

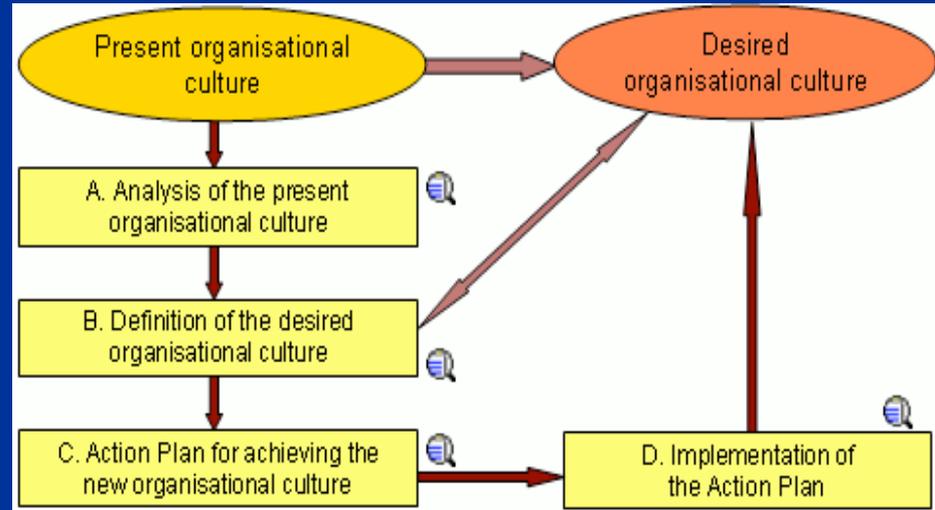
The effect of an inclusive innovation culture on administrative innovations in Australian and NZ universities

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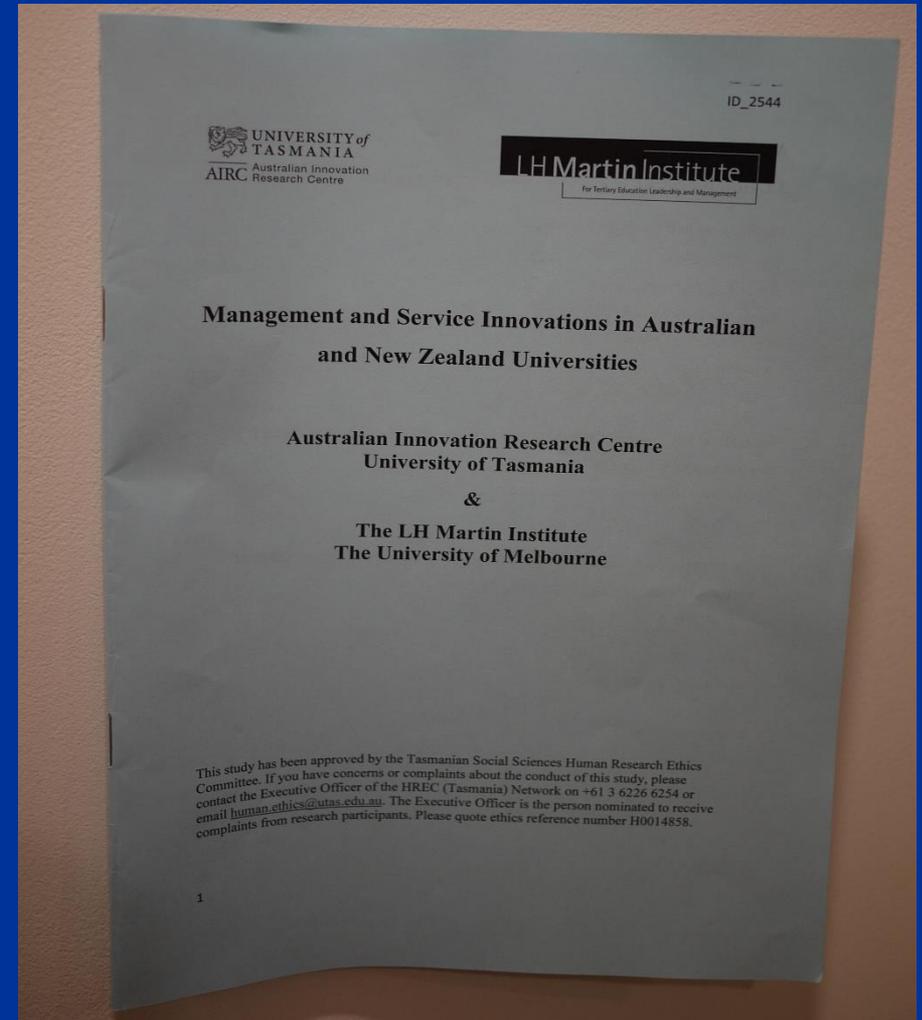




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Online and mailed survey

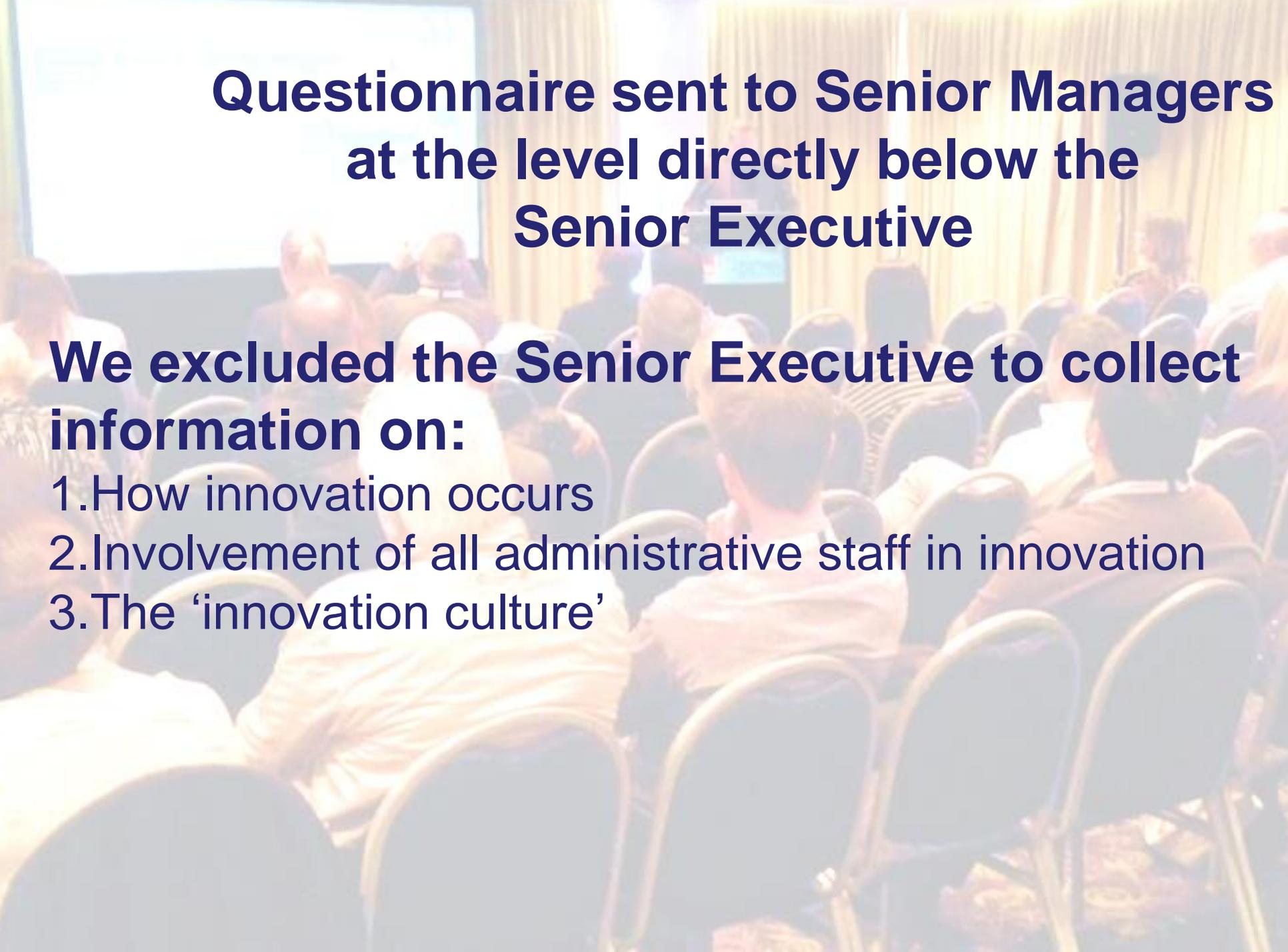
- 39 Australian universities
- 6 New Zealand universities



