



# Australia 3.0

CATALYSING IDEAS INTO COLLABORATIVE ACTION

## Overview

### Australia 3.0 'Wicked Policy Challenge' on ICT Procurement

*Sydney - August to December 2016*

Priority Question - "What ICT solutions can help to increase the agility, innovation of government ICT procurement?"

#### *Framing the Challenge*

There is an urgent emerging need for Australian industry and Governments to work together to accelerate the development of collaborative engagement models that lead to significantly better outcomes (i.e. lower cost, improved services, greater citizen satisfaction) through business innovation enabled by ICT. This will include the development of procurement and implementation practices with the associated development of consistent and sophisticated best-practice guidelines.

The 2012 "National ICT Strategy 2012 – 2015" identified that the Australian Government, with an annual procurement of over \$5 billion in ICT and associated services, "...will use ICT to increase public sector and national productivity by enabling the delivery of better government services for the Australian people, communities and business, improving the efficiency of APS operations and supporting open engagement to better inform decisions."

The role of the Australian government as smart buyer is inhibited by existing procurement processes including:

- the focus on acquiring solutions for existing system needs rather than anticipated needs,
- the limited ability to innovate, and
- a mandate to limit risk to a very high degree.

A major challenge identified by Government members of the workshops was the mandate to specify system requirements to very fine detail and then seek the lowest cost bidder, rather than take an outcomes or solutions focus where bidders address a stated challenge and work towards a known budget.

#### *What are we trying to achieve?*

This Australia 3.0 "Wicked Policy" challenge seeks to create a process for government to innovate in procurement. Unlike a normal single day hack-a-thon, we will run a series of Rounds over the period August through September in Sydney focused on **describing, trialing and ultimately delivering a framework for ICT procurement for government which**

- Does not disadvantage SME's
- Supports joint discovery between government and providers
- Allows for agile solution development

The **ICT procurement framework** will be tested using a live example of an **ICT platform** currently being scoped by a NSW government agency (target delivery 4Q 2016). This **ICT platform** will use the ICT procurement framework developed by the Australia 3.0 participants.



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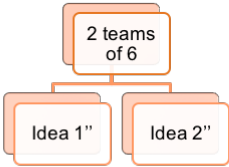
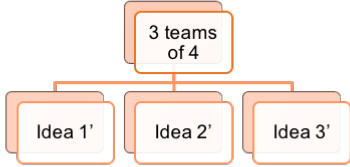
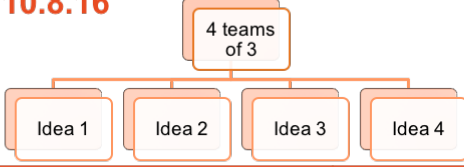
With input from client agencies, we will focus on two government agencies – NSW Department of Finance, Services and Innovation and the Greater Sydney Commission, to discover the key elements of an ICT procurement framework which has been guided by the needs of both government and industry participants.

The overall goal is to design an innovative ICT procurement framework to operate in a real world procurement environment, making engagement with government easier for companies, and helping government to work in more innovative ways. The final recommendations will be presented at a public industry roundtable set for **30 November 2016** in Sydney. As well, the findings will be published on the Australia 3.0 website and provided to all participants including the sponsor groups within the host governments.

The Australia 3.0 challenge on Innovation in ICT Procurement follows on from successful workshops in 2014 and 2015 where collaborative problem solving techniques harnessed the power of digital transformation in critical services.

### How Does a Wicked Policy Challenge work?

The Wicked Policy Challenge is intended to take the best of the creativity unleashed by a traditional hack-a-thon and direct it toward a real world problem of greater complexity than can be addressed in a single intense session. The Australia 3.0 approach is to work with teams to work in sprints to address the client problem to deliver a rapid result with real outcomes.

A3.0 Wicked Policy Challenge on ICT Procurement Aug-Dec 2016	
<b>Round 4</b>	<b>28.9.16</b>
	 <p>Workshop solutions with Client Agency</p>
<b>Round 3</b>	<b>14.9.16</b>
	 <p><b>Evaluation</b> One winner declared, one runner up</p> <p>2 teams of 6 people Ideas adapt based on results in Round 2</p>
<b>Round 2</b>	<b>24.8.16</b>
	 <p><b>Evaluation</b> One team down selected</p> <p>3 teams of 4 people Ideas adapt based on results in Round 1</p>
<b>Round 1</b>	<b>10.8.16</b>
	 <p><b>Evaluation</b> One team down selected</p> <p>4 teams of 3 people Ideas have been approximately pre-shaped by client Agency</p>
<b>Round 0</b>	<b>3.8.16</b>
	<p>Agency participants identified and available</p> <ul style="list-style-type: none"> <li>• Workshops with Client Agency completed</li> <li>• Focus area selected with Agency</li> <li>• Teams recruited</li> </ul>

Kicking off with Round 0 we work with our sponsor agencies to refine **the problem space**, around the 'wicked' policy challenge. As preparation for the Round 1, the ideation teams will get to explore these areas of strategic importance and identify problems that can be addressed through Design Thinking techniques. Ideation teams still get to explore areas they find interesting, and we will ensure they are also important to Australia.

The ideal starting team is small with a range of experiences across members. Each Round runs for a single day and is separated by approximately 2 weeks. After each Round, we will work with client agencies to pick winners (and runners up) and then down select until only 2 ideation teams remain. At each down selection stage, ideation teams are asked to reform, so in Round 2, there are 3 ideation teams of 4, and in Round 3, there are two ideation teams of 6. The final Round 4 is when the solution of the winning team and the runner up team get to pitch their approach to the client agency.

