

| Theme  | Background  | Desired Outcomes   | Possible Scope for projects   | Possible Measurements of Success   | Resources   |
|--|---|--|---|--|---|
| <p><b>Bridging Digital Access Gap for Seniors</b></p> <p>1. Projects that encourage seniors to access digital technology to enrich their daily lives</p>   | <p>Globally, Singaporeans have the highest internet penetration rate (99%) and smart device ownerships (97%). However, seniors and lower-income families continue to lag behind. For instance, based on Singapore Digital Society Report findings, in 2022, there remains 7% of seniors-only households without internet access, 36% of seniors-only households without digital devices (e.g. laptops, desktops, and tablets), and 11% of seniors do not own mobile phones. A key reason for seniors-only households not having broadband or wifi at home is that they see no interest or need to use the internet.</p>   | <p>Seniors are able to access digital devices to:</p> <p>(i) Support their daily living (e.g. CDC voucher, SingPass); and</p> <p>(ii) Enrich digital learning opportunities (e.g. apps / websites such as National Library Board (NLB), YouTube, and Student Learning Space for school-going children)</p> | <p>Programmes that get seniors interested in digital means</p>  | <p>Number of beneficiaries who currently do not have access and gain access after project</p>                    | <ul style="list-style-type: none"> <li>Digital Access@Home</li> <li>Mobile Access for Seniors</li> <li>SGBono refurbished laptop and digital literacy workshops</li> <li>Engineering Good refurbished laptop</li> </ul> |
| <p><b>Promoting Online Safety for Children and Youths</b></p> <p>2. Projects that teach children and youths online safety, how to mitigate online harms and to 'be safe, smart and kind online'</p>  | <p>Online harms are on the rise and are threatening online safety of all, particularly of concern for youths and children. Statistics from the 2021 NYC Youth Poll showed that the top 3 online harms experienced by youths were being insulted online, having false rumours spread about them and having repeated unwanted contact from someone on an online platform. relationship with technology in a balanced and socially responsible way.</p> <p>Even though the Code of Practice for Online Safety has required designated Social Media Services to put in place tools and reporting mechanisms, 38% of youths lack awareness of online safety tools, 25% of parents do not use child safety tools such as content filters and nearly half of Singaporeans who encountered harmful online content did nothing on it (MCI Online Safety Survey).</p> | <p>Children and youths are equipped to practise online safety and take the necessary measures to be safe and smart online</p>  | <p>Programmes that help outreach to (i) children/youths and (ii) parents</p>  | <p>Number of (i) children/youths and (ii) parents who are taught about digital well-being skills</p>             | <ul style="list-style-type: none"> <li>Digital for Life (DfL) Portal</li> <li>IMDA's Digital Skills for Life (DSL) Framework</li> <li>Media Literacy Council resources</li> <li>NLB's S.U.R.E materials</li> </ul>      |
| <p><b>Guarding Against Misinformation and Disinformation</b></p> <p>3. Projects that support adults with limited time or access to resources, to discern online risks such as disinformation, misinformation and deepfakes</p>                   | <p>A IPS Study on Singaporean's Susceptibility to False information (2021) found that more than two-thirds of respondents trusted a manipulated news article. Singaporeans who were more susceptible to false information tended to (i) be older and have (ii) lower digital literacy (i.e., levels of knowledge regarding the media and information landscape).</p> <p>Between 2022 and 2023, there has been a 10 X increase in the number of deepfakes detected globally. In Singapore alone, the number of deepfakes surged by 500% during the same period.</p>  | <p>Identified population segments (e.g. seniors, adults, youths) gain deeper understanding or are better equipped to discern online risks (e.g. disinformation, misinformation), including learning to use available technological tools</p>   | <p>Programmes that come up with innovative ways to reach out to adults to be trained and empowered against online misinformation and disinformation</p>   | <p>Number of individuals who are trained in skills to guard against online misinformation and disinformation</p> | <ul style="list-style-type: none"> <li>DfL Portal</li> <li>Media Literacy Council resources</li> <li>NLB's S.U.R.E materials</li> </ul>   |
| <p><b>Closing the Digital Gap for Persons with Special Needs</b></p> <p>4. Projects that help groups with special needs to learn digital skills, or initiatives with accessible interfaces, digital tools and apps that support daily living</p> | <p>Today, an estimated 3.4% of residents aged 18-49 and 13.3% of residents aged 50 and above have some form of disability. Focus groups held by SG Enable found that 80% of persons with disabilities reported that skills training, such as digital skills, were not covered in existing training programmes.</p>  | <p>Identified population is equipped with digital skills for daily living and can benefit from going digital</p>   | <p>Programmes that help to tailor digital skills resources to meet the needs of the population, and reach out to them to upskill them digitally. Other complementary initiatives could be accessible interfaces that support easier use and access to key websites/apps required for daily living</p> | <p>Number of persons with disabilities (PwDs) who are equipped with DSL or DSL-like curriculum</p>               | <ul style="list-style-type: none"> <li>GovTech's Purple ALLY</li> <li>SG Enable accessibility toolkit</li> </ul>  |