Survey methods



- Questionnaire sent to 1,516 senior managers in **10 functional areas** (Library services, governance, IT services, etc.)
- 573 respondents (37.8% response rate)
- Responses from all targeted universities (45 in total)
- Questions refer to the respondent's "area of responsibility"
- Reference period of two years

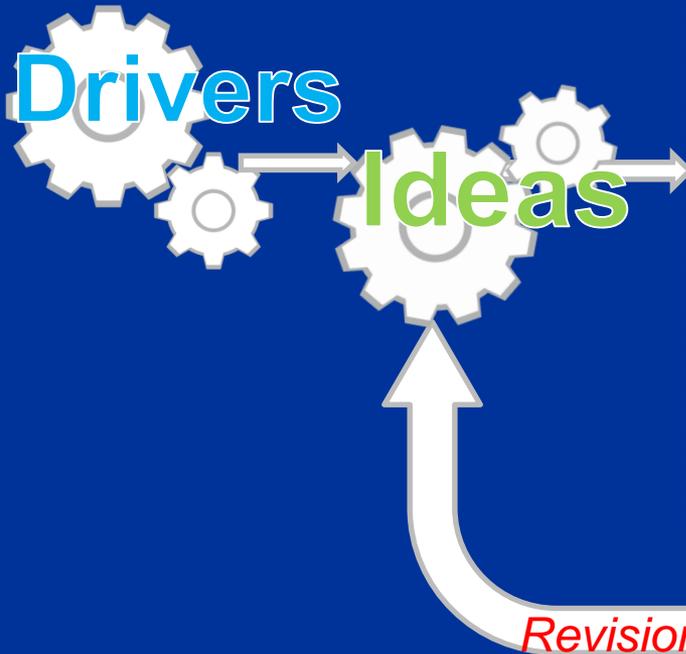


Questionnaire sent to Senior Managers at the level directly below the Senior Executive

**We excluded the Senior Executive to collect
information on:**

1. How innovation occurs
2. Involvement of all administrative staff in innovation
3. The 'innovation culture'

+ Innovation culture



Methods

- Design thinking
- Brainstorming
- Collaboration
- Working groups
- Training

- Risk aversion

Good outcomes



Bad outcomes



Function

Two year reference period for all questions

General information

Time in current position

Number of staff

Restructuring

Types of innovations

Innovation environment

Drivers

Competition

Supportive environment

Inclusive innovation culture

Innovation methods

Use of Information sources

Funding & resources

Staff involvement

Use of design thinking methods



Most important innovation

Novelty of innovation

Source of the idea

Use of collaboration

Number of staff involved

Outcomes

Abandoned or under-performing innovation

Purpose of innovation

Causes of failure

Obstacles to innovation

Causes of obstacles

Most important innovation = greatest expected impacts on the respondent's area of responsibility, university, students, or staff



