National Digital Equity Center

Goal: To close the Digital Divide across Maine and the United States
What is Digital Equity and Digital Inclusion?

Definition: Digital Equity is a condition in which all individuals and communities have the information technology capacity needed for full participation in our society, democracy and economy.

Digital Equity is necessary for civic and cultural participation, employment, lifelong learning, and access to essential services.

Definition: Digital Inclusion includes:
- Affordable Broadband
- Affordable Equipment
- Digital Literacy Training
- Public Computer Access
Digital Equity & Digital Inclusion Plans

– Affordable Broadband
– Affordable Equipment
– Digital Literacy
– Public Computer Access
– Community Advocates
– Broadband Adoption
Affordable Broadband

Is there a plan for low-to-moderate income families that cannot afford an internet connection?
Affordable Equipment

Is there a plan to identify community members that need equipment – laptops, desktops, tablets, etc.?
Digital Literacy

- Possesses the variety of technical skills required to find, understand, evaluate, create, and communicate digital information in a wide variety of formats;

- Is able to use diverse technologies appropriately and effectively to retrieve information, interpret results, and judge the quality of that information;

- Understands the relationship between technology, life-long learning, personal privacy, and stewardship of information;

- Uses these skills and the appropriate technology to communicate and collaborate with peers, colleagues, family, and on occasion, the general public; and

- Uses these skills to actively participate in civic society and contribute to a vibrant, informed, and engaged community
People are most interested in training that will help them stream video content and use Microsoft Office along with business products, such as QuickBooks.

- Streaming video content online (Netflix, Hulu, Sports channels, etc.) 94%
- Using tools to be productive in home or business (Word, Excel, QuickBooks) 91%
- Basic knowledge of computer and the internet, including internet safety 79%
- Connecting to family and friends (Zoom, Skype, FaceTime, WiFi calling) 67%
- Using Social Media (FaceBook, Twitter, Instagram, etc.) 37%
Public Computer Access

Is there Public WiFi?
Are there places like libraries and adult education locations that have computers available for public use?
Community Advocates

Are there community volunteers that can promote digital inclusion efforts?
Broadband Adoption

What is the community’s “take-rate”?  
Do all homes have a computer?
## Washington County, Maine Statistics

<table>
<thead>
<tr>
<th>Town</th>
<th># of Households</th>
<th>Has a Computer</th>
<th>Has a broadband connection</th>
<th>Family Median Income</th>
<th>Below federal poverty guidelines</th>
<th>%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Charlotte</td>
<td>157</td>
<td>127</td>
<td>107</td>
<td>$51,875.00</td>
<td>12</td>
<td>7.8%</td>
</tr>
<tr>
<td>Cherryfield</td>
<td>503</td>
<td>386</td>
<td>318</td>
<td>$41,164.00</td>
<td>93</td>
<td>18.4%</td>
</tr>
<tr>
<td>Columbia</td>
<td>140</td>
<td>207</td>
<td>169</td>
<td>$47,500.00</td>
<td>14</td>
<td>10.2%</td>
</tr>
<tr>
<td>Columbia Falls</td>
<td>242</td>
<td>127</td>
<td>106</td>
<td>$45,909.00</td>
<td>36</td>
<td>14.8%</td>
</tr>
<tr>
<td>Danforth</td>
<td>245</td>
<td>187</td>
<td>151</td>
<td>$31,146.00</td>
<td>20</td>
<td>8.3%</td>
</tr>
<tr>
<td>Eastport</td>
<td>640</td>
<td>547</td>
<td>471</td>
<td>$35,147.00</td>
<td>44</td>
<td>6.8%</td>
</tr>
<tr>
<td>Lubec</td>
<td>670</td>
<td>543</td>
<td>503</td>
<td>$35,714.00</td>
<td>70</td>
<td>10.4%</td>
</tr>
</tbody>
</table>
National Digital Equity Center Resources

Digital Equity & Digital Inclusion Plans

Free Digital Literacy Classes
• For Work & Business
• Aging Well with Technology
• For Home & Education

Free devices for low-to-moderate income individuals

Partner Affiliate Onsite Program

Volunteer Program
National Digital Equity Center Statistics

- 67% of students are 50-years and older, 27% are 70-years old and older, 8% are 80 years old and older!
- 41% of students have a high-school diploma or less
- 28% of students are unemployed
- 34% of students are retired
- 48% of students have a family median income of $34,999 or less
Measuring Outcomes

Economic Opportunity:
- Does digital literacy training increase workforce skills training which increase employability?
- Does it improve job seeking skills and create a more highly skilled, job ready workforce?
- Does it increase access to educational attainment?

Aging-in-Place:
- Can older adults remain in their homes as they grow older with the use of technology tools?
- Can it reduce isolation and loneliness?
- Does the use of technology (telehealth) improve health outcomes?
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For more info:
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