



National Audit Office

OVERVIEW

Department for Digital, Culture, Media & Sport

Departmental Overview 2021-22

We are the UK's independent
public spending watchdog

March 2023

What this guide is about

This guide has been produced to support the Department for Digital, Culture, Media & Sport select committee in its examination of the Department for Digital, Culture, Media & Sport's (DCMS's) spending and performance. It summarises the key information and insights that can be gained from our examinations of DCMS and its arm's-length bodies, lottery distribution bodies, non-ministerial government departments and public corporations in England and the DCMS Annual Report and Accounts. DCMS spent nearly £8.2 billion in 2021-22 delivering policies in areas including arts and culture, communications and media, sport, tourism and digital connectivity.

The guide includes:

- how DCMS is structured and where it spends its money;
- information about its people and pay;
- key issues in the digital, culture, media and sports policy areas; and
- the National Audit Office's (NAO's) recent work on DCMS.

How we have prepared this guide

The information in this guide draws on the findings and recommendations from our financial audit and value-for-money programme of work, and from publicly available sources, including the annual report and accounts of DCMS and its bodies.

We have cited these sources throughout the guide to enable readers to seek further information if required.

Where analysis has been taken directly from our value-for-money or other reports, details of our audit approach can be found in the Appendix of each report, including the evaluative criteria and the evidence base used.

Other analysis in the guide has been directly drawn from publicly available data and includes the relevant source as well as any appropriate notes to help the reader understand our analysis.

Other relevant publications

More information about our work on DCMS in England, as well as information about our other recent and upcoming reports can be found on the NAO website.

More information about central government accounting and reporting

You may also be interested in our interactive guide to *Good practice in annual reporting* (January 2022), which sets out good-practice principles for annual reporting and provides illustrative examples taken from public sector organisations who are leading the way in this area.



This report updates our previous overview, *Department for Digital, Culture, Media & Sport: Departmental Overview 2019-20*, published in May 2021.

This overview covers the financial year 2021-22, and was prepared before the machinery of government changes announced on 7 February 2023.

As part of the announcement, DCMS's responsibilities for the government's digital policies and planned digital legislation will be incorporated into a new Department for Science, Innovation & Technology (DSIT). Relevant staff, budgets and Building Digital UK (BDUK, an arm's-length body of DCMS) are also expected to transfer to DSIT. DCMS is expected to be renamed the Department for Culture, Media & Sport and to be re-focused in line with its new title.

Departmental Overview

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About the National Audit Office

The National Audit Office (NAO) is the UK's independent public spending watchdog. We scrutinise public spending for Parliament and are independent of government and the civil service. We help Parliament hold government to account and we use our insights to help people who manage and govern public bodies improve public services.

The Comptroller and Auditor General (C&AG), Gareth Davies, is an Officer of the House of Commons and leads the NAO. We audit the financial accounts of departments and other public bodies. We also examine and report on the value for money of how public money has been spent.

In 2021, the NAO's work led to a positive financial impact through reduced costs, improved service delivery, or other benefits to citizens, of £874 million.

If you would like to know more about the NAO's work on the Department for Digital, Culture, Media & Sport, please contact:

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About DCMS

The Department for Digital, Culture, Media & Sport (DCMS) aims to protect and promote our cultural and artistic heritage and help businesses and communities to grow by investing in innovation and highlighting Britain as a fantastic place to visit. It aims to help to give the UK a unique advantage on the global stage, striving for economic success.

Vision – DCMS’s vision, as set out in its Outcome Delivery Plan, is to drive growth and enrich the lives of people and communities across the UK.

DCMS’s priority outcomes

DCMS’s Outcome Delivery Plan sets out its plan to deliver its priority outcomes, how it will measure its success, and how DCMS will ensure that it continuously improves. It has four priority outcomes:

- 1** increasing economic growth and productivity through improved digital connectivity;
- 2** growing and evolving the UK’s sectors domestically and globally, in particular those sectors most affected by COVID-19, including culture, sport, civil society and the creative industries;
- 3** increasing growth through expanding the use of data and digital technology and increasing innovation, while minimising digital harms to the UK’s economic security and society; and
- 4** enhancing the cohesiveness of communities across the UK, including through major events and ceremonial occasions; and reducing inequalities of participation in society, particularly among young people.

To deliver its priority outcomes, DCMS’s Outcome Delivery Plan states that it needs to focus on four key enablers:

Workforce, skills and location

Innovation, technology and data

Delivery, evaluation and collaboration

Sustainability

DCMS’s business areas in 2021-22

Reflecting its priority outcomes, DCMS’s business areas include:



Cyber Security and Digital Identity



Data Policy



Digital and Technology Policy



Digital Infrastructure



Security and Online Harms



Centre for Data Ethics and Innovation



Arts, Heritage and Tourism



Civil Society and Youth



Media and Creative Industries



Commonwealth Games



Sport, Gambling and Ceremonials



International Games

How DCMS is structured 2021-22

The DCMS family includes the core department, 38 arm's-length bodies, five sponsor bodies and the National Lottery Distribution Fund and its distribution bodies.

Department for Digital, Culture, Media & Sport (DCMS)

The DCMS core department is responsible for providing oversight and funding to its bodies and delivering government policies.²

DCMS's arm's-length bodies have a wide range of policy and operational responsibilities. They are all governed by their own independent boards. They are all incorporated into DCMS's group accounts.

38 arm's-length bodies

38 arm's-length bodies		
15 museums and galleries	5 sport bodies	2 arts and libraries bodies
British Museum	Birmingham 2022 Organising Committee for the 2022 Commonwealth Games	Arts Council England
Horniman Public Museum and Public Park Trust	Sport England	British Library
Imperial War Museum	Sports Grounds Safety Authority	2 gambling bodies
Museum of the Home	UK Anti-Doping	Gambling Commission
National Gallery	UK Sport	Horseshoe Betting Levy Board
National Museums Liverpool	3 data and telecoms bodies	2 civil society bodies
National Portrait Gallery	Information Commissioner's Office	National Lottery Community Fund
National Maritime Museum	Office of Communications (Ofcom)	National Citizen Service Trust
Natural History Museum	Phone-paid Services Authority	2 cultural property bodies
Royal Armouries Museum	3 media/creative industries bodies	Reviewing Committee on the Export of Works of Art and Objects of Cultural Interest
Science Museums Group	British Broadcasting Corporation (BBC)	Treasure Valuation Committee
Sir John Soane's Museum	British Film Institute	1 tourism body
Tate Gallery	S4C	British Tourist Authority (VisitBritain and VisitEngland)
Victoria and Albert Museum	3 heritage bodies	
Wallace Collection	Churches Conservation Trust	
	Historic England	
	National Heritage Memorial Fund/ National Lottery Heritage Fund	

DCMS sponsors and has lead policy responsibility for two non-ministerial government departments and three public corporations. These are not incorporated into the DCMS group accounts.