Examples of the most important innovations

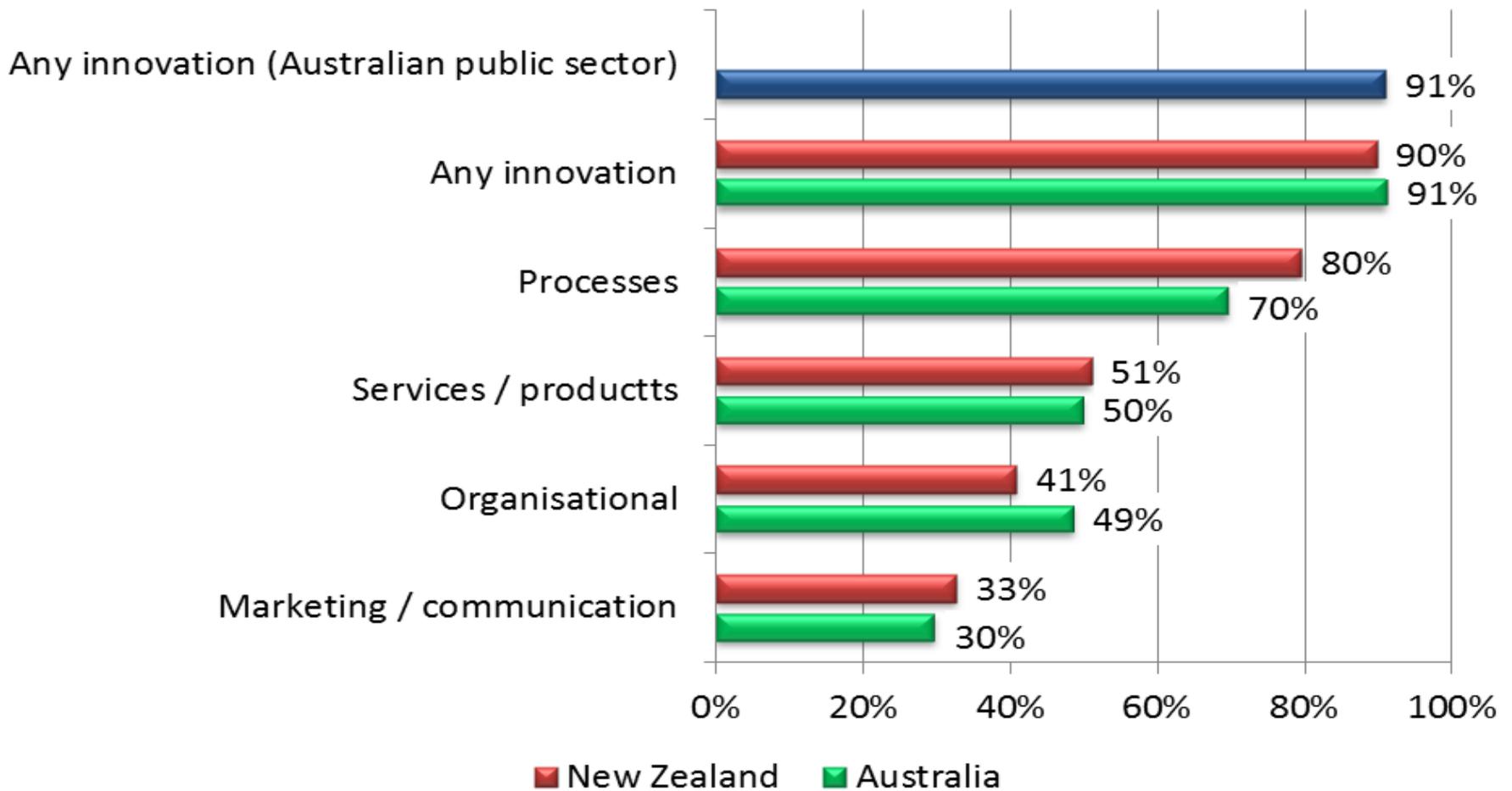


- New form of therapy for university students.
- Enrichment program for high-achieving high school students.
- Customized website to provide career development strategies to international students.
- Online suite of resources to assist students in managing social media.
- Mobile app to allow students to manage their courses, lectures and tutorials from a smartphone.

Many results
pointing to
excellent
innovation
performance

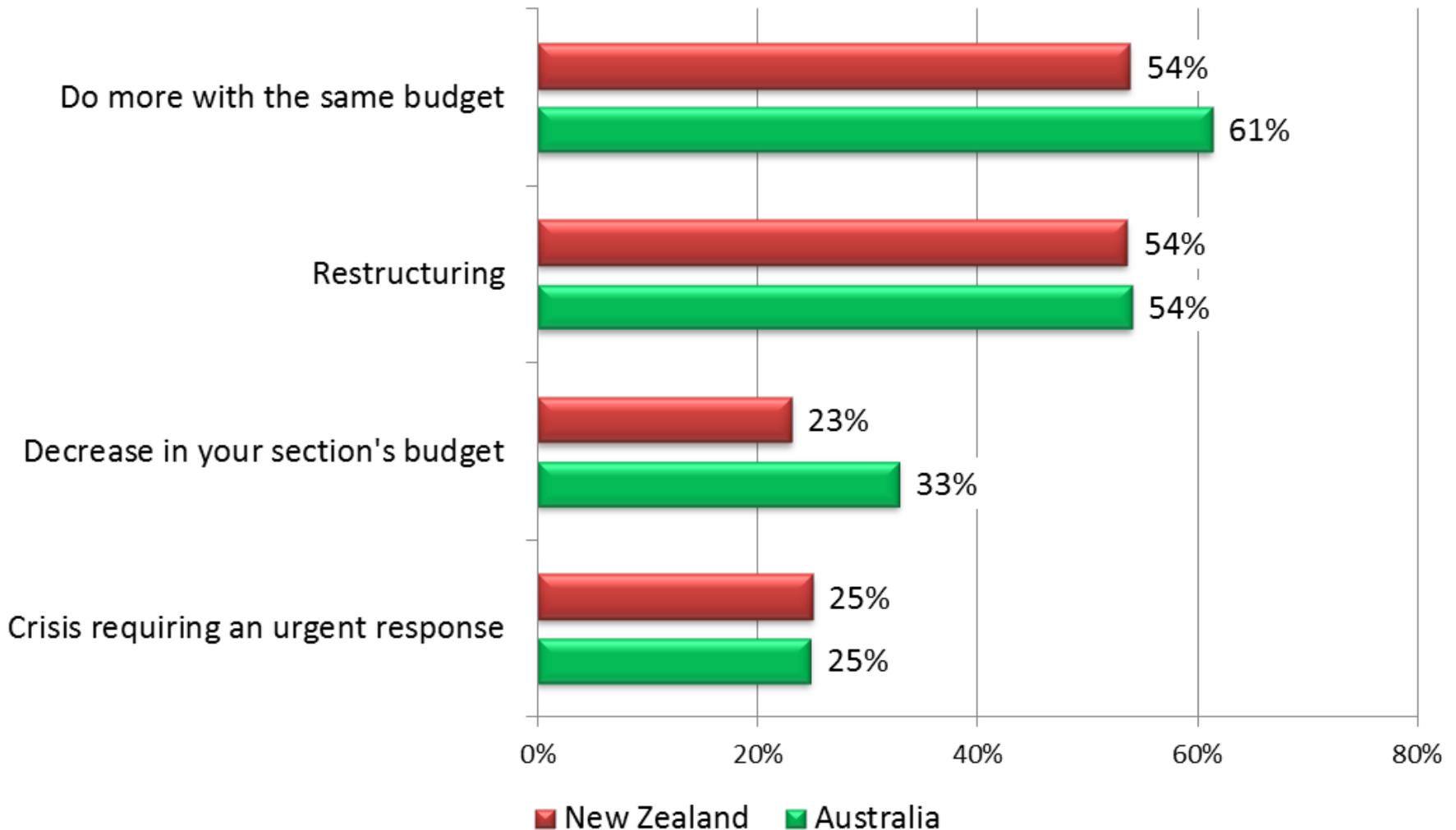


Percent innovators, by type of innovation



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'High importance' innovation drivers, percent respondents



THINKING

What is it?

Systematic problem solving/ innovation tool with a human focus

What does it do?

Invents tomorrow
Creates something that isn't
(In a systematic way)

Who uses it?

Organisations

• Products
• Services
• Strategies

New approaches to old problems

Design Sprints

Start-Ups

Generate ideas

Prototype + Test

Design Sprints

What's different?

