

Building a Capable E-culture: Community Capacity Building in Non- metropolitan areas

- **Northern Rivers of NSW**
 - Lifestyle area
 - Mix of tourism, administrative, education and primary industries
 - Creative industries: musicians, artists, audio-visual industries
 - Retirement area
- Potentially area of high rates of content development



Creativity, Entrepreneurialism and Early

Adoption of New Technologies

Creative People	Entrepreneuers	Early Adopters of New Technologies
<p>Seek:</p> <ul style="list-style-type: none"> • Autonomy/Individuality • Political Openness • Diversity • Meritocracy <p><i>... Furthermore creativity flourishes best in an unique kind of social environment: one that is stable enough to allow continuity of effort, yet diverse and broad-minded enough to nourish creativity in all its subversive forms.</i></p> <p>Florida (2003)</p>	<p>Prosper in environments that have:</p> <ul style="list-style-type: none"> • Venture capital availability; • Presence of experienced entrepreneurs; • Technically skilled labour force; • Accessibility of suppliers; • Accessibility of customers and new markets; • Favourable government policies; • Proximity of universities; • Availability of land or facilities; • Accessibility to transportation; • Receptive population; • Availability of supporting services; and • Attractive living conditions. <p>Bruno and Tybjee (1982)</p>	<p>Are:</p> <ul style="list-style-type: none"> • Young • Wealthy • Male • Professional • Educated • Operate in large social units (larger families, businesses, friends networks) • Consumers of large amounts of media • Adopt new technologies in technological clusters • Seekers of information • Analytical/not dogmatic <p><i>[t]he information-orientation of the new media is a factor in their adoption and use; individuals who wish to complement the[ir] heavy entertainment diet of the conventional media are attracted particularly to the new media</i></p> <p>(Rogers 1986)</p>

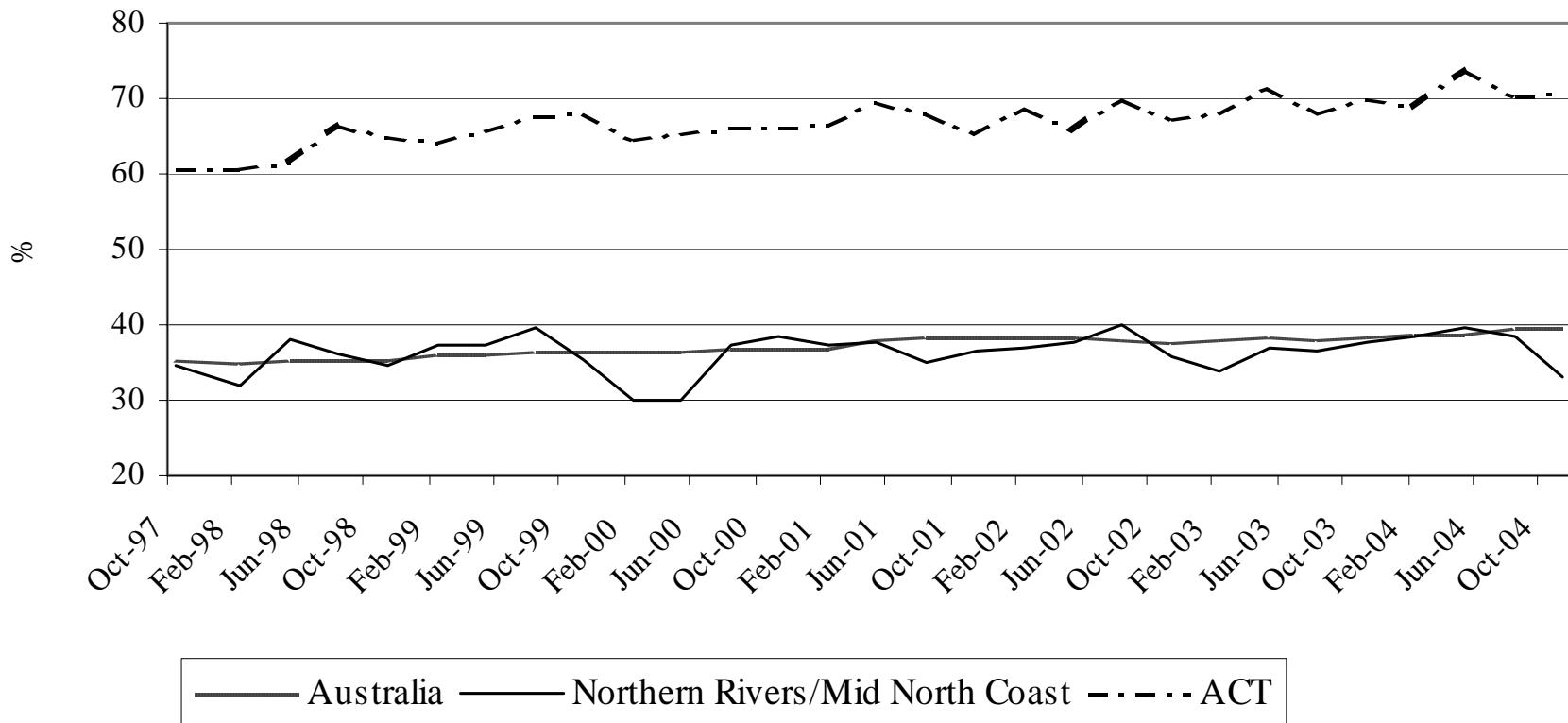
Characteristic	Northern Rivers, NSW	ACT	Australia
Size	9372.3 km ²	2368.0 km ²	7,703,580.5 km ²
Number of Residents	212,119	329,288	18,927,350
Population Density – Average no. people per square kilometre	22.6	140.0	2.5
Median Weekly Earnings	\$200-299	\$600-699	\$400-499
Proportion of Residents who have completed Secondary School (Year 12)	28.4%	56.0%	37.7%
Proportion of Families with Dependent Children or Students	62.0%	66.8%	62.7%
Proportion of Residents over 65	17.9%	8.3%	12.6%
Proportion of Residents who are Australian Indigenous Peoples	1.5 %	1.1%	1.2%
Proportion of Residents born Overseas	11.0%	21.4%	21.6%
Proportion of Residents who use the Internet (from location)	31.0%	56.9%	38.9%
Proportion of Households with a computer	35.5%	56.7%	42.0%