5 other public bodies
3 sponsored public corporations
Channel 4
Historic Royal Palaces
The Royal Parks
2 non-ministerial government departments
The National Archives
The Charity Commission

National Lottery Distribution Fund (NLDF)

DCMS has responsibility for the operation of the NLDF. The NLDF distributes income generated by the National Lottery to 12 distributing bodies that make grants to what it defines as good causes. Six of these bodies are overseen by the devolved administrations. NLDF is accounted for separately and has its own accounts.¹

6 lottery distributing bodies
2 arts bodies
Arts Council England
British Film Institute
1 heritage body
National Lottery Heritage Fund
1 community body
National Lottery Community Fund
2 sport bodies
Sport England
UK Sport

Notes

- 1 The British Film Institute, Arts Council England, Sport England and UK Sport account for government funded and lottery-funded activities separately and produce two sets of accounts. They are both arm's-length bodies and lottery distribution bodies. Along with the National Lottery Heritage Fund and National Lottery Community Fund, they are sponsored by DCMS and included within the DCMS accounts.
- 2 Building Digital UK (BDUK) became an Executive Agency of DCMS on 1 April 2022; £5.3 million of assets and £27.3 million of liabilities are estimated to be transferred to BDUK at this date, from the core department.

Where DCMS spends its money

The DCMS group includes the core department and its arm's-length bodies, including the BBC (as set out on page 5). National Lottery funds are separate to exchequer funding. The funds are distributed at arm's-length from government by 12 lottery distributing bodies to fund projects that are not normally funded by the government.

Highlights

Total spending for the Office of Civil Society and the arts, sports and heritage sector arm's-length bodies fell by £1,172 million (49.7%) from £2,356 million in 2020-21 to £1,184 million in 2021-22. This is due to a decrease in COVID-19 support grants issued to these sectors in 2021-22 compared with 2020-21.

Lottery grants and DCMS spending on tourism both increased, rising by £489 million (37.1%) and £11 million (26.4%) respectively from 2020-21 to 2021-22. The latter is linked to DCMS's Tourism Recovery Plan published in summer 2021, to help return to pre-pandemic levels of domestic tourism.

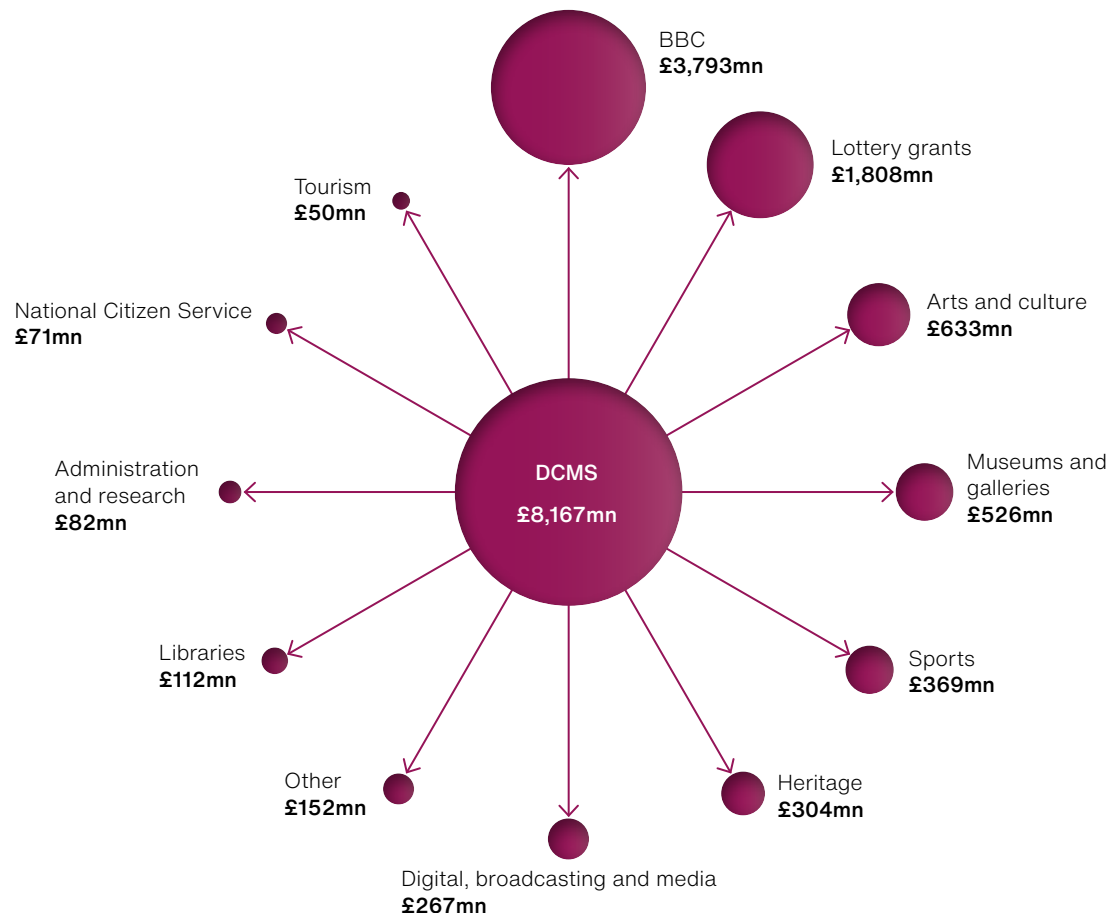
The BBC accounted for £3,793 million (46.4%) of DCMS's spending in 2021-22 (£3,638 million (40.1%) 2020-21). DCMS spent £148 million on preparations for the Birmingham Commonwealth Games and UNBOXED Festival 2022 in 2021-22.

Some activities generate income for DCMS. It received a total income from these of £218 million in 2021-22 (compared with £140 million in 2020-21). These included: receiving £97 million from the arts sector, £27 million from the Olympics legacy programmes, and £27 million from the horseracing and gambling sector.

The BBC Group Departmental Overview 2021-22 has more information about the BBC.

In 2021-22, the DCMS group's total expenditure fell by £911 million (10%) to £8,167 million (£9,078 million 2020-21).

The Department for Digital, Culture, Media & Sport's (DCMS's) spending by activity, 2021-22



Notes

- Figures given include both resource and capital funding. Resource funding is spent on day-to-day resources and administration costs. Capital funding is spent on investments. They are both net of any income received by DCMS.
- The BBC spend relates to licence fee income. As per the licence fee arrangement, the BBC collects licence fee revenue from customers and transfers it to the Consolidated Fund. The revenue collected is then passed back to the BBC as Grant-in-Aid from DCMS.
- 'Other' includes net spend on the gambling sector, Olympics legacy programmes, Office for Civil Society, Commonwealth Games and Festival 2022, provisions, impairments and other annually managed expenditure (AME) spend and levy bodies. AME spend is money spent on programmes which are demand-led – such as welfare, tax credits or public sector pensions.

Source: National Audit Office analysis of the *Department for Digital, Culture, Media & Sport's Annual Report and Accounts 2021-22, Statement of Outturn of Parliamentary Supply 1.1 and 1.2*

Where funding for good causes is spent


DCMS is the custodian of money raised for good causes through the National Lottery for good causes in the arts, heritage, sport and community sectors where core government funding would not normally be available.

