

## Mind the Gap: Tackling Digital Exclusion Interactive Board Game

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Our daily lives increasingly require us to 'go online' to access information, services, support and leisure. For many people, accessing vital information and services online comes with barriers that can be exacerbated by personal circumstances, both temporary and long-lasting. Research by colleagues in the University of Sheffield's Information School shows that issues around connectivity, income, age and ability discrimination, confusing information, lack of support and people's own online confidence and motivation to access the internet, and many more barriers, all contribute to 'digital divides' in our society. At the Centre for Care, our research has shown the barriers unpaid carers encounter to being digitally included, such as the affordability of devices, concerns about online safety and security and confidence.

This interactive game is an opportunity to learn more about some of the digital barriers people encounter. Through our research we have produced recommendations for improving the day-to-day lives of people affected by the digital divide and we hope to work together with organisations to make a difference.



### **The workshop:**

Join the ESRC Centre for Care team based at the University of Sheffield in exploring the barriers faced by people throughout the country when accessing vital information and services online. Learn how our research was transformed into a board game in an effort to promote understanding of the issues and engage those with the power to make a difference in society.

**The game:** floor version of the game is 4 metres by 4 metres, alternatively table top versions can be played on a smaller scale.

**Format:** Face to face

**Time:** 90 minutes

### **The Centre for Care:**

The Centre for Care is funded by the Economic and Social Research Council (ESRC) and National Institute for Health Research (NIHR) to provide up-to-date and accessible evidence and thinking on care - the support needed by all people of all ages who need assistance to manage everyday life. We have built a large research team to co-produce robust research on care topics that really matter. We work closely with partner organisations in the care sector and people who need and provide care.

Our research covers all aspects of care, including unpaid carers, digital care, the care workforce, care data infrastructure, migration and care, and the care ecosystem. The Centre for Care includes experts in 5 universities, 3 major charities and the UK's Office of National Statistics (ONS). As our research matures, we have findings and recommendations to share. We are eager to ensure findings are usable by policymakers, commissioners and practitioners to improve policy and practice.

### **Our mission:**

- The Centre for Care aims to co-produce accessible, impactful and original research, generating new knowledge that is usable by policymakers, commissioners and practitioners to improve policy, practice and the experience of care and caring.
- We define care broadly as the support needed to enable wellbeing, life chances and inclusion in daily life.
- We focus on: care across the lifecourse; paid and unpaid care; care systems, and inequalities, diversity and sustainability in care.

For further information please visit: <https://centreforcure.ac.uk/> or register interest in the game via this [form](#)