Source: Australian Bureau of Statistics, Census 2001 Basic Community Profiles.

Richmond-Tweed: Percentage of Workforce by Employment Sector

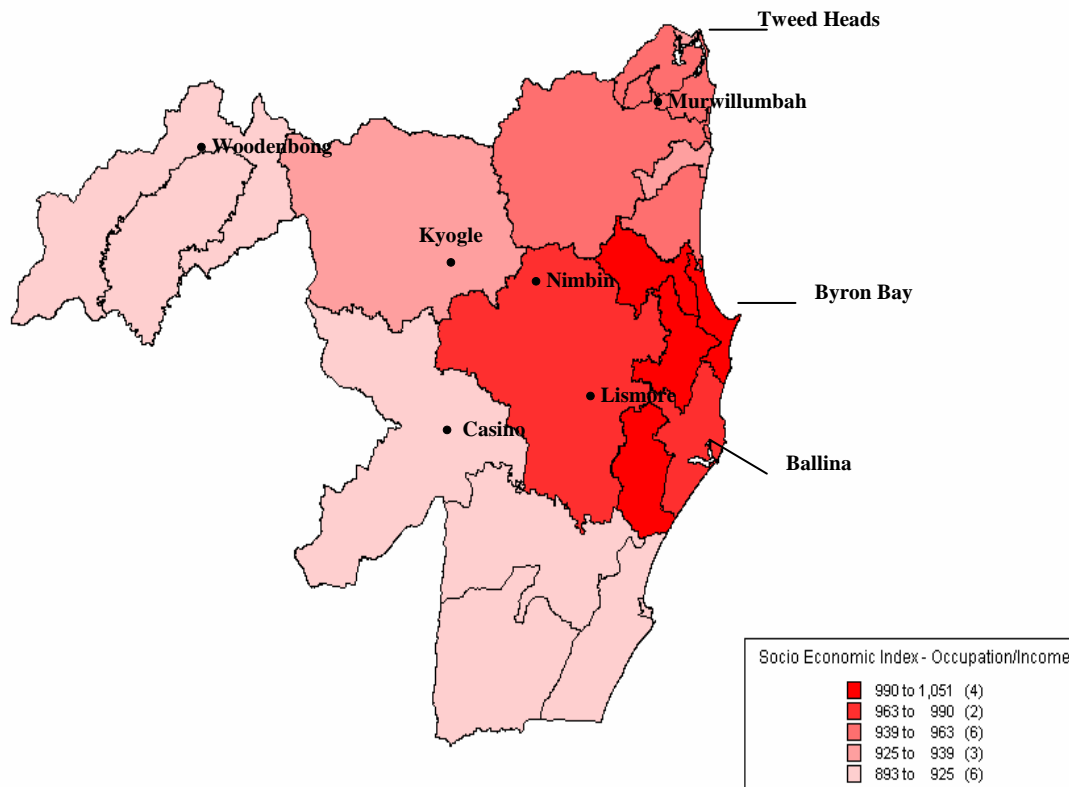
Year	Primary (Farms/Forestry/Fisheries)	Secondary (Factory work/Manufacturing)	Tertiary (Services – Health/Education/Tourism)
1933	46.7	7.5	40.3
1947	43.8	10.7	39.8
1954	38.9	12.3	48.7
1961	34.5	12.5	53.0
1986	12.8	9.6	74.4
1991	9.7	9.7	72.2

Source: Leo, A. (1998). *Submission to the Senate Inquiry on Jobs for the Regions: A report on the inquiry into regional employment and unemployment*. Canberra: Parliament of Australia: Senate.

