**Digital Nation 2016**

**Sources**
- ONS Internet Users in the UK: 2016
- Ofcom Adults’ Media Use and Attitudes Report 2016
- Ofcom Communications Market Report 2016
- Good Things Foundation Learner Survey 2016/17 for Q1 and Q2
- Lloyds Consumer Digital Index 2016
- Ofcom Adults’ Media Use and Attitudes Report 2016
- Ofcom Communications Market Report 2016
- ONS Internet Users in the UK: 2016
- Ofcom Communications Market Report 2016
- Ofcom Adults’ Media Use and Attitudes Report 2016
- ONS Internet Users in the UK: 2016

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**People Learning Digital Skills**

**Outcomes...**

- Supporting the 12.6m: what happens when we overcome these barriers through learning about being online? (Specifically related to the activities of Good Things Foundation).

**No Intention**

- Ofcom Communications Market Report 2016

**Perceived Barriers**

- Ofcom Communications Market Report 2016

**Device Ownership**

- Ofcom Adults’ Media Use and Attitudes Report 2016
- Ofcom Communications Market Report 2016
- Culture of the Internet in Britain, ONS, Oct’13
- ONS Internet Users in the UK: 2016

**Internet Access**

- Ofcom Adults’ Media Use and Attitudes Report 2016
- Ofcom Communications Market Report 2016

**Internet Use**

- Ofcom Adults’ Media Use and Attitudes Report 2016
- Ofcom Communications Market Report 2016

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**Good Things Foundation**

- Basic Digital Skills UK Report 2015
- Ofcom Communications Market Report 2016

**Access**

- Basic Digital Skills UK Report 2015

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**Offline Nation**

- POP: 12.6m

**Online Nation**

- POP: 40m

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**Lloyds Consumer Digital Index 2016**

**Ofcom Adults’ Media Use and Attitudes Report 2016**

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**Device Ownership**

- Ofcom Adults’ Media Use and Attitudes Report 2016
- Ofcom Communications Market Report 2016
- Culture of the Internet in Britain, ONS, Oct’13
- ONS Internet Users in the UK: 2016

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**Internet Access**

- Ofcom Adults’ Media Use and Attitudes Report 2016
- Ofcom Communications Market Report 2016

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**Internet Use**

- Ofcom Adults’ Media Use and Attitudes Report 2016
- Ofcom Communications Market Report 2016

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**Good Things Foundation Learner Survey 2016/17 for Q1 and Q2**

- People learning digital skills are defined as socially excluded if they are disabled, unemployed, in HBAI relative income poverty, educated below level 2, resident in social or sheltered housing, or homeless.