

Here's a round-up of the points covered that I'd like flagged from my session, although note that it's not a reflection of the group consensus, more my own personal highlights.

Digital Britain Unconference (London): Session report

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Name of session: Digital Britons

Key questions considered:

1. What does digital mean for the people of Britain?
2. How do we balance the needs of "Digital Britain" with being part of a globally-connected community?
3. What are the wider implications of the digital age on society and the economy, beyond the "digital sector"?
4. How does the digital revolution impact on our personal skills needs, and our personal wellbeing?
5. What are the implications of digital technologies for social inclusion and participation?

Action points that could be included in the Digital Britain final report:

1. Engagement with public services to be digital by default to increase efficiency but give service users a choice of engagement channels to avoid replacing one set of exclusions/barriers to access with another.
2. Key skills training should include not just use of software but how to use digital and social tools to build communities, campaign for key issues and contribute to and create new social media. Skills for "Digital DIY".
3. Fund research into the impact of digital technologies on our mental and physical health, and training for the public in how to incorporate new technologies into our lives in healthy and sustainable ways. (See [www.digitalhealthservice.com](http://www.digitalhealthservice.com) for more information.)
4. Support digital enterprise to help Britain become the economic and cultural leader in the digital economy, but ensure that this wealth and influence is shared fairly with the people of Britain, particularly those who contribute content to it.
5. Better use of digital tools to create a sense of "membership" of the British state, particularly to give the nation a tighter sense of unity in an age where technology is eroding the value of national boundaries.
5. BBC and other public-funded content to be made freely available digitally to the "members" who have funded its creation, with derivative products (eg. DVDs) available for discounts to license-payers or tax-payers.

Some ideas for how these proposals could be funded:

Cost-savings on e-government to be directed towards public skills and digital inclusion initiatives in the first 3-5 years.

Public partnership with community groups, social enterprises and hacker/tech communities to deliver e-government and e-participation agenda, and "digital DIY" skills training.  
New lightweight company structures for digital enterprises offering tax incentives in return for co-operative style membership structure to remunerate content producers and community members.