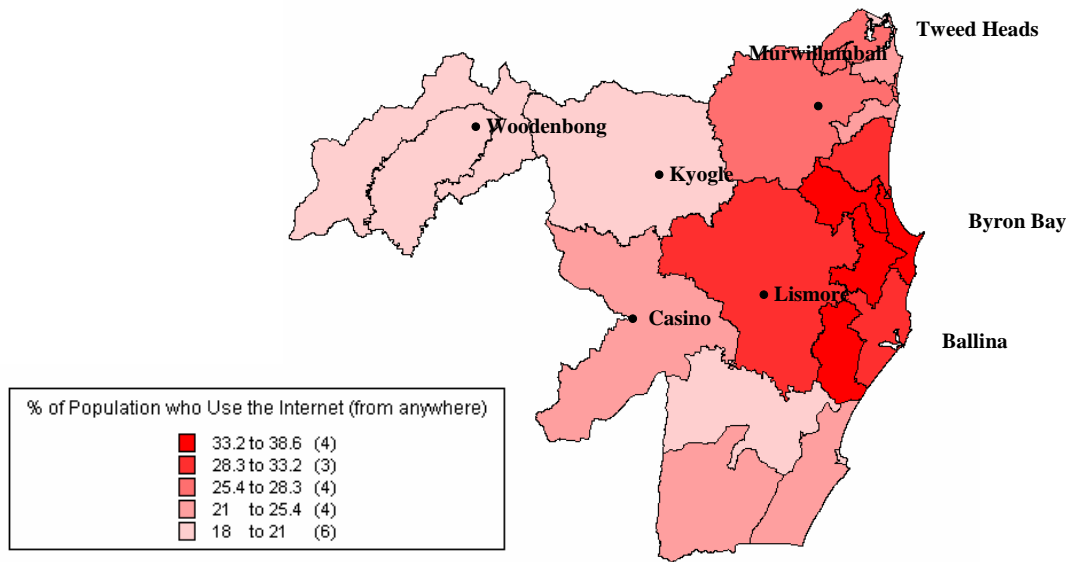


Knowledge-based Workers as a Percentage of Workforce 1997 - 2004

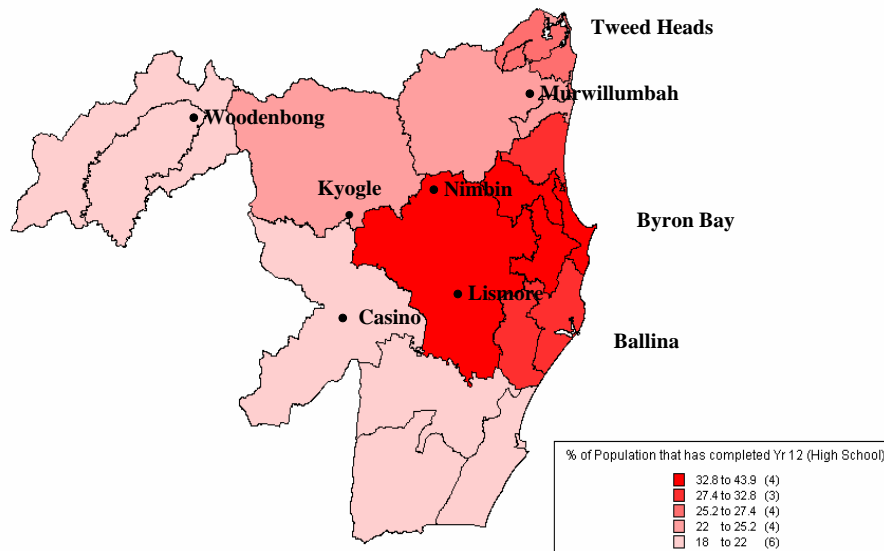
Source: ABS Labour Force Australia. Cat No. 6291.0.55.001



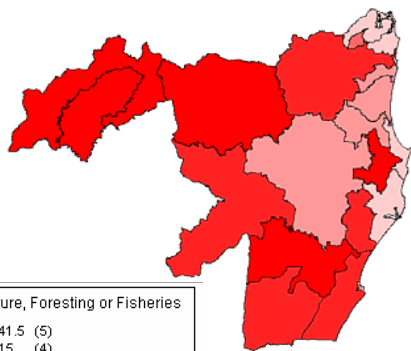
Occupation/Income Socio Economic Index (ABS)



Percentage of the Population who Use the Internet (from anywhere)



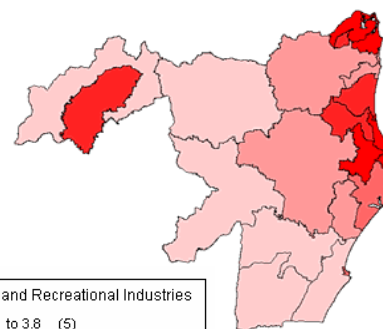
Proportion of Population that has completed Secondary School (Year 12)



