

Final report template for Community Projects and Internet Research - to be sent to gertrud@internetnz.net.nz on the date specified in your contract

Grant reference number:	#IR170029
Name of recipient and contact details	Dr. Holly Randell-Moon Holly.randell-moon@otago.ac.nz 021 640 064
Name of organisation (<i>if applicable</i>)	University of Otago
Title of project/research	Digital Divide/s: Indigenous communities, digital infrastructure, and creative futures
Amount of funding received	\$7,180
Budget details	<p>Travel: \$1,310 (Spent) \$2,723 (Budgeted)</p> <p>The possibility for multiple trips was budgeted to establish relationship building in line with the Kaupapa approach to the research. Due to the ongoing relationship already established with the interviewees and the shorter timeframe for the grant due to the delay in receiving the funds meant that only one trip to Rotorua was necessary.</p> <p>Research Assistants: \$5,885 (Spent) \$4,457 (Budgeted)</p> <p>Since only one trip to Rotorua took place, the funding allocated for multiple trips and multiple transcriptions of interviews was used instead for further Research Assistance with undertaking a literature review on Māori-led Internet innovation and help preparing the draft research article given the shorter timeframe for the project.</p> <p>All of the project objectives (research assistance, transcription, travel) were met by the funding.</p>
Project/research approach and methods	<p>The project used purposive sampling to select participants based on the project's case study. Primary research was undertaken in Rotorua, Aotearoa, to interview the founders of the Digital Natives Academy, Potaua Biasiny-Tule and Nikolasa Biasiny-Tule, in June, 2018. The aim of the interview data was to generate information regarding the development of an ICT economy and skills base in regional urban centres and towns and the facilitation of digital tikanga – how new forms of labour, work, and relationships enabled by the digital economy can be Māori-led and focused. The following questions were used as a guide to generate data: What do you view as the benefits of ICT for your town and community? What are their negatives? What role do youth, particularly Māori youth, play in the digital economy? How will ICT contribute to Māori development? How can digital</p>

	practices be informed by Māori perspectives? The interview was open-ended, taking the form of a conversation with the participants interviewed together and the researcher asking additional questions throughout the interview based on the topics introduced.
Summary of project/research outcomes	The project met its aims by producing interview and archival data on the development of the Digital Natives Academy as well as situating this development within a broader literature review of Māori-led ICT innovation.
Achievements	The project created research on Māori-led ICT innovation, established a relationship between InternetNZ and Māori-led Internet initiatives, facilitated an archive on the development of the Digital Natives Academy, and illustrated the role of digital infrastructure in the economic sustainability of provincial regions in Aotearoa, New Zealand.
Difficulties	Due to the delay in receiving the grant, the timeline for the project's completion was shortened. However due to the previous relationship established with the interview subjects, only one formal interview needed to take place.
Findings/learnings	The key themes that emerged from the data were: <ul style="list-style-type: none"> • the importance of grounding digital work in tikanga • the transmedial dimensions to Internet use • the older generation not necessarily being aware of the potential of the digital economy in Rotorua for Māori youth • the need to innovate and provide a skills pathway for digital labour
How have you shared your learnings from this project/research?	One draft research article has been completed and will be submitted for peer review to the journal, <i>Information, Communication & Society</i> .
Do you anticipate their being anything media-worthy in your project/research*	Training the next generation of Māori leaders in digital culture and the applications of gaming, AI, and VR for sustaining whakapapa and tikanga is certainly interesting!