The final round will see the winning team (and runner up) workshop their solution with senior members of government procurement staff with the goal of ensuring the solutions are ultimately able to operate in a real world environment. The winning team will also have the opportunity to present their solution at a major Australia 3.0 panel session event associated with the 2016 ACS REIMAGINATION Summit either on 30 November or 1 December 2016 in Sydney.

### Who can participate?

We seek participants keen to explore a range of methodologies to address the real world challenges which inhibit ICT procurement reform. Calling for a mix of people with experience in developing technical solutions, running small business and working in government. Open to new ideas, you welcome this unique opportunity to join in the Australia 3.0 challenge process. Collaboration is key for success and confidence working with government clients towards an innovative solution is a rewarding experience. Please note participants are engaging as individuals not as representatives of their company.

### What's the commitment?

- Participants are required to attend the Kick off Briefing and all Rounds of the challenge in Sydney.
- You will need to cover your own travel costs to attend the events from 8.30am – 5.30pm mid-week.
- The winning team will present their solution at an open forum on 30 November and attend the ACS Reimagination summit on the day of 1 December and the ACS Digital Disruptor Awards that evening.

### Key Dates

Activity	ICT Procurement	Time	Location
Recruitment	Wed, 20 July 2016		Online
Registration EOI	Wed, 3 August 2016	4:00pm	Online
Client Workshop	Wed, 3 August 2016	2:00 - 5:00pm	ACS*
Kick Off Briefing	Wed, 3 August 2016	5:00 - 7:00pm	ACS*
Team Selection	Fri, 5 August 2016	12noon	Online
Round 1	Wed, 10 August 2016	8:30am - 5:30pm	UNSW CBD**
Round 2	Wed, 24 August 2016	8:30am - 5:30pm	UNSW CBD**
Round 3	Wed, 14 September 2016	8:30am - 6:30pm	UNSW CBD**
Round 4	Wed, 28 September 2016	8:30am - 5:30pm	UNSW CBD**
Presentation	Wed, 30 November 2016	TBC	NSW Parliament House
Reimagination	Thu, 1 December 2016	8:30am - 10:30pm	Sydney Star

\* ACS National Office Level 11, 50 Carrington Street, Sydney NSW 2000

\*\* UNSW CBD Campus, Level 6, 1 O'Connell Street, Sydney CBD, NSW 2000

### Registrations

Complete the Expression of Interest form on the Australia 3.0 website [www.australia30.com.au](http://www.australia30.com.au) by 4pm 3 August  
Contact Kelly Hutchinson Australia 3.0 Program Manager [admin@australia30.com.au](mailto:admin@australia30.com.au) 0403803543



## Background on A3.0 Innovation in Government ICT procurement

Australia 3.0 focuses on developing innovative ideas that harness technology to assist industries adapt to an ever-changing competitive environment. Working in partnership with industry leaders to identify challenges and then catalyse ideas, the goal of Australia 3.0 is collaborative actions that benefit all.

Increasingly Australian State and Federal Governments have promoted a policy position that leverages information and communications technology (ICT) to engage more effectively with citizens, improve interaction between government agencies and with other sectors. Policies areas targeted include increasing transparency and unlocking value by making available more detailed data more frequently. Open access to data increases transparency, will help drive data driven decision making and promote a more open, interactive environment.

Many of these programs rely on the effective use of innovative ICT solutions. However, challenges remain on how to describe, trial and ultimately deliver the efficiency or service quality payoffs promised by potentially transformative ICT solutions. New engagement approaches need to be introduced into Government agencies to allow exploration of evolving ICT solutions in order to achieve a positive digital transformation. On both the supply and demand side, the challenges are largely wrapped around breaking the paradigms of the past while addressing concerns of privacy, dealing with risk in a digital world and designing services fit for digital purpose. That means introducing new approaches to industries and Government agencies to achieve a positive digital transformation.

### Proposition

Australia 3.0 addresses Australia’s critical challenges through the practical application of ICT. ICT enables and underpins all efforts in improving national productivity and growing the Australian economy. Australia 3.0 applies the capabilities of Australia’s ICT industry practically to solve the challenges facing key industry sectors. For Australia to compete globally, and thereby create the high-value jobs of the future, we must be a leader in the creation and adoption of innovative, high-productivity solutions for key economic, societal and environmental challenges. Harnessing our national capabilities to sustain and improve our standard of living means we must exploit new technologies. The Australia 3.0 process is part of the ecosystem required to make the step change needed to prosper.

### Process

Australia 3.0 drives the innovation agenda by bringing together stakeholders to **classify challenges** through conversations then **catalyse ideas**, including **collaborative action** through open innovation sessions. The goal is to create a continuous dialogue between the ICT sector and industry to continue the work forged on common goals and the shared commitment to improve Australia’s future.



### Who is Australia 3.0?

**Australia 3.0 is a collaboration between the Pearcey Foundation, ACS and Telsoc.** The A3.0 challenges are lead is **Dr Ian Oppermann**. Ian is considered a thought leader in the area of the digital economy and big data based on his outstanding leadership whilst Head of CSIRO’s Digital Productivity Flagship. Ian is a Fellow of the IEA, IEEE and ATSE, a Senior Member of the ACS, and a member of the AICD. Joining Ian is **Denis Tebbutt** a leader of major international healthcare applications providers and as industry advisor to NeHTA and former Board Member of HISA and Chair of www.dragon-claw.org. **Kelly Hutchinson** as A3.0 Program Manager is the first point of contact.



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