% Persons working in Agriculture, Forestry or Fisheries

- 15 to 41.5 (5)
- 10.3 to 15 (4)
- 7.8 to 10.3 (1)
- 6.2 to 7.8 (5)
- 1.7 to 6.2 (6)

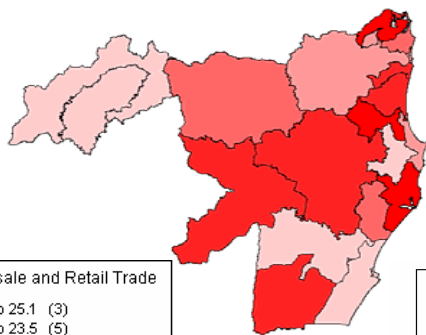
% Population in Agriculture, Forestry and Fishing



% Population in Cultural and Recreational Industries

- 2.71 to 3.8 (5)
- 2.23 to 2.71 (4)
- 2.14 to 2.23 (2)
- 1.87 to 2.14 (5)
- 0 to 1.87 (5)

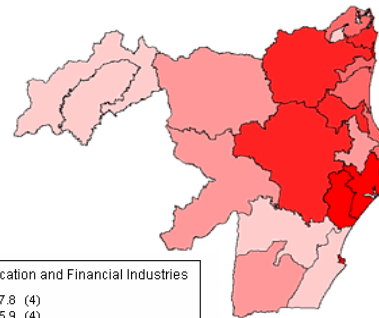
% Population in Cultural and Recreational Industries



% Persons in Wholesale and Retail Trade

- 23.5 to 25.1 (3)
- 21.2 to 23.5 (5)
- 19.9 to 21.2 (3)
- 17.9 to 19.9 (4)
- 14.5 to 17.9 (6)

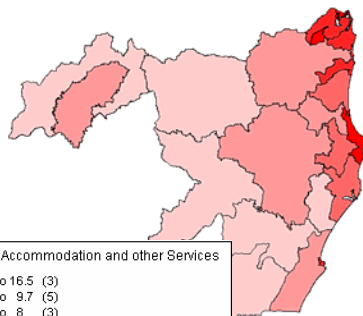
% Population in Wholesale and Retail Trade



% of Population in Government, Education and Financial Industries

- 25.9 to 27.8 (4)
- 23.6 to 25.9 (4)
- 21.9 to 23.6 (4)
- 18.7 to 21.9 (4)
- 5.4 to 18.7 (5)

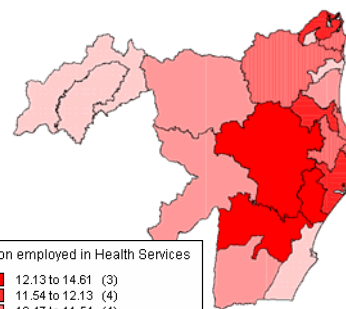
% Population in Government, Education and Financial Industries



% Population employed in Hotels, Accommodation and other Services

- 9.7 to 16.5 (3)
- 8 to 9.7 (5)
- 7.1 to 8 (3)
- 4.7 to 7.1 (5)
- 0 to 4.7 (5)