Systematic

Human Focus

Starts with the problem - NOT the idea

Failure is a Learning Opportunity

WHAT IS

WHAT IF

WHAT WOWS

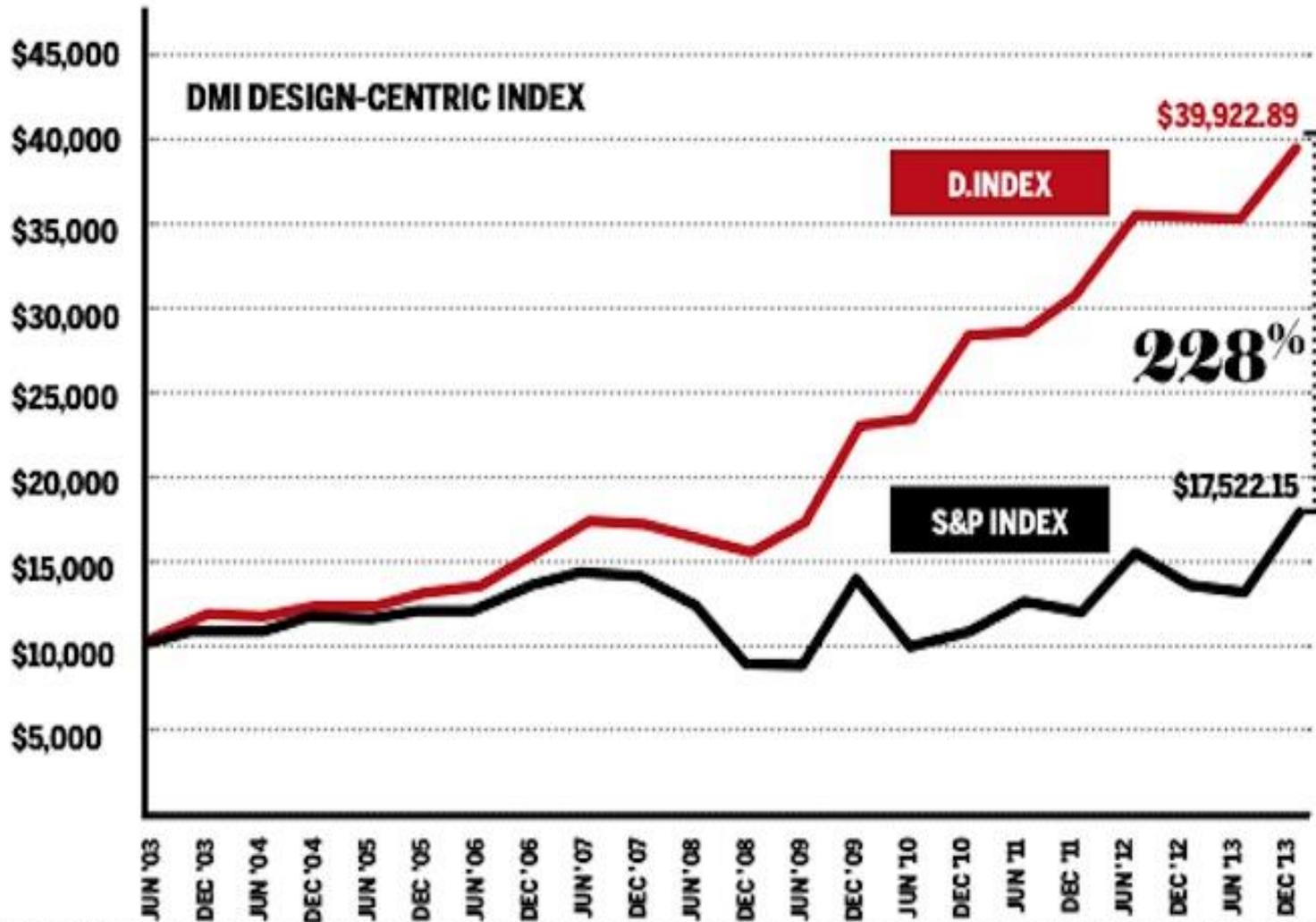
WHAT WORKS

Methods to support innovation

Widespread use of 'best practice' innovation methods

- **52%** of respondent's staff involved in brainstorming meetings to develop ideas for innovations.
- **61%** of respondents delegate responsibility for an innovation to an individual.
- **73%** of respondents report collaborating on their most important innovation.
- **Majority** of respondents use design-thinking methods.

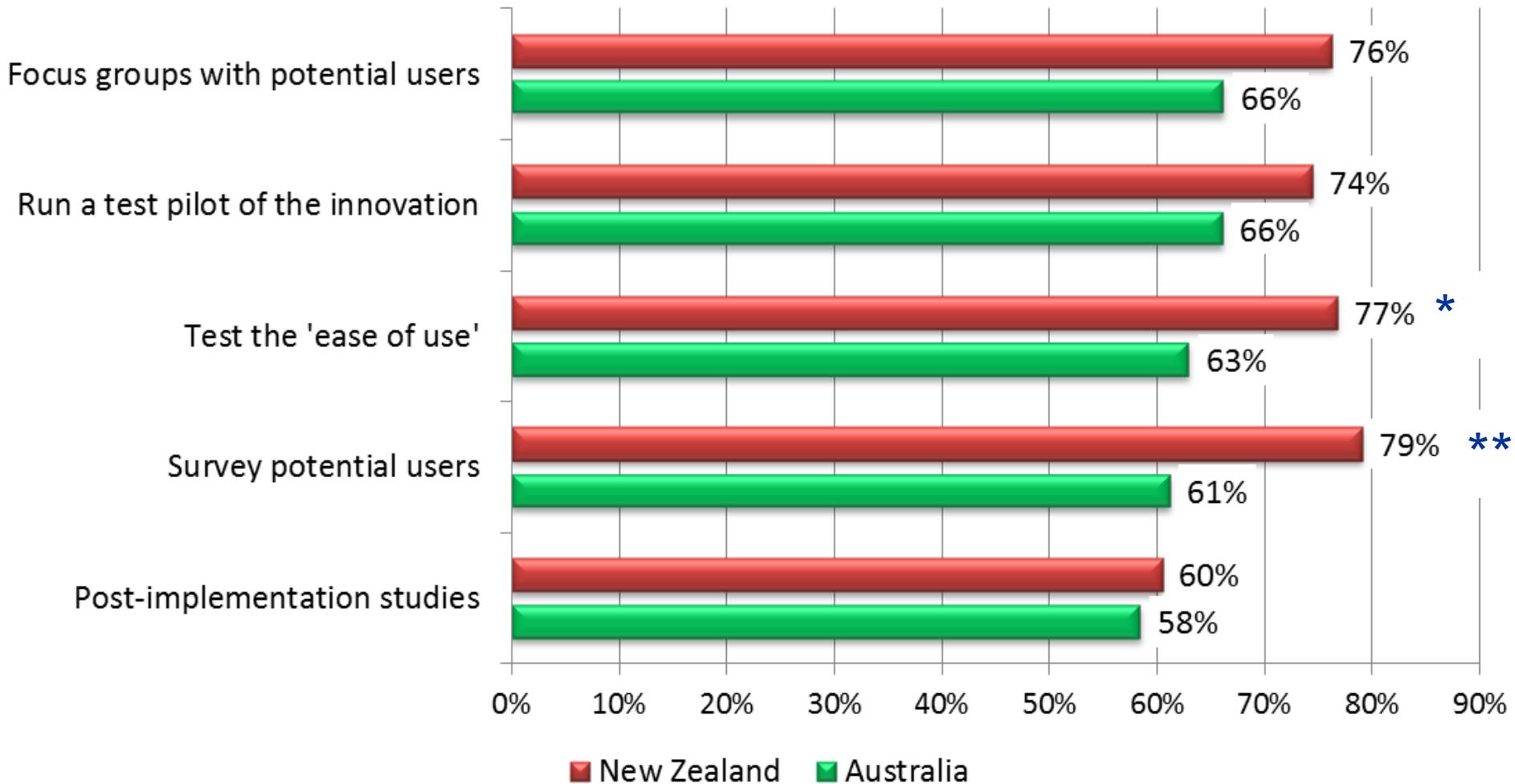
Businesses that use design-thinking (co-creation) methods to innovate perform better than non users



DESIGN-CENTRIC ORGANIZATIONS:

APPLE
COCA-COLA
FORD
HERMAN-MILLER
IBM
INTUIT
NEWELL-RUBBERMAID
NIKE
PROCTER & GAMBLE
STARBUCKS
STARWOOD
STEELCASE
TARGET
WALT DISNEY
WHIRLPOOL