£

£45.9 billion

The National Lottery has generated more than £45.9 billion for good causes since its launch in 1994 to March 2022, supporting more than

670,000 projects

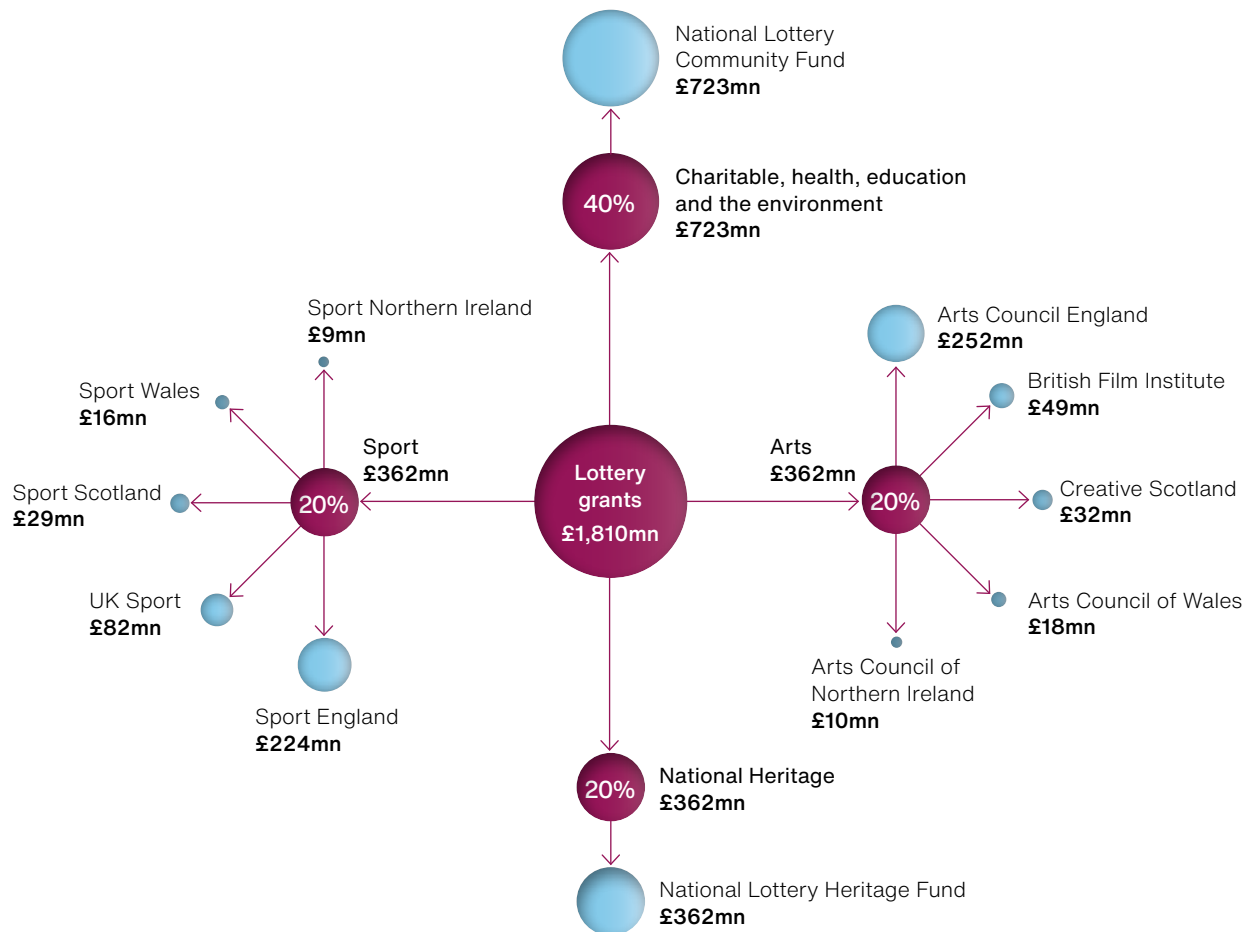


In 2021-22, the National Lottery Distribution Fund provided £1.810 billion (2020-21: £1.815 billion) to be spent on good causes.

Under the National Lottery etc. Act 1993, the net proceeds of lottery sales are granted to projects across the UK in the arts, sport, heritage, health, education, environment and community/charity sectors. These are known as good causes. In 2021-22:

- the **National Lottery Community Fund** made 14,611 grants to community-related projects, totalling £579.8 million. These grants supported national events such as Her Majesty's Platinum Jubilee (£4.5 million), and projects designed to tackle inequality for the most vulnerable communities;
- the **National Lottery Heritage Fund** gave £234 million to 1,943 projects in 2021-22. The money was used to support, among other things, innovative projects to revolutionise UK heritage (£50 million);
- the **sports lottery distributing bodies** were given £362 million to spend on sports projects, including projects designed to bring communities together and tackle inequalities using sport and physical activity; and
- the **arts lottery distributing bodies** were given £362 million for the arts, including museums and libraries, theatres, dance, music, literature and collections.

Lottery good causes funds apportioned by funding area and body, 2021-22



Notes

- All figures have been rounded to the nearest million, so subtotals do not always sum exactly to totals.
- Good causes are projects in the arts, sport, heritage, health, education, environment and community/charity sectors, across the UK.
- Total lottery grants is the net realised income for distribution. This is the share of income from National Lottery plus investment income less total share of operational costs.
- The Welsh, Scottish and Irish arts and sports bodies are sponsored by the devolved administrations and are therefore not included within the Department for Digital, Culture, Media & Sport group.

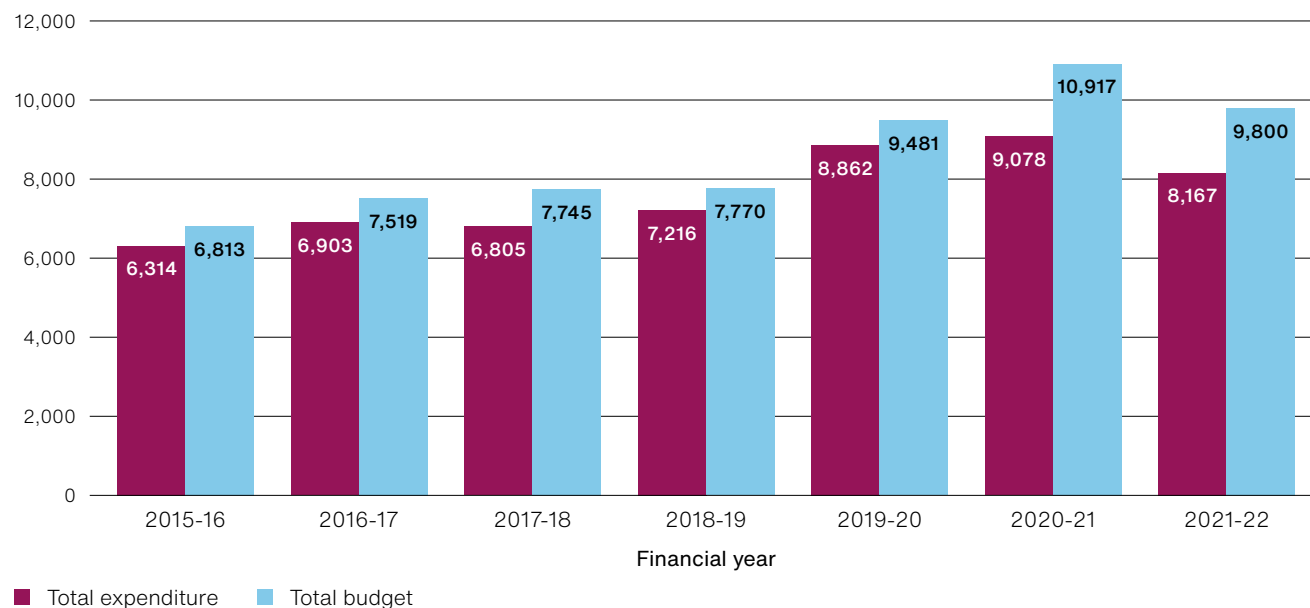
Part Two // Spending and financial management

