

Equality Impact Assessment Form (Page 1 of 2)

Title of EIA/ DDM: 'storysmash' Reading, literacy and games development project for young people 11-24 in libraries

Name of Author: sarah coulson

Department: communities

Service Area: libraries

Author (assigned to Covalent):

Director:

Strategic Budget EIA Y/N (please underline)

Brief description of proposal / policy / service being assessed:

The Storysmash project is funded by Arts Council England (ACE) working with key partners UNESCO, University of Nottingham and the National Videogame Arcade (NVF) to deliver a programme of events that achieve key outcomes and outputs. The project combines digital games, reading and creativity to provide positive activities. The project aims to work with disadvantaged young people 11-25 years with the benefits being increased confidence, reading, literacy and digital skills.

Information used to analyse the effects on equality:

Click once and type. Note any relevant consultation and who took part; refer to or hyperlink to document(s) if needed.

	Could particularly benefit X	May adversely impact X	How different groups could be affected (Summary of impacts)	Details of actions to reduce negative or increase positive impact (or why action isn't possible)
People from different ethnic groups.	<input type="checkbox"/>	<input type="checkbox"/>	<p>Primarily working with younger people 11-25 year. The project will provide positive activities with the benefits of increased confidence, reading and literacy skills.</p> <p>Work will engage with secondary schools and community organisations that work with young people 11-25 years. This will be largely targeted towards individuals that have been identified as having low literacy levels or are disengaged with school and learning. This will be across the City, but likely to be focused with and in schools in our most disadvantaged communities</p> <p>Work will engage with HMP Nottingham within the target audience to support the reduction of re-offending</p>	<p>Content created by the project will be showcased and accessible within libraries and other community locations to benefit wider audiences. These are likely to be in community venues close to or in our most deprived neighbourhoods however, at this stage we are not able to confirm specific venues and they will need to be suitable to host and store technical equipment</p> <p>The project is funded to run for 12 months starting April 2017, but there are expected legacy outcomes which may sustain the project beyond this period</p> <p>The follow measure have been identified for success:</p> <p>Minimum 150 participants (12 x blocks of 6 workshops with 12-15 participants) from disadvantaged</p>
Men	<input type="checkbox"/>	<input type="checkbox"/>		
Women	<input type="checkbox"/>	<input type="checkbox"/>		
Trans	<input type="checkbox"/>	<input type="checkbox"/>		
Disabled people or carers.	<input type="checkbox"/>	<input type="checkbox"/>		
Pregnancy/ Maternity	<input type="checkbox"/>	<input type="checkbox"/>		
People of different faiths/ beliefs and those with none.	<input type="checkbox"/>	<input type="checkbox"/>		
Lesbian, gay or bisexual people.	<input type="checkbox"/>	<input type="checkbox"/>		
Older	<input type="checkbox"/>	<input type="checkbox"/>		
Younger	X	<input type="checkbox"/>		
Other (e.g. marriage/ civil partnership, looked after children, cohesion/ good relations, vulnerable children/ adults).	<input type="checkbox"/>	<input type="checkbox"/>		

Please underline the group(s) /issue more adversely affected or which benefits.

- backgrounds/with low literacy levels
- 100% of participants become library members
- 50% of participants engage in follow up creative gaming activity in libraries
- Minimum 25 library staff and 10 volunteers trained in digital gaming skills
- 12 Masterclass sessions delivered to an estimated audience of up to 800 people
- Document and distribute Masterclass sessions online
- Minimum 50,000 hits of the Website created to host stories and games
- 25 Outreach taster sessions across Nottingham reaching 1500 participants

There is a project manager post to be recruited for the project. We will look to work with HR and Equalities team to attracting applicants from the widest possible audience

Outcome(s) of equality impact assessment:

- No major change needed •Adjust the policy/proposal •Adverse impact but continue
- Stop and remove the policy/proposal

Arrangements for future monitoring of equality impact of this proposal / policy / service:

. The project is being evaluated by the University throughout the length of the 12 month project.

Approved by (manager signature):

The assessment must be approved by the manager responsible for the service/proposal. Include a contact tel & email to allow citizen/stakeholder feedback on proposals.

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Date sent to equality team for publishing:

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Send document or link to:
equalityanddiversityteam@nottinghamcity.gov.uk

Before you send your EIA to the Equality and Community Relations Team for scrutiny, have you:

1. Read the guidance and good practice EIA's
<http://www.nottinghamcity.gov.uk/article/25573/Equality-Impact-Assessment>
2. Clearly summarised your proposal/ policy/ service to be assessed.
3. Hyperlinked to the appropriate documents.
4. Written in clear user friendly language, free from all jargon (spelling out acronyms).
5. Included appropriate data.
6. Consulted the relevant groups or citizens or stated clearly when this is going to happen.
7. Clearly cross referenced your impacts with SMART actions.