Planning & evaluating your Digital Champion support

Planning your project

- Project Planning Toolkit, Digital Unite: https://www.digitalunite.com/discover/free-toolkit-plan-digital-champion-project
- How to start a DI programme, Digital Leeds: https://digitalinclusionkit.org/category/starting-a-digital-inclusion-programme/how-to-start-a-digital-inclusion-programme/
- Indicators of Digital Inclusion, Good Things Foundation: https://www.goodthingsfoundation.org/policy-and-research/indicators-of-digital-inclusion

Evaluating your project

- Evaluating a DI programme, Digital Leeds: https://digitalinclusionkit.org/evaluating-a-digital-inclusion-programme-step-by-step/
- Evaluating a public engagement activity, Imperial College: https://www.imperial.ac.uk/media/imperial-college/be-inspired/societal-engagement/public/How-do-I-evaluate-my-public-engagement-activity.pdf
- Logic Models, National Digital Inclusion Alliance: https://www.digitalinclusion.org/wp-content/uploads/2025/09/Digital-Inclusion-Impact-Aggregator_Nested-Logic-Models.pdf (US site but has good example logic models)

Measuring impacts

- How digital skills create social value, FutureDotNow; https://futuredotnow.uk/the-ripple-effect-how-essential-digital-skills-create-social-value-and-improve-lives/
- Measuring the impact of digital inclusion, Good Things Foundation: https://www.goodthingsfoundation.org/policy-and-research/measuring-impact-of-digital-inclusion
- Measuring the economic impacts, Good Things Foundation: https://www.goodthingsfoundation.org/insights/the-economic-impact-of-digital-inclusion-in-the-uk/
- Estimating the economic and social value of volunteering, GOV: https://www.gov.uk/government/publications/estimating-the-economic-and-social-value-of-volunteering

Example projects

- cornwall-council-digital-inclusion-report.pdf
- https://www.essex.gov.uk/about-council/plans-and-strategies/jobs-economy-and-growth/digital-essex/digital-essex-news-DSIT-fund