How the DCMS group's spending has changed over time

The Department for Digital, Culture, Media & Sport (DCMS) group's total expenditure compared with budget, 2015-16 to 2021-22

The DCMS group budget rose between 2018-19 and 2021-22, mostly reflecting growing policy responsibilities and COVID-19 support programmes

Spending (£mn)



Note
1 Total spend includes both voted and non-voted departmental expenditure limit (DEL) and annually managed expenditure (AME) spend. DEL expenditure includes both resource DEL (RDEL), which is for day-to-day resource costs and administration, and capital DEL (CDEL), which is for investment – for example, in new buildings.

Source: National Audit Office analysis of the Department for Digital, Culture, Media & Sport Annual Reports and Accounts 2015-16 to 2021-22

Budget and spending have risen since 2015-16, with both increasing from 2018-19 to reflect COVID-19-related spend

DCMS group budget and spending have risen over the past seven years: its budget by 43.8% and spending by 29.3%. Expenditure peaked in 2020-21 due to an expansion of DCMS's policy remit, particularly for digital policy from 2017, DCMS's COVID-19-related support to its sectors from late 2019-20 and the inclusion of the Office of Civil Society and Birmingham Commonwealth Games into the DCMS group in 2016 and 2018 respectively.

In 2021-22, the DCMS group spent £1,633 million (16.7%) less than its budget. More than half of this underspend related to the following:

- The BBC underspent by £484.6 million. Of this, £262.0 million related to savings due to delivery slippages and changes to scheduling of programmes, lower staff costs, and savings on travel and expenses; all resulting from COVID-19 restrictions.
- Channel Four Television did not borrow any money this year within its borrowing limit of £200.0 million, which is covered by DCMS as set in statute.
- Museums and galleries sponsored by DCMS underspent by £127.0 million, mainly because they spent less due to COVID-19-related closures and earned more when visitor numbers were greater than anticipated after they reopened.
- The arts and culture sector underspent by £119.6 million. Of this, £64.4 million was due to lower than expected uptake of Culture Recovery Fund loans and higher expected future repayments of loans issued under the scheme than anticipated.

DCMS group budget and spending have risen over the past seven years:

Its budget by **43.8%**



Spending by **29.3%**



Part Two // Spending and financial management

Financial position of the DCMS group

The DCMS group holds significant assets and liabilities.

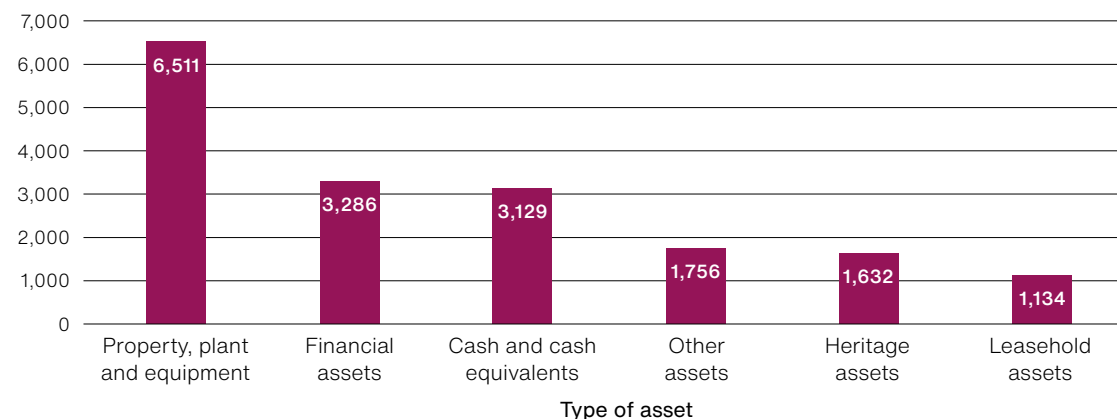
On 31 March 2022, the DCMS group had assets worth £17.5 billion

Assets include:

- property, plant and equipment with a value of £6,511 million, including £5,062 million of land and buildings owned by DCMS and its arm's-length bodies and £1,090 million of plant and machinery. This included £194 million of new assets for 2021-22;
- £1,134 million of leasehold assets, including £90 million of new leases for 2021-22. £1,103 million of the total value relates to land and buildings, including BBC buildings of £746 million;
- heritage assets with a value of £1,632 million consisting of buildings, antiques, works of art (including the Government Art Collection and the National Collection of British Art held by the Tate Gallery), and scientific and natural history collections. This also includes sites of heritage interest such as Stonehenge and Hadrian's Wall;
- cash of £3,129 million, including £1,506 million held by lottery distributing bodies to fund lottery grants. Of the remaining balance, £686 million relates to the BBC, £254 million to museums and galleries and £196 million relates to the DCMS core department; and
- financial assets of £3,286 million, including £1,771 million for the BBC's investment in its commercial subsidiaries and £250 million of loans provided by the BBC to its commercial subsidiaries. Also within other assets is £346 million of COVID-19 support loans issued by DCMS to the arts, culture and sports sectors, including £115 million of loans issued in 2021-22.

The Department for Digital, Culture, Media & Sport (DCMS) group's total assets on 31 March 2022

Asset value (£mn)



Notes

- 1 'Other assets' refer to contract assets, trade and other receivables, investments in associate and joint ventures, assets classified as held for sale, inventories, intangibles and investment properties.
- 2 The DCMS group's assets were £17.5 billion on 31 March 2022.

