consensus

For organisations, Wizer offers a transparent and controlled environment to invite experts, community members, and others who may have a connection to the organisation to vote on innovative projects.

With a bespoke platform, an individual web address and a secure log in system – the Kinetic site showcased the ideas and allowed people to comment and vote. In the second round, feedback was tailored to the expert's criteria, allowing idea entrepreneurs to finesse their pitch, closely aligned to the voting criteria.

Portal for ideas

Wizer technology allowed idea entrepreneurs to pitch their project with videos, visuals and written descriptions.

Voters were able to vote, comment and contribute to 'wish lists' if they could offer help.

Idea entrepreneurs could immediately see who voted, and how their project was stacking up against others in the field.

Choice in a wide field

4 x Successful teams were chosen, narrowed down from a field of 26 teams initially. Community engagement and voting helped to narrow the field.

Talent Identification & training

12 teams were trained in the art of pitching, scaling projects and collaboration. Being a University with a focus on innovation, this suited ANU's ethos around ongoing training and excellence.

Stakeholder engagement & transparency of process

Innovation programs in Universities are often run by one department about a specific topic. Wizer offered the University a chance to go wider, so that any person from any department could be engaged, either by presenting an idea, or by voting on the projects. The ability log in from anywhere, cast votes and post ideas gave Kinetic a great deal of scale and reach.

Transparency of voting helped with user uptake and engagement.



CASE STUDY WRITER ABI TABONE

Abi is the Head of Platform Operations at Wizer, a technology company that develops tools, systems, platforms and process which help individuals, organisations and companies – make better decisions. Wizer is centred on the principles of choice, transparency, diversity and expertise- and this technology is embedded in all the solutions we deliver for our clients.