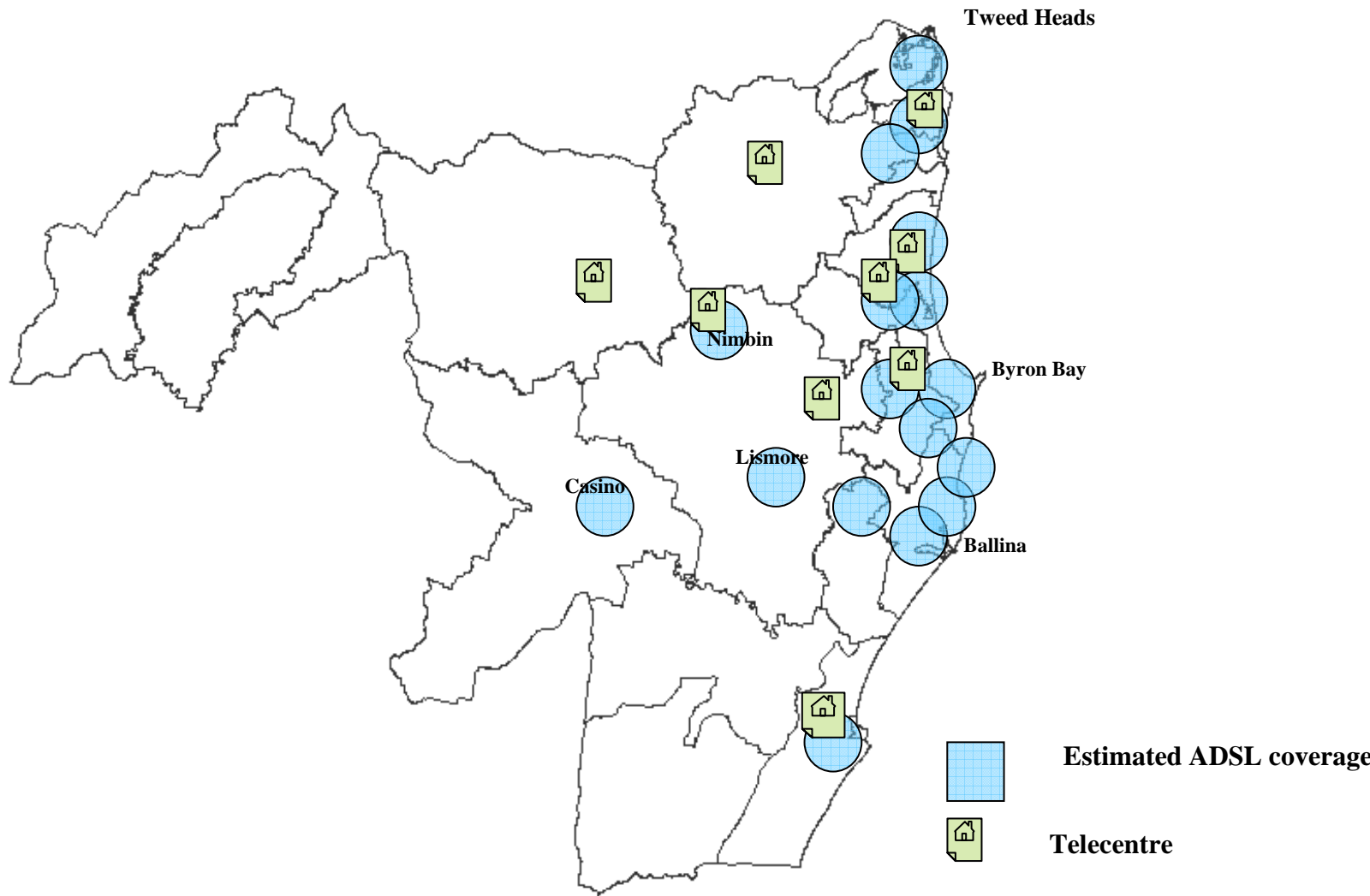
% Population in Hospitality (hotels and accommodation)



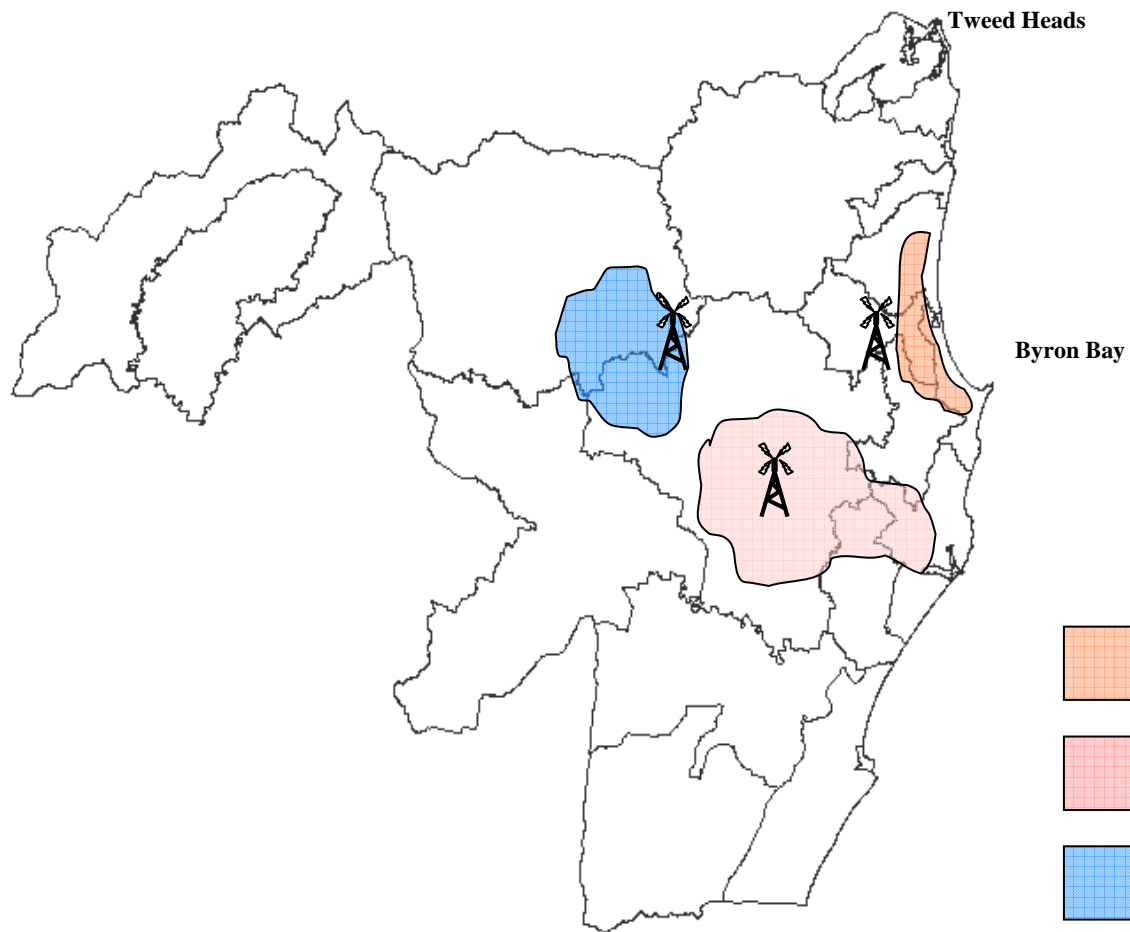
% of population employed in Health Services