Use of design-thinking methods, percent respondents



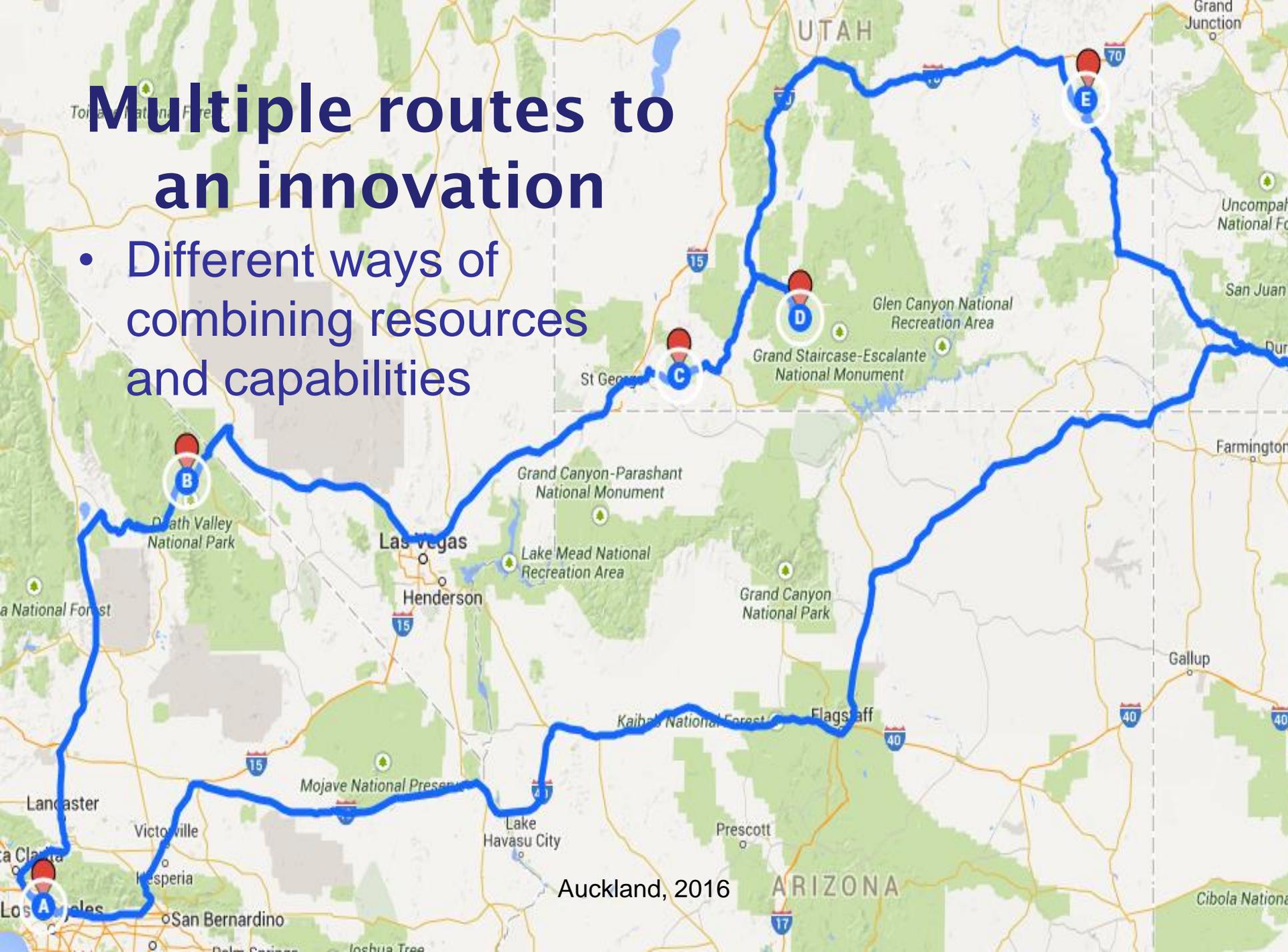
An illustration of an iceberg floating in the ocean. The visible tip is a thin, flat layer of white ice. The submerged part is a much larger, jagged mass of blue ice. A small whale is visible swimming near the submerged part. The text is overlaid on the submerged part of the iceberg.

**Does your workplace
have an inclusive
innovation culture?**

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Multiple routes to an innovation

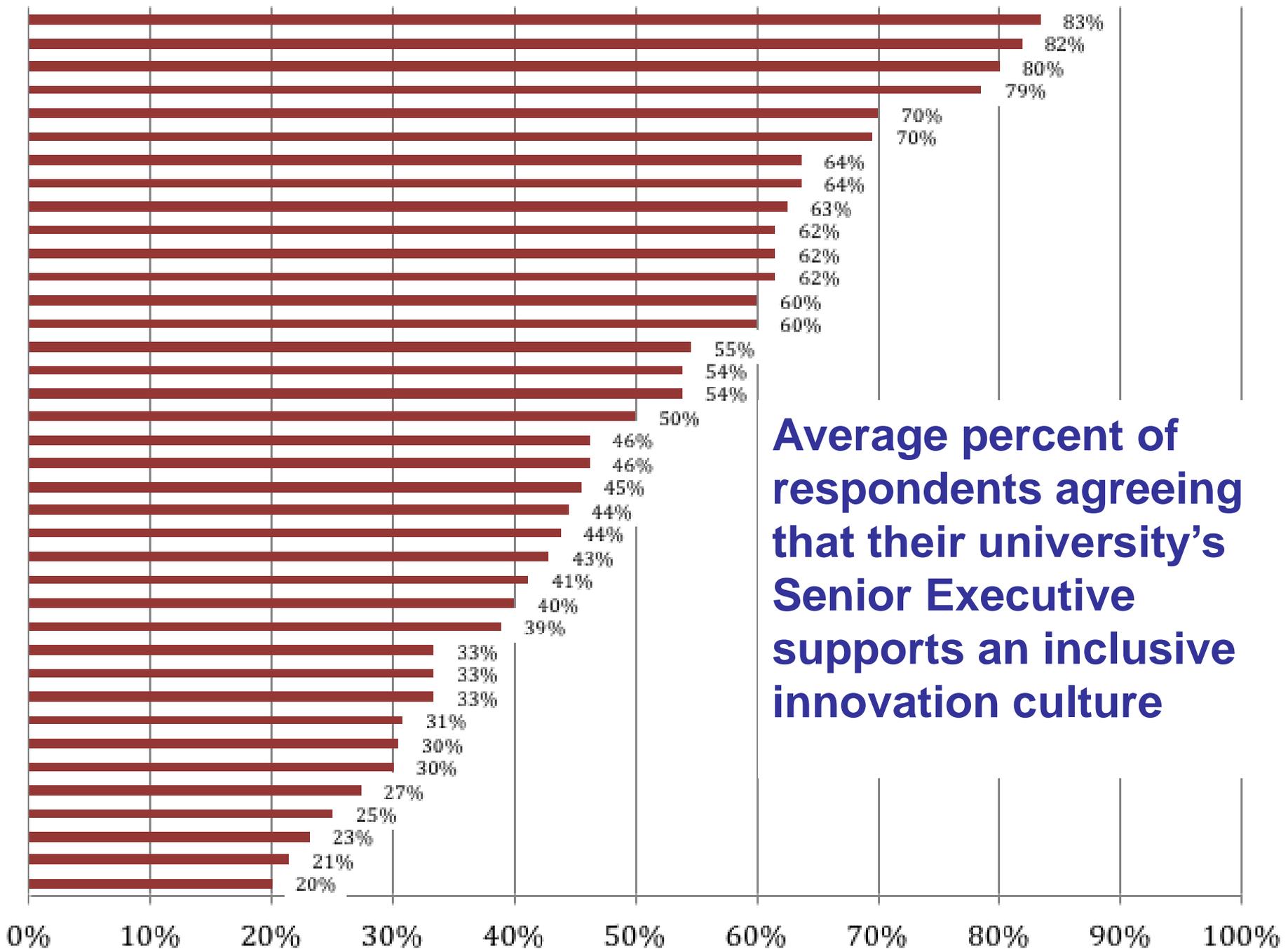
- Different ways of combining resources and capabilities