Source: Consolidated Statement of Financial Position, Department for Digital, Culture, Media & Sport Annual Report and Accounts 2021-22

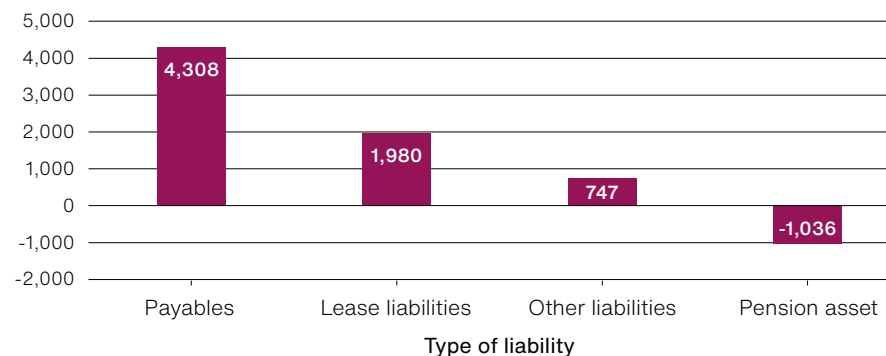
On 31 March 2022, the DCMS group had liabilities worth £6.0 billion

Liabilities are future obligations or amounts owed by DCMS, and include:

- total payables with a value of £4,308 million, including £2,351 million of grants issued by lottery distributing bodies where projects are funded over several years;
- £1,980 million of lease liabilities reflecting the total remaining rental payments under DCMS's existing lease agreements; and
- offsetting total liabilities is DCMS's overall pension asset of £1,036 million, which is recorded in liabilities. It is made up of £20,667 million of assets (such as property, infrastructure and private equity assets) offset by £19,631 million of liabilities (an estimation of future pension payments due to scheme members). Within the total, the BBC funded pension scheme has an overall pension asset of £1,241 million. The DCMS share of the Local Government Pension Scheme has a deficit.

The Department for Digital, Culture, Media & Sport (DCMS) group's total liabilities on 31 March 2022

Asset value (£mn)



Notes

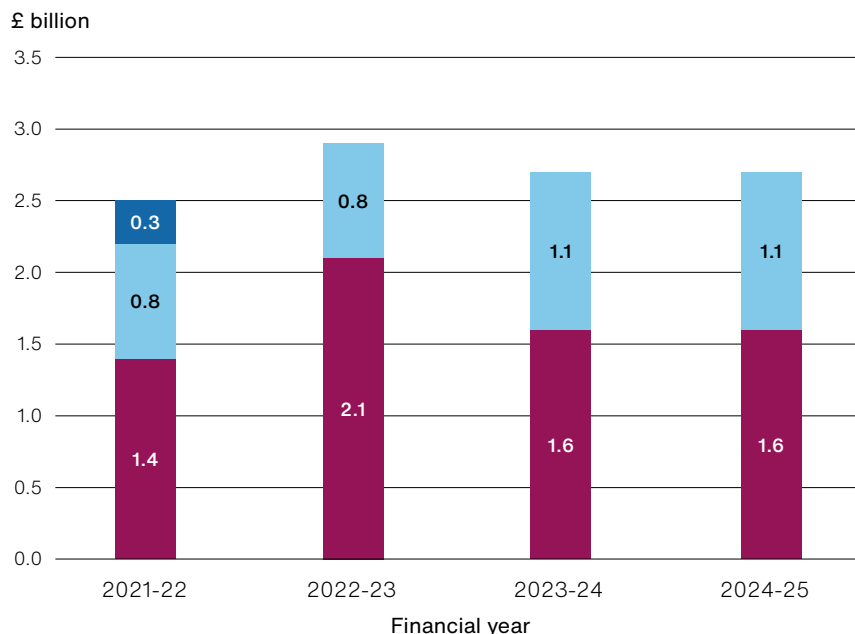
- 1 'Other liabilities' refer to contract liabilities, provisions and other financial liabilities.
- 2 The DCMS group's liabilities were £6.0 billion on 31 March 2022.

Source: Consolidated Statement of Financial Position, Department for Digital, Culture, Media & Sport Annual Report and Accounts 2021-22

Part Two // Spending and financial management

Future spending commitments

The Department for Digital, Culture, Media & Sport's (DCMS's) department expenditure limit (DEL), 2021-22 to 2024-25



- Resource DEL
- Capital DEL
- Ringfenced COVID-19 DEL

Notes

- 1 A department expenditure limit (DEL) is subject to spending limits set by government Spending Reviews. This is split into capital and resource funding. Resource DEL is spend for day-to-day resources and administration costs. Capital DEL is spend for investments.
- 2 COVID-19 DEL expenditure is ringfenced from normal DEL expenditure.
- 3 All figures have been rounded, so subtotals do not always sum exactly to totals.
- 4 All figures exclude depreciation.

Source: National Audit Office analysis of the Autumn Budget and Spending Review 2021, October 2021



Spending Review 2021

In the 2021 Spending Review, DCMS received a budget of £2.8 billion for 2022-23 and £2.7 billion for 2023-24 and 2024-25 to invest in digital connectivity, culture, innovative industries and community cohesion across the UK. Areas set to receive investment include:

£1.1 billion



Broadband infrastructure:

this included Project Gigabit: £1.1 billion for connecting 85% of homes and businesses to high-quality, gigabit-capable broadband by 2025 and the Shared Rural Network: £180 million for delivering high-quality 4G mobile coverage to 95% of the UK (page 15).

£850 million



Culture and heritage: more than

£850 million for infrastructure designed to safeguard national treasures and boost culture in local communities and on high streets. Also up to £800 million to the Live Events Reinsurance Scheme and an extension to the £500 million Film and TV Production Restart Scheme, with the purpose of enabling UK events and productions to plan with certainty.

£560 million



Youth Services: £560 million for youth services in England.

£480 million



Major public events: more than £480 million of funding in 2022-23 to celebrate the Commonwealth Games, UNBOXED: Creativity in the UK (page 18) and HM The Queen's Platinum Jubilee.

£205 million



Sports facilities: an extra £205 million for grassroots football infrastructure and multi-use sports facilities in addition to £22 million to refurbish more than 4,500 public tennis courts.

£110 million



Online Safety Bill: more than £110 million towards the passage and implementation of the bill (page 16).

Part Three // People and pay

Key staff and pay trends in DCMS and its bodies, 2021-22

1,555 to 1,946

Between 2020-21 and 2021-22, the number of full-time equivalent (FTE) employees in the DCMS core department increased from 1,555 to 1,946. DCMS's arm's-length bodies employed 33,324 FTE staff in 2021-22, down from 34,024 the year before.

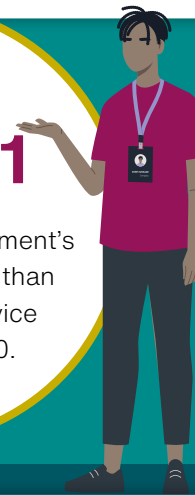


£2.32 billion

Overall, DCMS and its arm's-length bodies spent a total of £2.32 billion on salaries, up from £2.30 billion in 2020-21.

At £45,311

the DCMS core department's median pay is higher than that of the civil service median of £30,110.



12.4%

The DCMS's core department's median pay has, however, fallen by 12.4% since 2020-21. This is due to changes in DCMS's grade mix. The DCMS core department now has more FTE staff in lower grades than in 2020-21. It has also moved jobs outside of London as part of the government's commitment to distribute public sector jobs across the UK.

