

1

FREE/LOW-COST EQUIPMENT

Residents can apply for loans for a computer.
Widens availability.

Needs: admin, funding and support.



2

OUT OF THE SILOS

Institutions receive incentive funding to 'get out of the silo' and share their technology resources with community-based groups and projects.
Good use of resources

Needs: strong incentives.



2

SCHOOLS SHARING

Schools use the technology to share learning resources between themselves and the community.
Good use of resources.

Needs: equipment, staff.



1

SUPPORT FOR DISABILITIES

Special software, and adapted hardware, provides people who have disabilities with easy access.
Helps inclusion of all

Needs: funding and support



2

REVENUE EARNING

The initiative develops products and services to earn revenue.
Helps sustainability.

Needs: Technical and business development staff



2

DIGITAL TV

Content is designed for Net access through TV and set top box.
Reduces equipment costs but also range of uses

Needs: appropriate system design.



1

PARTICIPATION ONLINE

Discussion lists/forums are created so different interests in the community can air their views.
Creates interaction.

Needs: Confident users, facilitators, appropriate system.



1

PLANNING WORKSHOPS

The development team runs workshops with key interests and residents to help design the system.
Gains commitment, recruits champions.

Needs: Commitment to participative process, development team.

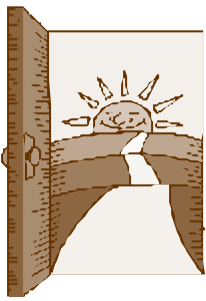


3

COMMUNITY ACCESS

The initiative develops and supports local centres—in community centres, libraries and other places—providing access and training for all.
Good for collaborative learning, community projects.

Needs: Premises, staff, long-term funding



2

WEB PORTAL FOR SERVICES

A website provides information and access to public services online.
Important hub.

Needs: Technical and content skills, systems, maintenance, development.

Project



3

E-COMMERCE

Systems and support available for small firms to develop their e-commerce capabilities
Helps economic development

Needs: training and e-commerce systems

Project



2

AGENCIES ONLINE

Local agencies commit to making information and services available online, and responding to enquiries.
Important for interactive services.

Needs: Agency commitment, training and support programme.

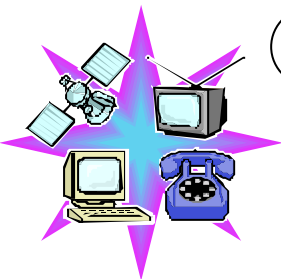


2

DIGITAL CHAMPIONS

The initiative recruits, and supports a network of people prepared to champion the use of the Internet.
Builds interest and commitment.

Needs: Training and support programme, equipment.

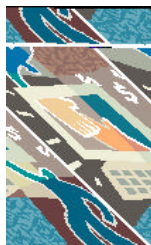


3

COMMUNITY INTRANET

Homes with computers or digital TV are able to use an internal system for newsletters, discussions and Home Pages.
Goes beyond information provision.

Needs: Tech and content team. Access and equipment.



2

ARTS AND HISTORY

Budding local artists and historians have access to multi-media facilities in centres to develop projects
Taps people's enthusiasms

Needs: tutors, equipment



2

USER SURVEYS AND CO-DESIGN

The initiative addresses 'why bother' up-front by finding what people are looking for online, and designing to fit.
Important for bottom up design

Needs: development team, commitment to user participant.

2



LAPTOP LENDING

Residents who complete a basic computer literacy course qualify for laptops on loan.
Good incentive for champions.

Needs: Laptops and maintenance plan.

1

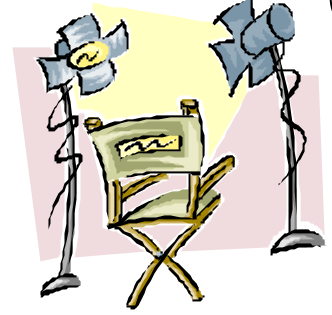


GROW YOUR OWN TECHIES

Residents can learn computing and Net skills so they can provide support to others.
Good for interest, employment opportunities

Needs: Training organisation

2



LOCAL BROADCAST CHANNEL

A studio and broadcast facilities enable residents to create their own audio and video programmes for broadcast on the Net.
Opportunities for enthusiasts, content for the portal.

Needs: Facilities, staff, training.

3



HELPLINE AND SUPPORT

Users can call upon a professional technical team to deal with problems.
Important if complex system

Needs: Tech team and base.

2



MOBILE TRAINING

A wireless network of laptops is taken around community localities to provide access and training.
Raises awareness, provides training in familiar places

Needs: Laptops, transport, staff.

1



COMMUNITY CONTENT

Local centres work with residents to develop 'fun' activities and content relevant to people's lives.
Builds content from people's interests

Needs: Staff, volunteers, centres.

1



DEMOS AND OTHER EVENTS

Development team run awareness-raising events.
Gets people involved.

Needs: team, equipment, content.

2



COMMUNITY GROUP SUPPORT

Funding and support enables community groups to get online and serve their clients.
Important if local groups are to play a full part.

Needs: tech and training staff.

3



DEVELOPMENT TEAM

One or more full-time staff are appointed to undertake planning and development work.
Essential if a substantial initiative is planned.

Needs: funding, staff with appropriate skills.