- 12.13 to 14.61 (3)
- 11.54 to 12.13 (4)
- 10.47 to 11.54 (4)
- 10.04 to 10.47 (4)
- 9.32 to 10.04 (6)

% Population in Health Services



Estimated ADSL coverage based on location of enabled exchanges (late 2003)



**Norlink, Mullumonline and Linknet
(Parrot's Head)**

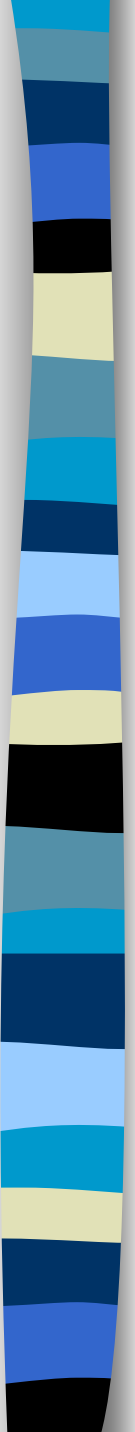


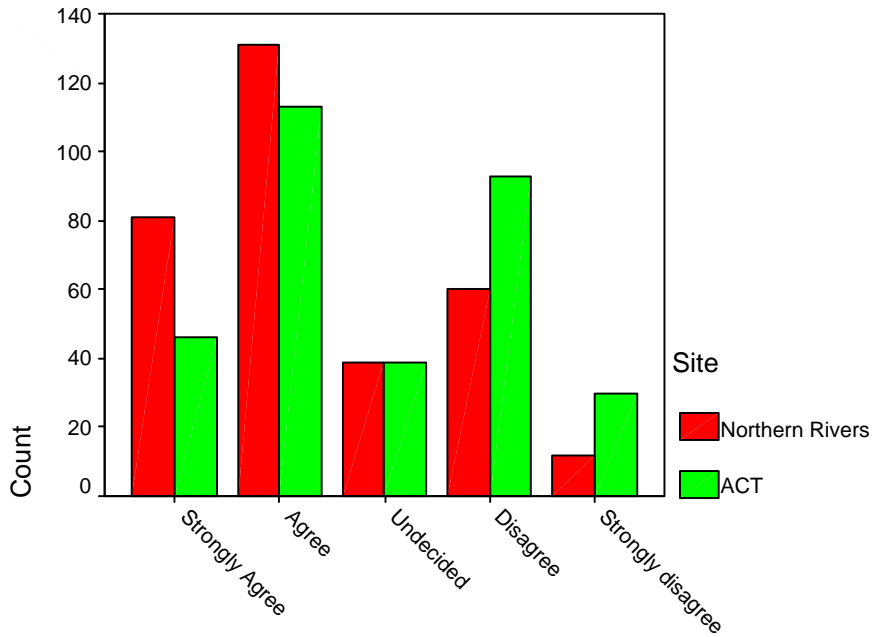
**Norlink, Linknet and Veridas
(Goonellabah)**



