

UKSPF Digital - Funding breakdown across interventions

Delivery Year	Intervention		
	Block 1: Culture, tourism & Leisure		
	<p>E4</p> <p>Year 2: Capital - £50,000 Revenue - £21,300</p>	<p>E6</p> <p>Year 3: Capital - £30,000 Revenue - £68,262</p>	<p>E17</p> <p>Year 2: Revenue - £71,299</p>
	Enhanced support for existing cultural, historic and heritage institutions that make up the local cultural heritage offer.	Support for local arts, cultural, heritage and creative activities	Funding for the development and promotion (both trade and consumer) of the visitor economy, such as local attractions, trails, tours and tourism products more generally.

Block 2: Community	Block 3: Business	Block 4: Training & Skills	
E15 Year 1: Capital - £14,260 Revenue - £57,040 Year 3: Capital £50,000 Revenue: 48,262	E24 Year 3: Capital - £40,000 Revenue - £156,525	E36 Year 3: Capital - £20,000 Revenue - £176,527	E41 Year 3: Capital - £20,000 Revenue - £176,525
Investment and support for digital infrastructure for local community facilities.	Funding for new and improvements to existing training hubs, business support offers, 'incubators' and 'accelerators' for local enterprise (including social enterprise) which can support entrepreneurs and start-ups through the early stages of development and growth by offering a combination of services including account management, advice, resources, training, coaching, mentorship and access to workspace.	Intervention to increase levels of digital inclusion, with a focus on essential digital skills, communicating the benefits of getting (safely) online, and in-community support to provide users with the confidence and trust to stay online.	Funding to support local digital skills.