Staff numbers and costs, 2021-22 and 2020-21

2021-22		Cost (£000)
Staff numbers (full-time equivalent)		
Core department	1,946	137,271
Arm's-length bodies	33,324	2,183,179
Total	35,270	2,320,450
2020-21		Cost (£000)
Core department	1,555	115,854
Arm's-length bodies	34,024	2,184,986
Total	35,579	2,300,840

■ Core department ■ Arm's-length bodies

Pay multiples 2021-22, DCMS core department

	2020-21	2021-22	Percentage change
Band of highest paid director's total remuneration (£000)	180-185	180-185	-
Median total remuneration (£000)	51.7	45.3	-12.4%
Ratio	3.5:1	4.0:1	

Source: National Audit Office analysis of Department for Digital, Culture, Media & Sport Annual Report and Accounts 2021-22, remuneration report

Notes

- 1 The total number of staff employed at the BBC public service broadcasting Group was 17,890 (2020-21: 18,977).
- 2 The number of employees is the average number of full-time equivalent persons employed during the year.
- 3 Staff costs include salaries, social security and pension costs.

Source: National Audit Office analysis of Department for Digital, Culture, Media & Sport Annual Report and Accounts 2021-22, pages 80 and 81

Part Three // People and pay

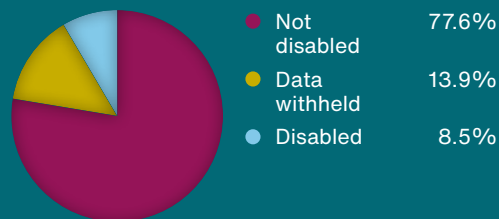
Staff and pay

The Department for Digital, Culture, Media & Sport's (DCMS's) workforce statistics, 31 March 2022

Gender



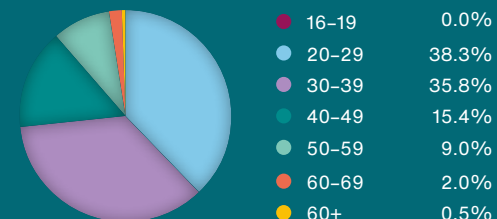
Disability



Ethnicity



Age



Notes

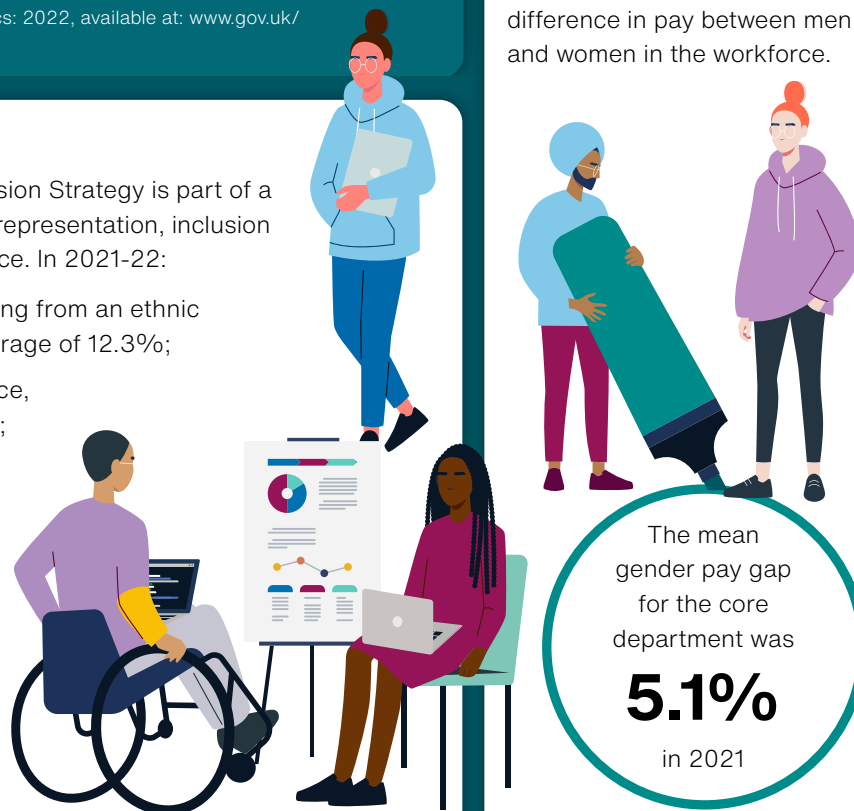
- Headcount for all civil servants in DCMS on 31 March 2022 was 2,010.
- Percentages do not sum to 100% for the age profile due to rounding.

Source: National Audit Office analysis of civil service statistics: 2022, available at: www.gov.uk/government/statistics/civil-service-statistics-2022

Staff diversity

The DCMS core department's Diversity and Inclusion Strategy is part of a wider civil service strategy that aims to increase representation, inclusion and education to support a more diverse workforce. In 2021-22:

- 19.4% of DCMS colleagues identified as being from an ethnic minority, compared with the civil service average of 12.3%;
- women made up 54.6% of DCMS's workforce, similar to the civil service average of 54.5%;
- 12.5% of colleagues identified as lesbian, gay, bisexual or other, compared with the civil service average of 6.1%;
- 8.5% of staff declared they had a disability. In the civil service, the average was 10.7%; and
- 74.1% of staff were under 40 years of age. The average across the civil service was 38.8%.



Pay gap

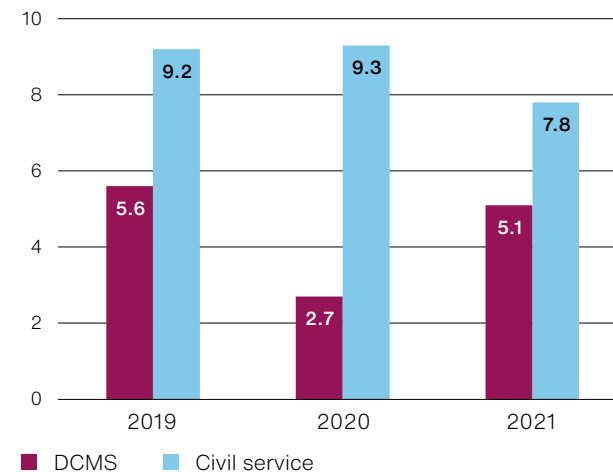
The gender pay gap shows the difference in pay between men and women in the workforce.



The mean gender pay gap for the core department was **5.1%** in 2021

Gender pay gap: The Department for Digital, Culture, Media & Sport (DCMS) and civil service averages (means), 2019 to 2021

Mean gender pay gap (%)



Source: National Audit Office analysis of the Department for Digital, Culture, Media & Sport gender pay gap reports, 2019, 2020 and 2021 and civil service statistics











In 2021, the DCMS core department's mean gender pay gap was smaller than that of the civil service overall (5.1% compared with 7.8%) although it had increased from 2.7% the previous year.

Part Three // People and pay

Annual Civil Service People Survey

The civil service's annual people survey looks at civil servants' attitudes to, and experience of, working in government departments. The survey asks staff questions about topics including pay and leadership, and their views of their own department's organisational objective and purpose. The most recent survey was carried out between September and November 2021.

93%
DCMS's response rate to the survey in 2021 was 93%, well above the civil service average of 62%.