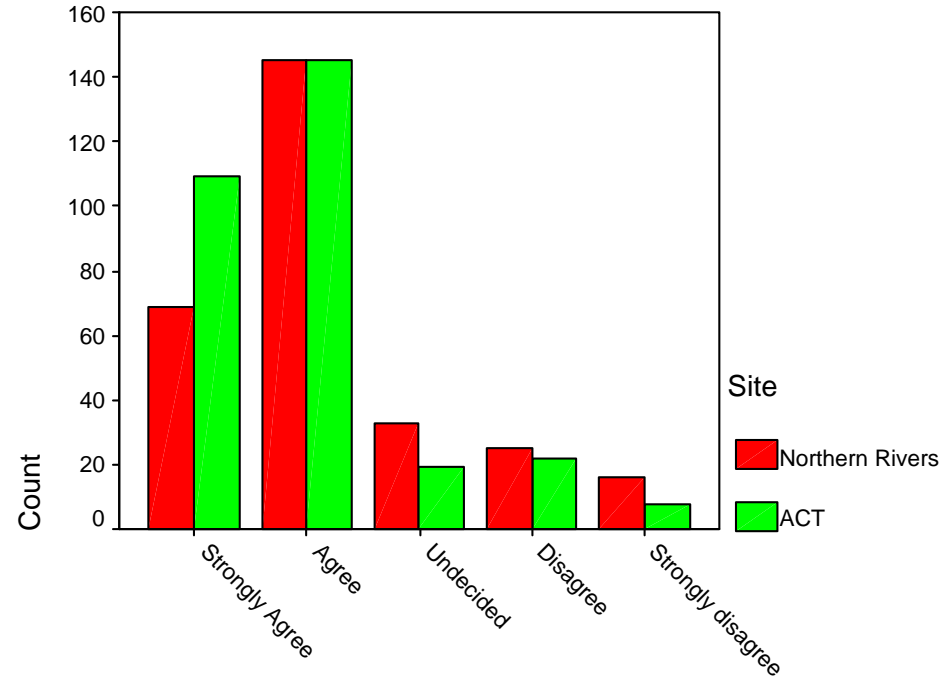
Norlink (Kyogle)

Estimated wireless broadband coverage

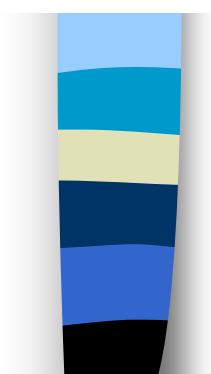
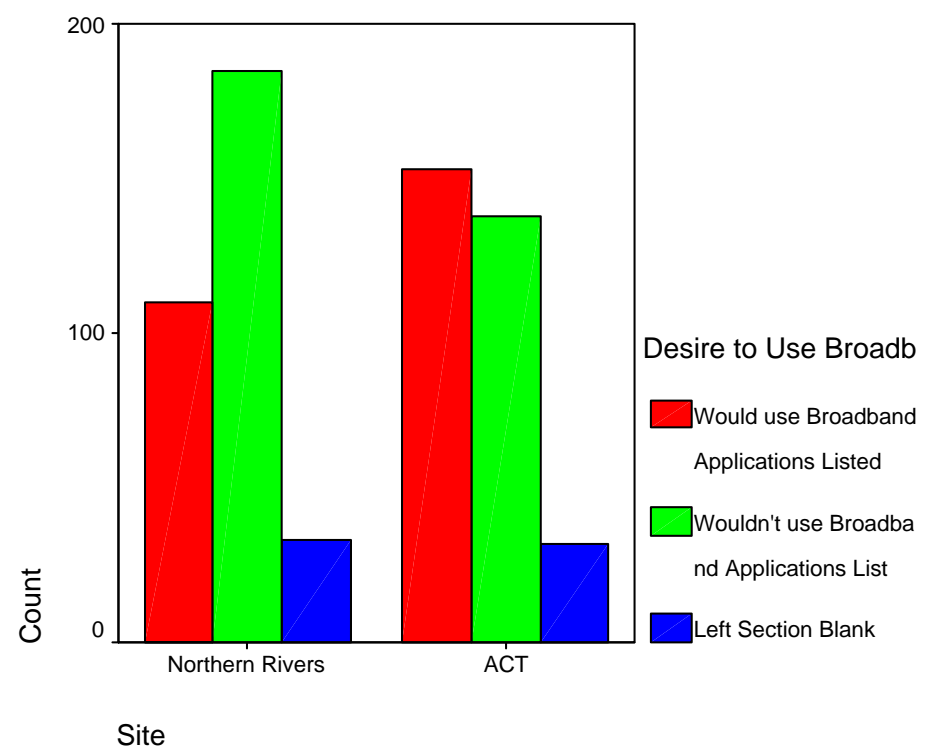
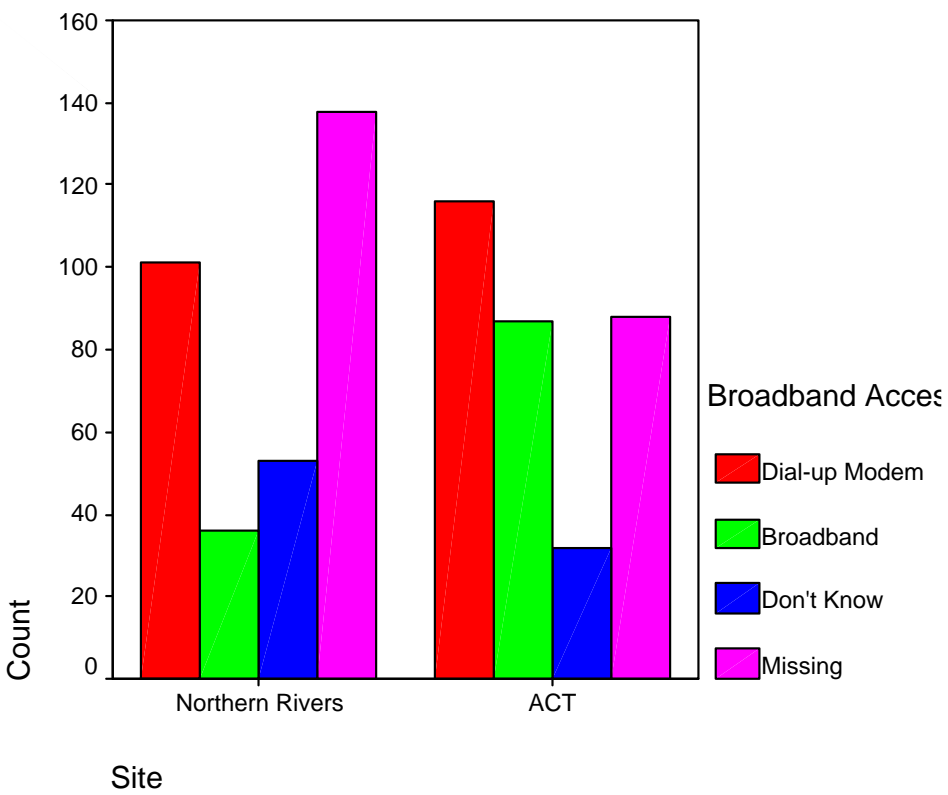
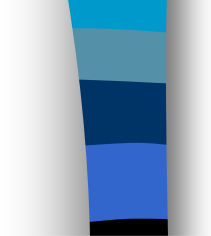




