

**Appendix 1 – Towns Fund Project Delivery update**

Project	Progress Update
Boscombe Skills and Engagement Hub	<p>This project aims to create an inclusive digital and creative-tech knowledge centre, providing residents with high aspirational learning opportunities and businesses with opportunities to constantly improve productivity through technology adoption.</p> <p>The key elements, milestones and timescales for the Digital Skills, Innovation and Learning Hub are:</p> <p>(i) <b>Hub Concierge and Signposting Service</b> – a physical ‘one-stop shop’ service for the local community and businesses, providing digital support advice, information and education signposting to digital skills, innovation and learning activities in the community, to expose them to and excite them about the digital and creative tech sector and opportunities. The Digital Skills, Innovation and Learning Hub will be built as a ‘Hub and Spoke’ model with skills and education providers in the locality, to eradicate duplication.  <b>Location:</b> Royal Arcade (ground floor of Towns Fund Engagement Hub)  <b>Timescales:</b> Due to open in 2023</p> <p>(ii) <b>Virtual Skills Platform</b> – a virtual service to improve residents’ access to local digital learning and skills information, by making it easy to search for skills and training opportunities in their local area, offering training and career paths to individuals based on their job aspirations, their abilities and their desire to upskill/reskills themselves to access a higher-level job market using digital skills and knowledge.  <b>Location:</b> Virtual (An interactive web site for education institutions and potential students with a wide range of training needs)  <b>Timescales:</b> Pilot complete. Commence in early 2023</p> <p>(iii) <b>Digital Learning Rooms</b> – to provide Technical and Future Skills training and knowledge not currently offered in the community, digital transformation programmes for businesses, in demand digital workshops, computer space and elementary IT skills support for those without access and a safe digital technology learning space open for all.  <b>Location:</b> Royal Arcade (ground floor of Towns Fund Engagement Hub)  <b>Timescales:</b> Due to open in 2023</p>

	<p>(iv) <b>Digital Tech Incubator / Accelerator</b> - hosting up to 35 digital and creative tech entrepreneurs and/or start-ups at any one time, providing structured business growth, collaborative tech and R&amp;D project support, moving them on to 'investment-ready' status and onwards to their own Royal Arcade digital tech scale up space.  <b>Location:</b> TBC- there are several options in Boscombe town centre  <b>Timescales:</b> Due to open in 2024/2025</p> <p>(v) <b>Digital Tech Lab and Showroom</b> – building off the back of the BTD digital connectivity infrastructure project this Tech Lab will be used by local companies to test, develop and demonstrate their products using the most advanced features of the respective technologies, co-creating new innovative solutions for industry.  <b>Location:</b> TBC- there are several options in Boscombe town centre  <b>Timescales:</b> Due to open in 2024</p> <p><b>Timescales and Key Milestones:</b></p> <ul style="list-style-type: none"> <li>• 18-22 October 2021: Successful pilot week in Royal Arcade</li> <li>• 6.7.2022: Business Case approved by DLUHC</li> <li>• Autumn 2022: Tendering for supplier</li> </ul>
<p>Kings Park Indoor Bowls Club with Parks in Mind</p>	<p>This project uses Towns Investment Funds to provide BCP Council the opportunity to acquire the leasehold interest in the Bournemouth Indoor Bowls Centre (the Council is the freeholder) to develop a new and improved 'Activity and Learning Hub' facility, securing the long term tenancy of Skills and Learning Adult Community Education on the first floor and on the ground floor an enhanced range of fitness, health and well-being activities and programmes, building partnerships with local charities and providers.</p> <p>Skills and Learning will provide, in partnership with a range of organisations a range of accredited/non-accredited courses including leisure, health, fitness, arts and well-being courses, digital and vocational skills courses, functional skills (English, maths, ESOL) Apprenticeships, Traineeships, Internships; a Job Club supporting employment in the leisure and recreational sector. An ancillary revenue project with Parks in Mind (Bournemouth Parks Trust) will deliver a three-year programme of gardening activities in Kings Park, aimed at people out of work and with mental health issues.</p>

	<p><b>Timescales and Milestones:</b></p> <ul style="list-style-type: none"> <li>• 20.5.2021: Business Case approved by DLUHC</li> <li>• 2021-2022: Purchase of Kings Park Bowling Club</li> <li>• 2021-2026: First Floor-Skills and Learning deliver skills and training courses in a wide range of areas</li> <li>• 2022-2023: Ground Floor- Initial refurbishment delivering limited new activities and preparation of a detailed leisure strategy</li> <li>• 2023-2026: Ground Floor- Refurbishment to provide improved space for a variety of activities; new services delivered; Parks in Mind project delivered</li> </ul>
Events Programme	<p>The Events Programme seeks to strengthen the cultural offer in Boscombe in order to enhance economic activity. The Programme will run for four years and will consist of around five events a year in the centre of Boscombe - either in the pedestrianised precinct or in the Royal Arcade, although only one pilot event will be delivered in the first year. It will be delivered by a local creative business or charity.</p> <p><b>Timescales and Key Milestones:</b></p> <ul style="list-style-type: none"> <li>• 6.7.2022: Business case approved by DLUHC</li> <li>• 16.11.2022: Networking event for Boscombe creative community</li> <li>• 2022: Tender and selection of a supplier</li> <li>• 2023-2026: Regular events, workshops and new art commissions</li> </ul>
Toft Steps Beach Box Park	<p>The beach box park will establish a health, sports and wellness business incubator hub at the seafront. The project will provide new start-up opportunities and may include activities such as water sports and beach sports hire and teaching activities, yoga and mindfulness businesses, beach saunas, craft-based class activities, health food operators and sea-swim club activities.</p> <p><b>Timescales and Key Milestones:</b></p> <ul style="list-style-type: none"> <li>• 2020: Planning permission received</li> <li>• 6.7.2022: Business case approved by DLUHC</li> <li>• 1.11.2022: demolition of existing units</li> </ul>