49% of respondents agree that their “Senior Executive support a positive innovation culture that includes all staff.” (inclusive innovation culture)

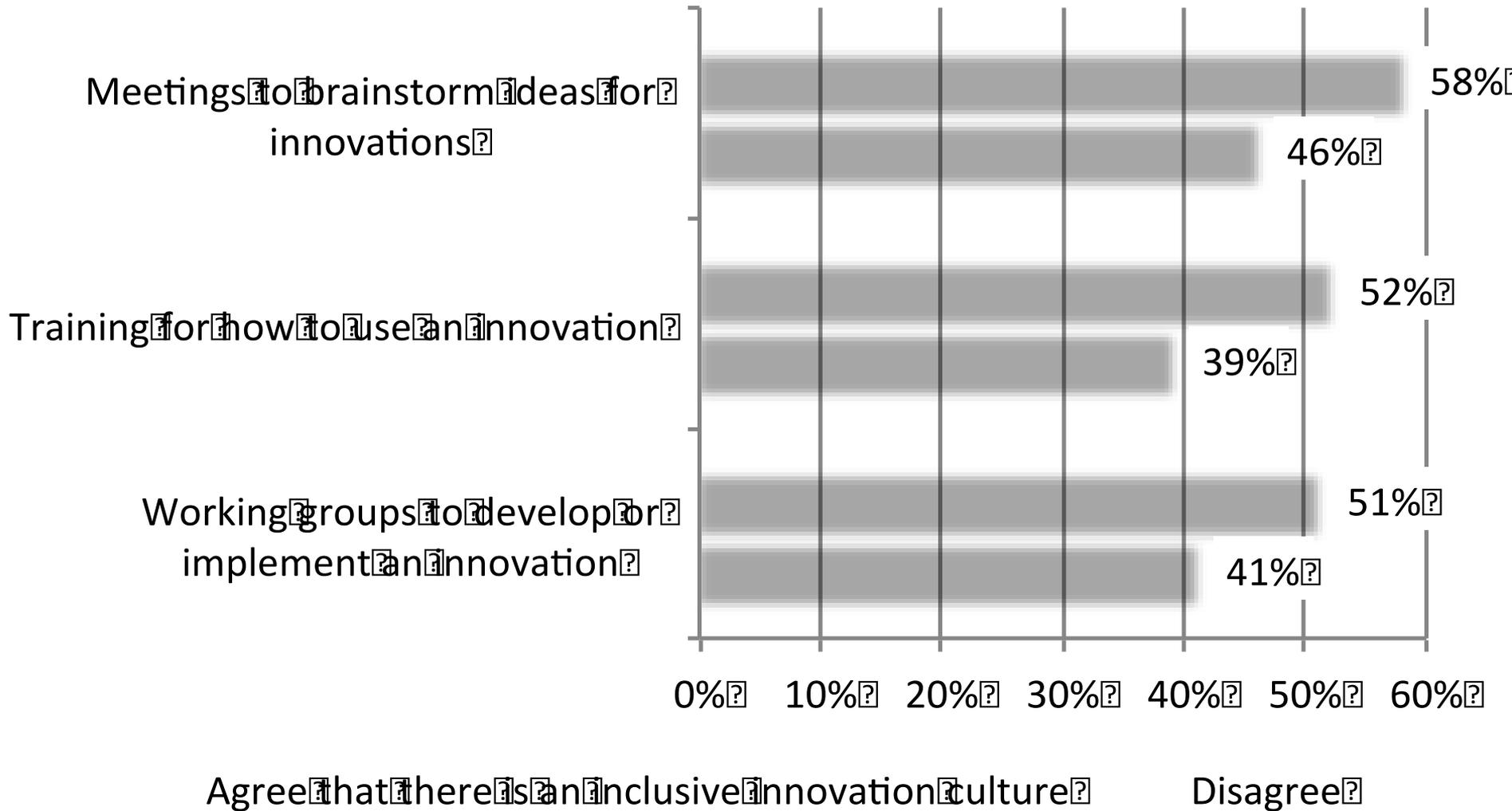


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Average percent of respondents agreeing that their university's Senior Executive supports an inclusive innovation culture

Share of staff involved in three innovation support methods by agreement with an inclusive innovation culture

