

Social and Behavioural Sciences Innovation Pipeline | November 2023

● Technology available for partnering

BEHAVIOURAL SCIENCES

VALIDATED MEASURES AND AGILE TOOLS

Program name	Description	Theoretical	Empirical	Applicable	Replicable	Impact
Public Health						
QuikFix	A brief intervention designed for young people (aged 16 - 25) who have had contact with support services after experiencing alcohol or drug-related harm in a night-time entertainment precinct, or at an event/festival.	●	●	●		
BeUpstanding	A workplace-based behaviour change intervention targeting too much sitting while working by encouraging more movement, more often, thus improving staff health and wellbeing	●	●	●		
oSIM	A web-based application that allows users to design personalised social identity maps. Used by human resource professionals in leadership programs, employee engagement and company culture initiatives	●	●			
Wellbeing						
Mindfulness for MS	A community-based mindfulness program that improves the quality of life for people living with multiple sclerosis	●	●	●	●	
READY Resilience Training Program	A group based training program that helps people to become more resilient in their everyday life	●	●	●	●	
CarFreeMe	An evidence-based education and support program to improve community mobility, participation, and connection for people who retire from driving	●	●	●		
Mental Health						
BRAVE	An interactive Cognitive Behaviour Therapy (CBT) program developed specifically for anxious children, teens, and their parents	●	●	●	●	
You Only Live Once (YOLO)	An online Acceptance and Commitment Therapy (ACT)-based mental health promotion intervention for university students	●	●	●		
Print Gym	An online and app-based training environment for the development and maintenance of fingerprint perceptual expertise for forensic experts. An associated technology measures expertise and training progress amongst fingerprint forensic experts.	●	●			
Education						
Latch-On	A post-school literacy and numeracy program transforming the lives of young adults with intellectual disabilities around the world	●	●	●	●	●
KoolKids	An evidence-based approach to social and emotional learning that empowers children aged 5-12 to live well with themselves and with others	●	●	●	●	●
Mindfields	An evidence-based approach to social and emotional learning that promotes life skills for teens	●	●	●	●	●
RiPPLE	An adaptive learning platform that leverages artificial intelligence to personalise and augment student learning through a unique feature that crowdsources content	●	●	●		
The Islands	A real-time simulation of a virtual population, validated as supporting learning and teaching in experimental design, statistical reasoning and epidemiology. Suitable for learners in higher education, primary or secondary schooling. Broad applicability across domains including health, mathematics, economics and social sciences.	●	●	●		
Validated Measures						
Geriatric Anxiety Index (GAI)	A simple self-reporting scale for quickly screening older people for anxiety disorders	●	●	●	●	●
Parent Cough-Specific Quality of Life	Questionnaires that measure the impact of a child's cough on parental wellbeing and daily life while mirroring the changes in acute cough severity	●	●	●	●	●
iAx	An electronic assessment and personalised feedback system that assists health practitioners with the treatment of alcohol and cannabis addiction	●	●	●		
Bullying Cyberbullying Scale for Adolescents	A self-report survey tool that measures bullying and cyberbullying behaviour among adolescents	●	●			●
Corporal Punishment Myth Scale	A 10 item questionnaire measuring the extent to which individuals believe or accept a set of myths proposed to perpetuate corporal punishment use	●	●			●
Trust insights Toolkit	A toolkit for assessing trust and trustworthiness. Useful for any organisation seeking to understand stakeholder trust, design trustworthy organisations, conduct trust repair and assess trust in emerging technologies such as AI.	●	●	●		

THEARI Rating System

THEARI is a simple framework for standards of evidence and potential appropriateness for application across scientific disciplines, published in Nature Research Social and Behavioural Sciences*

*Source: Ruggeri, K., van der Linden, S., Wang, Y. C., Papa, F., Riesch, J., Green, J. (2020). Standards for evidence in policy decision-making. Nature Research Social and Behavioural Sciences, 399005. [go.nature.com/2zdTQis](https://doi.org/10.1038/s41562-020-0900-2)

Theoretical
Empirical
Applicable
Replicable
Impact

Argument or possible explanation stated
Concept described but not utilised
Concept has been used to elicit effect
Effect has been repeated independently
Effect has been appropriately replicated in practice with measurable value in the real world