“As a society we have become too dependent on computers and high technology”



“The Internet is providing me with opportunities I didn't have before”





Drivers of Digital Content Creation

1. Access to Bandwidth and Equipment

Early broadband adopters - content creators not just consumers (creators of webpages, blogs, contributors to Internet communities).

2. Access to knowledge

Virtual and face-to-face networks

Institutional and organisational drivers

Organisations with multiplier effects in knowledge transfer:
education;
research; and
media institutions

3. Competitive stimulus: whetting the appetite for creation

Events and competitions

Local competitors/collaborators in the industry

Community spaces



Policies that have helped content creation in regional areas

- Bandwidth access schemes (HiBIS, NTN and broadband in education institutions);
- Unlicensed spectrum bands;
- Work-for-the-dole programmes in conjunction with community media organisations;
- Competitive arts funding and state/national competitions;
- Support for community groups;
- Regional TAFE and higher education institutions - teaching and research sectors;
- Some regional development programmes.



Impediments to Digital Content Creation in Regional Areas

- Bandwidth charges (traffic not connections);
- Cheap overseas labour markets;
- Trickle-down models of service delivery - lag damaging;
- Political view that regional residents are service recipients rather than service providers/content creators;
- Disinvestment in education and training in regions and the new push for regional higher education to be 'teaching only';
- Restructuring of arts funding - New Media Arts Board (NMAB) and Community Cultural Development;
- Reduced support and greater reporting requirements for community media organisations;
- Lack of forums for information exchange/not seeing the opportunities of new media development - "when you have a slow moving environment out your window you tend to forget that the world is fiercely competitive and moving rapidly" - Mitra, 2005

The Role of Community Media

- Northern Rivers: rich in community media organisations

Examples

- **TV** - LINC TV (Under ABA review)
- **Radio** - 2NCR, CowFM, NimFM, Bay FM
- **Print** - Echos - Byron Shire, North Coast
- History of political/environmental activism
- History of new media innovation - Pegasus ISP, SCU server.





Community Media

- Convergence is leading to media being a nebulous term
- Community media traditionally combined education and media functions (technology blending)
- Community media allows enhancement of training - space for experimentation with low-cost production/portfolio building
- Provides the region with global networks for content distribution
- Provides forums for creative exchanges - fundraisers, screenings, dance parties, competitions and film festivals



The Case for the North Coast New-media Centre (Media eXchange)

- Concept around since 1993 - Similar to models used in Ireland (Digital Hub) and Korea.
- **Building to co-locate:**
 - LINC TV
 - 2NCR
 - North Coast Camera (video training)
 - NRG - Privately owned ISP/local telco
 - 100 seat Cinema/studio/exhibition space
 - Privately owned Internet café/gaming rooms
- **Services provided:**
 - TAFE training in video and new media production
 - Competitions, festivals and exhibitions
 - Access to high-speed bandwidth and participation in new technology trials
 - Consultancy advice to individuals and local businesses



Future for Digital Content Creation in Regional Areas

- Mobile and wireless applications
- Infrastructure to support development (?)
- Greater integration with global networks and labour/capital markets
- Greater demand for local content design - Front door, back office - geographically more separated
- Lifestyle areas - more retirees and sea-changers /higher demand to work from home