	<ul style="list-style-type: none"> <li>• Winter 2022-2023: New facility built</li> <li>• April 2023: New box park and toilets open</li> <li>• 2023-2026: Project delivered and 15 enterprises receiving support</li> </ul>
High Street	<p>The High Street project seeks to rejuvenate the High Street through the re-use of vacant floor space and improving shopfronts to celebrate the Victorian heritage. The key interventions are:</p> <ul style="list-style-type: none"> <li>(i) Initial public realm improvements- deep clean, new 'smart' rubbish bins, new planting, festoon lighting and murals and projector</li> <li>(ii) Partnership working with owners of priority buildings to re-use floorspace</li> <li>(iii) Design of replacement shopfronts</li> <li>(iv) Grant scheme for owners to improve shopfronts;</li> <li>(v) Small Grant Scheme for Traders for small scale improvements, or to put on events or extend opening hours</li> </ul> <p><b>Timescales and Key Milestones:</b></p> <ul style="list-style-type: none"> <li>• 2021: Initial public realm improvements with Towns Fund Accelerator Funding</li> <li>• 6.7.2022: Business case approved by DLUHC</li> <li>• 2022: Engagement by Programme Management team, establishment of traders group and collate ownership and traders details</li> <li>• 2022: Tender and appointment of Architects</li> <li>• 2023: Production of a Design Code and commence design new shopfronts</li> <li>• 2023-2026: Project delivering up to 20 shopfront improvements.</li> </ul>
Digital Connectivity	<p>This project aims to create a world class digital ecosystem around Boscombe that acts as a major attractor of businesses and enables a community approach to using ground-breaking digital technologies to deliver major,</p>

	<p>transformational social, economic and environmental benefits to Boscombe and the wider area. The key interventions are:</p> <ul style="list-style-type: none"> <li>(i) Installation of Smart Places Infrastructure inc. Gigabit Fibre, 5G serving Boscombe Precinct, Pokesdown, Boscombe Seafront &amp; AFC Bournemouth Football Ground. Associated data management to meet the needs of specific sectors</li> <li>(ii) Digital infrastructure to support a physical digital innovations hub at the Royal Arcade</li> <li>(iii) Smart Place infrastructure to provide a testbed for health and social care initiatives utilising new digital technologies.</li> <li>(iv) Provision of public Wi-Fi, 5G and augmented reality and other digital initiatives, to support the local retail, leisure and tourism economy especially during peak summer season.</li> <li>(v) Increased provision of CCTV and digital technologies to support agencies to deliver enhanced safety and security for residents and visitors and enhanced perception levels.</li> <li>(vi) Contribution towards a Smart Transport App to enhance bus and sustainable transport users through better real-time information.</li> </ul> <p><b>Timescales and Key Milestones:</b></p> <ul style="list-style-type: none"> <li>• 20.5.2021: Business Case approved by DLUHC</li> <li>• 2021-2022: Phase One implemented with Towns Fund Accelerator Fibre installed from Lansdowne-Boscombe</li> <li>• 2023: Fibre rolled out to wider Towns Fund Area</li> <li>• 2023-2026: Digital applications developed with local partners</li> <li>• 2023-2026: Ongoing showcase and establishment of a digital community in Boscombe, ultimately to benefit from improved premises in the Royal Arcade.</li> </ul>
Local Transport Projects	<p>This project aims to improve physical connectivity within the Towns Fund area by sustainable modes of transport in particular. The scope of the project has been reduced and part of the funds reprofiled to the masterplan, following engagement and the viability assessment of masterplan. The key interventions are:</p> <ul style="list-style-type: none"> <li>(i) A35 -Pokesdown Station to Boscombe precinct- improvements to facilities for buses and cyclists</li> <li>(ii) Bus service pilot from Pokesdown Station, to the Pier and town centre</li> <li>(iii) Ashley Road- improvements to the walking environment including new road crossings</li> <li>(iv) Woodland Walk- management plan and modest community led improvements scheme to the walking</li> </ul>

	<p>environment</p> <p><b>Timescales and Key Milestones:</b></p> <ul style="list-style-type: none"> <li>• 2022: 4 week engagement and consultation on 6 potential projects</li> <li>• 20.12.2022: Business Case submission</li> <li>• 2023: Business case approved and tender for detailed design and works</li> <li>• 2023: Secure match funding</li> <li>• 2024-2026: Implementation of projects.</li> </ul>
<p>The Old School House (TOSH)</p>	<p>This project will improve and increase the level of the co-working space within this community facility, with training and business space to support start-ups. As well as facilitating this use the grant will fund building improvements including a replacement heating system via air source heat pumps, replacement windows, and additional insulation.</p> <p><b>Timescales and Key Milestones:</b></p> <ul style="list-style-type: none"> <li>• 20.12.2021: Listed building consent approved</li> <li>• 1.6.2022: Heads of Terms for a new 20-year lease between the Council with Recreate Dorset agreed</li> <li>• 6.7.2022: Business Case approved by DLUHC</li> <li>• November 2022: Works commence</li> <li>• 2023: Works complete</li> <li>• 2023: Provision of enhanced business co-working space</li> </ul>