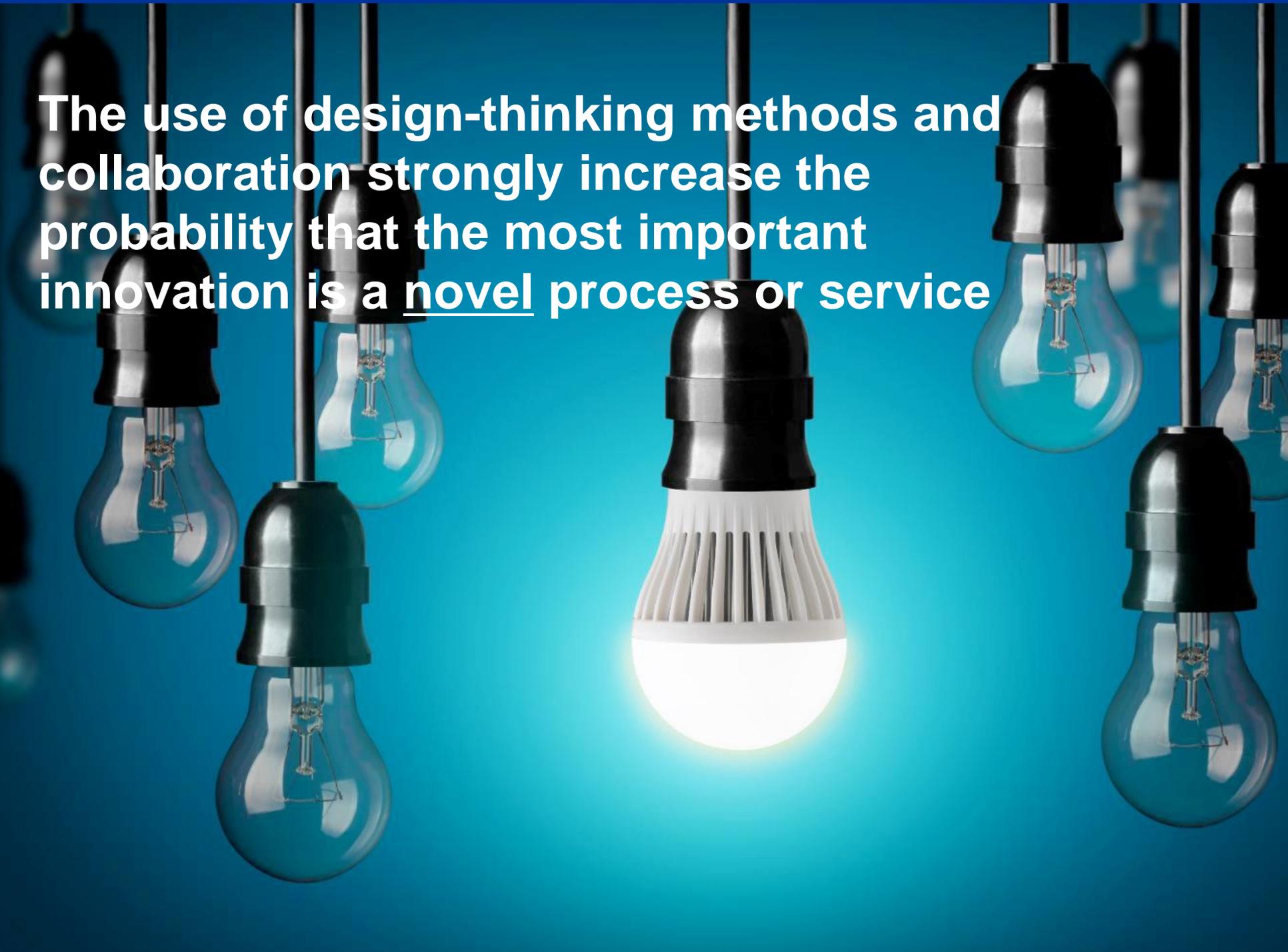


Effect of an inclusive culture on the use of design thinking methods

Design-thinking method	Odds ratio	p
Conduct project user or focus groups	1.9	.029
Surveys of potential users	2.2	.004
“Ease-of-use” surveys	2.7	.001
Pilot tests of an innovation	1.9	.033
Post-implementation studies to identify problems	2.1	.012

Results from logistic regressions that control for innovation type, reasons for innovating, restructuring, number of staff, and function
 Comparison between ‘agree’ with an inclusive culture versus ‘disagree.
 Evidence for a dose-response effect for all methods.

The use of design-thinking methods and collaboration strongly increase the probability that the most important innovation is a novel process or service



A photograph of a dilapidated, abandoned room. The walls are heavily damaged, with large sections of peeling paint and exposed brick or concrete. A large window on the left side of the room looks out onto a lush green forest. In the center of the room, there is a pile of debris, including a large bundle of sticks or twigs. To the right, several wooden chairs are stacked or broken. The floor is covered in dirt, moss, and other debris. The overall atmosphere is one of neglect and decay.

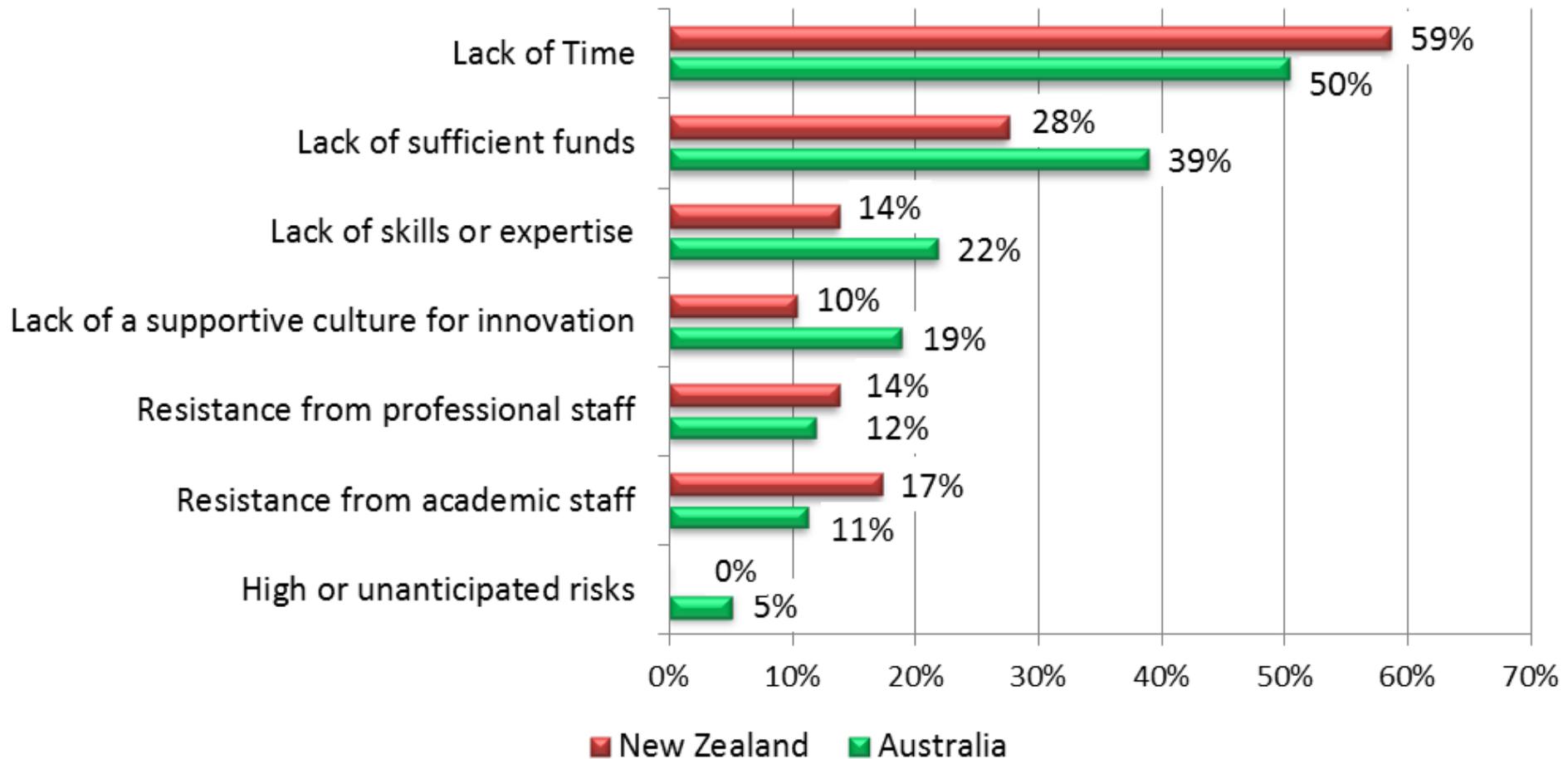
**What doesn't
work?**



A lack of support for an inclusive innovation culture **doubles** the probability of an abandoned or underperforming innovation

A budget cut increases the probability of abandonment or underperformance by **60%**.

'High importance' innovation obstacles, percent innovators



The odds of reporting each of three obstacles that are measures of a lack of resources (skills, funding and time) **decreases** substantially in the presence of an inclusive culture (Odds of 0.32, 0.24 & 0.12).



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The main factor **increasing** the reporting of all resource obstacles is when innovation is driven by a **crisis requiring an urgent response** (Odds of 2.2 to 2.8).