	Result in 2020 (% positive)	Result in 2021 (% positive)	Change (Percentage points)	Civil service mean in 2021 (% positive)
 Employee engagement index	70	70	0	63
 My work	82	82	0	76
 Organisational objective and purpose	78	80	+2	81
 My manager	75	76	+1	72
 My team	88	88	0	82
 Learning and development	58	58	0	57
 Inclusion and fair treatment	86	86	0	80
 Resources and workload	73	75	+2	73
 Pay and benefits	38	39	+1	38
 Leadership and managing change	64	64	0	51
Response rate	94	93	-1	62

Highlights

DCMS performed well in the survey. It:

- maintained or improved its score for all 10 question areas covered by the survey;
- performed above the civil service average in all but one area; and
- out-performed the civil service average in leadership and managing change by 13 percentage points.

However, DCMS:

- is just below civil service average for organisational objectives and purpose; and
- staff rated pay and benefits the lowest out of the 10 themes.

Source: National Audit Office analysis of the annual Civil Service People Surveys, 2020 and 2021

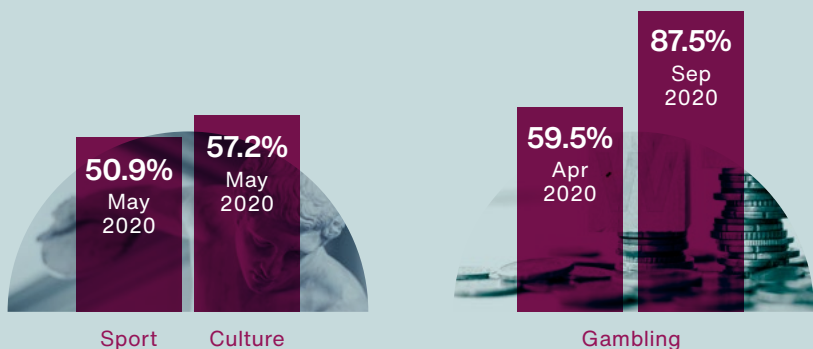
Further details are available online at www.gov.uk

Part Four // DCMS's main areas of responsibility

Recovery of DCMS's sectors since the pandemic

Key facts

DCMS measures the value the sectors it oversees bring to the economy, using the 'gross value added' measure – the value of goods and services produced by each industry. According to this, the pandemic:



Appeared to have the greatest immediate impact on the sporting, cultural and gambling sectors. By May 2020, the sport sector was worth 50.9% of its pre-pandemic value and the cultural sector was worth 57.2%.

Seemed to have had the greatest medium-term impact on the gambling industry. At its lowest (April 2020) it was worth 59.5% of its January 2020 value but by September 2022 gambling was still only worth 87.5% of its pre-pandemic value.

The creative industries have recovered the most and by September 2022 were worth **109.5%** of their pre-pandemic value.

DCMS's response to the pandemic in 2021-22

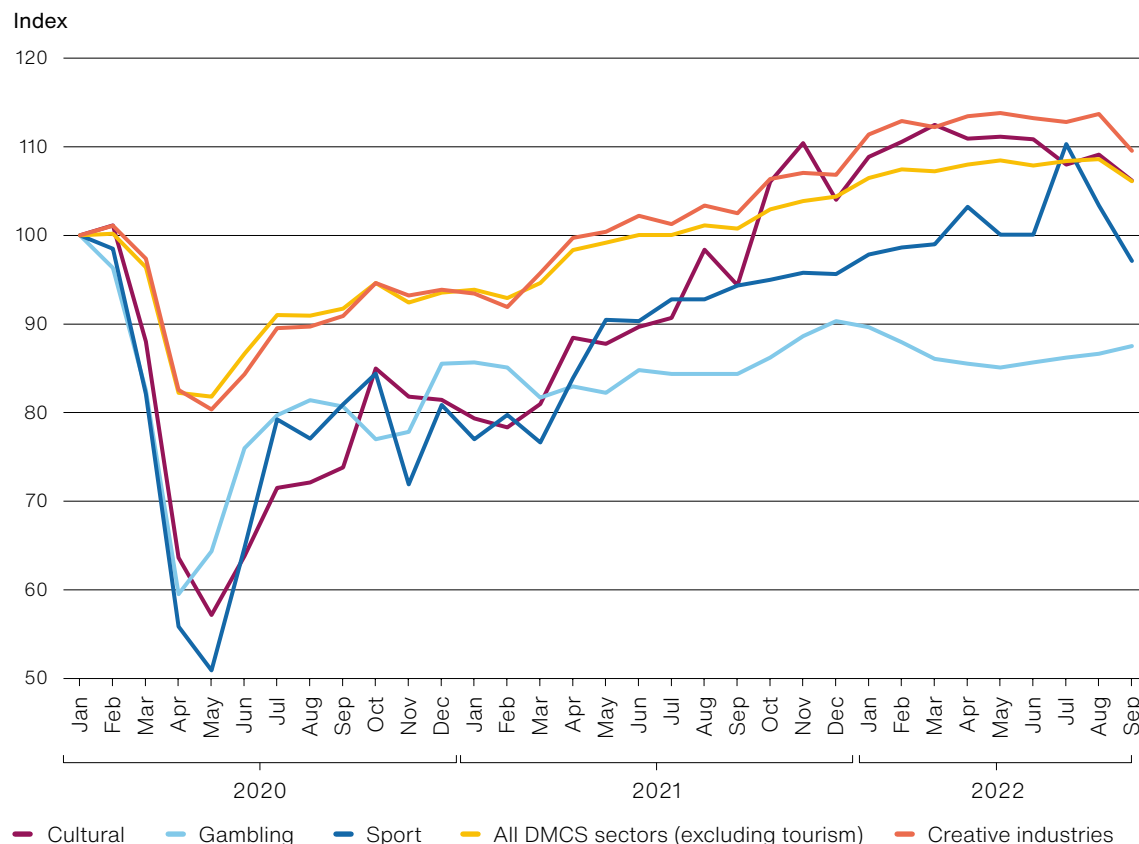
In 2021-22, DCMS spent £486.5 million on COVID-19 support schemes for businesses and organisations across DCMS sectors. Organisations and businesses in the DCMS sectors reported a higher risk of insolvency, and saw their cash reserves depleted at a faster rate than those in many other sectors of the economy.

DCMS oversaw charity packages, repair grants for heritage organisations, and other emergency programmes, including the Live Events Reinsurance Scheme.

DCMS's role includes growing and evolving the UK's sectors domestically and globally, in particular those sectors most affected by COVID-19

Gross value added (GVA) of the Department for Digital, Culture, Media & Sport's (DCMS's) sectors, January 2020 to September 2022, indexed from January 2020

This chart shows the COVID-19 pandemic's impact on the value of goods and services produced by DCMS industries, and how much they have recovered








Notes

- 1 January 2020 = 100.
- 2 Gross value added is the value of goods and services produced by each industry.
- 3 These four industries were chosen as they show the most variation from the overall DCMS sector trend.
- 4 The contribution of DCMS sectors to the UK economy was estimated using Experimental Official Statistics.
- 5 Figures have been rounded to the nearest £ million, presented in chained volume measures which means they have been adjusted for inflation.

