**Building a Culture of Innovation – Alt Text File**

The visual notes have been created within a template which utilises the University of Liverpool’s ‘Making an Impact 2022’ and the Academy’s colour schemes of dark purple, a golden orange and accents of pink, green and blue. The bottom of the note includes a colourful banner incorporating the Making an Impact 2022 visual which includes bright colourful triangles. The Academy which has a purple background and a colourful pyramid of stripes. A second Academy banner focussed on Researcher Development which has a white banner with an image made up of four colourful petals (purple, pink, green and orange) It states “positive and inclusive research culture”. The final banner is the logo of the University of Liverpool featuring a blue shield with three doves and a book in the centre. Underneath this runs the social media information:

www.liverpool.ac.uk/research er/making-impact

#unilivimpact22

@LivResearcher

@LivUniAcademy

And the words “illustrated by @swantonsketches”

The top left corner of the note features a portrait of the key note speaker, Dr Iain Henessey, Clinical Director of Innovation – Alder Hey Children’s Hospital, in an oval frame. The portrait in in purple monochrome and captures a white man with a bald head. He is wearing a white shirt and his work lanyard captures the bright colours of the template colour scheme.

The title of the talk ‘Building a Culture of Innovation’ is captured in purple text on an orange banner along the top. Dr Henessey’s name and details are under this in white writing on a purple banner.

A speech bubble comes from Dr Henessey’s portrait which reads

“Innovation is… a fresh idea implemented to achieve value”

Underneath this is a drawing of a pink sports car with Innovation Hub written on the side. Dr Henessey compared the state of the art facilities at the Innovation Hub as akin to being given the keys to a Ferrari.

To the right of this image is a drawing of an orange question mark with pale purple stick figures captured around it. Underneath reads that the Innovation Hub create a safe space for people to get together: to pitch ideas, to share different skill sets; to promote ingenuity and create networks.

To the right is a numbered list next to a pink heart with the words “Innovation to fix the problem” they read:

1. Identify the problem
2. Work up the problem
3. Identify partners
4. Work with partners to try out solutions

Underneath is a purple container which has the words “partnership is essential” written in white.

Running from left to right across the centre of the visual note is an orange banner which the “Five areas of cutting edge technology to foster a culture of innovation” written in purple. Underneath this are five rectangles with alternating pale orange and white backgrounds.

The first is titled “UX wow factor” and states “partnered with a theme park company to improve experiences for children” Underneath is a cartoon image of a stick child with brown skin looking at a virtual aquarium with bright coloured fish. A speech bubble stating “magic” is drawn next to the boy. Underneath reads “led to development such as interactive digital aquariums in waiting areas” and “calmer, happier children”.

The second is titled “Digital Platforms” and features a drawing of a laptop but with the screen represented as a door with the word “welcome” on it and a colourful semi-circular window – this is to represent the platform being like a digital front door. The words “fun”; “games”; “rewards” and “resources” are written next to the door in the colours represented in the colourful window. Underneath the image are the words “Alderplay developed as the hospital’s digital platform”

The third is titled “Health Tech” and features an example of rapid prototyping with examples including the use of 3D printing technology to create artificial bones to test out innovative procedures – this is illustrated with a drawing of a 3D printed broken femur. The second example is the development of functional transparent face masks – illustrated by a cartoon nurse with yellow curly hair and glasses. She is wearing a transparent mask and you can see her smiling. In the centre are the words “Provides safety in trying out new procedures and processes.

The fourth is titled “Pre-emptive AI Data” The example is a chat bot developed for children. It is illustrated by a cartoon of a child with pale skin and dark short hair with an arm in a cast and in their other hand, they are holding a mobile phone. A thought bubble is drawn above the child which reads “How do I look after my cast?” The chat bot has answered 30K questions and reduced anxiety. Underneath is a drawing of a monitor featuring a map of the Liverpool region. Next to it reads “Use data to look for patterns – inform interventions”

The final reads “Immersive Health”. It is illustrated by a cartoon drawing of a health professional with black skin wearing a virtual reality headset. It states “Augmented reality can innovate health practice – for example preoperative planning and supportive behavioural therapies”.