Negative effects of the most important innovation

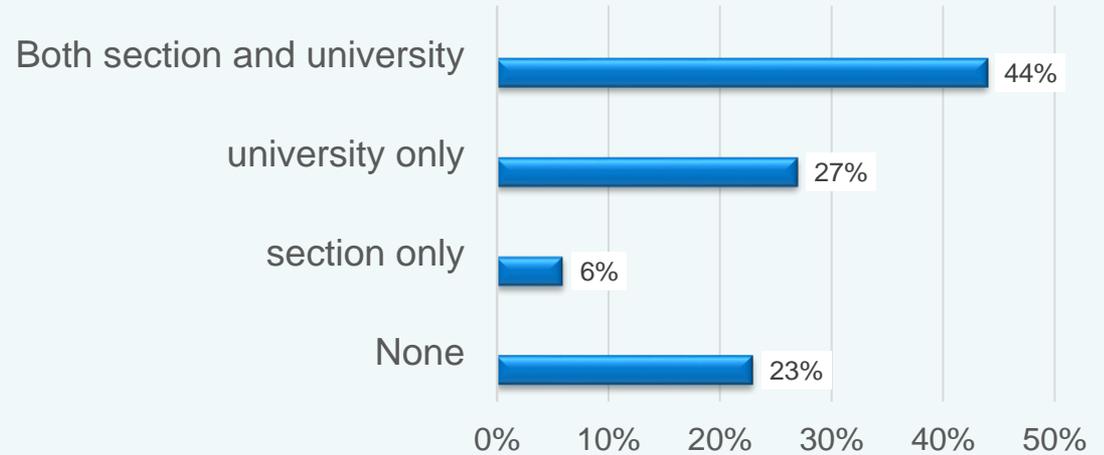
1. University's brand or reputation
2. Simpler or faster processes
3. Increase in revenue
4. Employee working conditions
5. Student experience
6. Teaching and learning
7. Research
8. Reduction in costs



Factors correlated with one or more negative effects from the most important innovation (MII)

- The absence an inclusive culture increases the odds of a negative effect from the MII by 2.5 times.
- When the idea for the MII is obtained from the Senior executive versus the respondent, the odds of a negative effect is increased by 1.9 times.
 - (respondent better informed or tries harder?)

Restructuring



Only 7% of reported 'most important' innovations involve restructuring

Restructuring effects

- **None** on use of 5 design thinking methods, except a small positive effect on use of 'post implementation studies'
- **None** on occurrence of an abandoned /under performing innovation
- **None** on innovation obstacles
- **None** on a novel most important innovation
- **None** on negative effects of the most important innovation

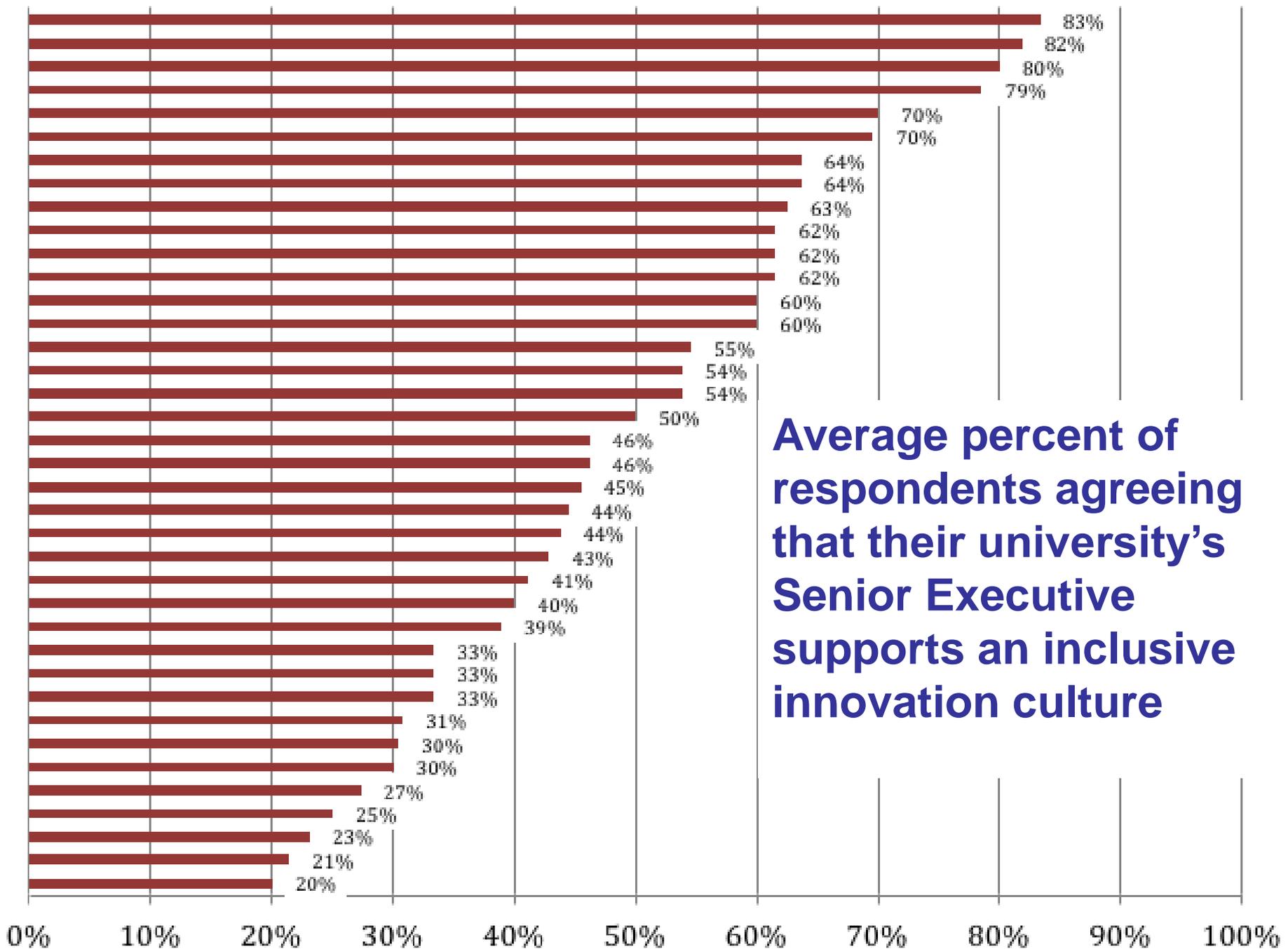
Conclusions: what works

- Collaboration
- Inclusive culture
- Use of design-thinking methods
- Use of other innovation support methods
- Sufficient resources
 - Similar success factors as in the private and public sectors

An inclusive innovation culture

- Large impact on the use of ‘**best practice**’ innovation support methods such as design-thinking.
- Substantially decreases the probability of an **abandoned or under-performing** innovation and **negative** effects from a most important innovation.
- No effect on **novel** innovations.
- Positive but not robust effect on a few **beneficial outcomes** of the most important innovation.





Average percent of respondents agreeing that their university's Senior Executive supports an inclusive innovation culture

Further information

Available from the AIRC and LH Martin websites:

Preliminary report on descriptive results

<http://www.utas.edu.au/australian-innovation-research-centre/research/innovation-in-the-public-sector/University-Management-and-Service-Innovations>

Report on innovative culture

<http://www.utas.edu.au/data/assets/pdf.file/0007/871351/Arundel-OECD-Blue-Skies-Paper.pdf>

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