Source: National Audit Office analysis of DCMS Sectors Economic Estimates: Monthly GVA (to September 2022)

Digital infrastructure

DCMS has a range of programmes to increase economic growth and productivity through improved digital connectivity. They are included within the Government Major Projects Portfolio. Their progress is tracked and rated by the Infrastructure and Projects Authority (IPA).

 Programme	 Target	 Performance	 Budget	 IPA project performance rating for 2021-22
<p>Project Gigabit</p> <p>To deliver gigabit-capable broadband for the hardest to reach parts of the UK through a combination of supply side and demand side products.</p>	<p>85% coverage nationwide through the Project Gigabit programme by 2025, and as close to nationwide as possible by 2030.</p>	<p>Autumn 2022: 72% of premises had access to gigabit-broadband.</p>	<p>£5 billion to 2030 to provide coverage to at least 5% of UK premises within the government's 85% target.</p>	<p>Amber – Successful delivery appears feasible but significant issues already exist, requiring management attention. These appear resolvable at this stage and, if addressed promptly, should not present a cost/schedule overrun.</p>
<p>Open Networks</p> <p>To build a resilient, diverse and open telecoms supply chain, establishing UK telecoms capability as DCMS delivers a diversification strategy.</p>	<p>35% of mobile network traffic to be delivered by open networks as part of delivering 5G supply chain diversification by 2030.</p>	<p>The open networks R&D fund was announced July 2022. Ofcom reported that in 2022 an Open Radio Access Network has been deployed on fewer than 20 sites, carrying minimal mobile traffic.</p>	<p>£250 million to 2025 for Open Networks Research Fund.</p>	<p>Amber – Successful delivery appears feasible but significant issues already exist, requiring management attention. These appear resolvable at this stage and, if addressed promptly, should not present a cost/schedule overrun.</p> <p>N.B. An initial review was completed on 11 March 2022. Formal reporting started from the end of Q1 2022-23.</p>
<p>Shared Rural Networks</p> <p>To end poor rural mobile coverage by funding the deployment and upgrade of 4G mobile infrastructure in the most remote geographies.</p>	<p>95% of the UK's landmass to have 4G coverage by at least one mobile network operator by the end of 2025.</p>	<p>92.2% in 2022 (91.9% in 2021) have good mobile coverage from at least one mobile network operator (MNO): EE, Virgin Media O2, Three and Vodafone.</p>	<p>£1 billion government deal with the UK's MNOs.</p>	<p>Amber – Successful delivery appears feasible but significant issues already exist, requiring management attention. These appear resolvable at this stage and, if addressed promptly, should not present a cost/schedule overrun.</p>
<p>5G Testbeds and Trials</p> <p>To accelerate the deployment of 5G networks and ensure the UK can take early advantage of the applications those networks can enable.</p>	<p>Majority of UK population to have access by 2027 via the 5G Trials and Testbeds programme.</p>	<p>In 2022 coverage provided outside of premises by at least one mobile network operator was 67%–77% (2021: 42%–57%) 12,000 sites support 5G deployment (2021: 6,500).</p>	<p>DCMS has invested almost £200 million in UK Testbeds and Trials telecoms innovation.</p>	<p>Green – Successful delivery of the project/programme to time, cost and quality appears highly likely and there are no major outstanding issues that at this stage appear to threaten delivery.</p>

New and upcoming developments

Written ministerial statement: Online Safety Bill – Update, 29 November 2022

DCMS's priorities include increasing growth through expanding the use of data and digital technology and increasing innovation while minimising digital harms to the UK's economic security and society

DCMS leads on the National AI strategy

The 2021 National Artificial Intelligence (AI) strategy aims to translate the potential of AI into better growth, prosperity and social benefits for the UK.

In 2021-22 DCMS was responsible for taking several digital and related bills through Parliament and into law

As of 20 February 2023, bills passing through Parliament include:

- the Online Safety Bill (at House of Lords Committee stage)
- the Data Protection and Digital Information Bill (at second reading in the House of Commons)
- the Electronic Trade Documents Bill (awaiting the Lords report stage)

DCMS's responsibility for these bills is expected to transfer to the new Department for Science, Innovation & Technology (DSIT) after 7 February 2023. Recent bills granted Royal Assent include:

- Telecommunications Infrastructure (Leasehold Property) Act 2021 (passed in March 2021)
- Telecommunications Security Act 2021 (passed in November 2021)
- Product Security and Telecommunications Infrastructure Act 2022 (passed in December 2022)

DSIT will now be responsible for preparing the Digital Markets, Competition and Consumer Bill in 2023.

The Online Safety Bill is progressing through Parliament

In March 2022, the government introduced the Online Safety Bill to Parliament.

What the Bill aims to do

The Online Safety Bill imposes new duties on firms that host user-generated content such as images, videos and comments and search services to safeguard all users against illegal content, and children from age-inappropriate or harmful content, while giving adult users more control over the legal content they see.

Since the Bill was drafted, some provisions have been removed, such as the duty on platforms to take down legal but harmful material. Others have been added, such as prohibiting the sharing of intimate images without consent, and prohibiting the encouragement of self-harm. In November 2022, the Secretary of State reiterated the importance of the Bill and announced a strengthening of the proposals to protect children online while empowering adults to choose whether or not to engage with legal forms of abuse and hatred, or content that encourages, promotes or provides instructions for suicide, self-harm and eating disorders.

Ofcom will become the regulator of online service providers

The Online Safety Bill contains the proposal that Ofcom, one of DCMS's arm's-length bodies, will become the independent regulator of internet platforms. Ofcom's duty will be to protect citizens adequately from harm by ensuring that online services make appropriate use of systems and processes to keep users safe.

Once the Bill is implemented, funding for the set-up and delivery of Ofcom's new responsibilities will come from fees paid by firms. Ofcom estimates it spent around £19 million in 2021-22 preparing for its new responsibilities and would spend around £44 million more in 2022-23. It has hired 158 employees to prepare for the Bill.

DCMS involvement in cultural and ceremonial events, 2021-22 and 2022-23

DCMS coordinated a series of major events and ceremonial occasions across 2021-22 and 2022-23. It aims to enhance the cohesiveness of communities across the UK, and reduce inequalities of participation in society.



Commonwealth Games 2022 Festival

A six-month, large-scale cultural programme to surround the Games across the West Midlands

March to September 2022



HM The Queen's platinum jubilee celebrations

A year of celebrations, that culminated in a four-day UK bank holiday weekend from 2 to 5 June 2022



UNBOXED Festival 2022

Ten cultural events across the UK and digitally (see page 18)

March to November 2022



Operation London Bridge

Mourning Her late Majesty the Queen Elizabeth II

8 to 19 September 2022



Coronation of HM King Charles III

6 May 2023



Eurovision Song Contest

To be held in Liverpool

13 May 2023

DCMS coordinates national sporting, cultural and ceremonial events

The Commonwealth Games Festival 2022 was a separate festival to UNBOXED. Both were overseen by the same leadership team. There was one crossover event (PoliNations, Birmingham, September 2022).

£28 million

The March 2021 budget allocated £28 million to fund the Queen's platinum jubilee celebrations in 2022.

£39.7 million

In 2021-22, the DCMS group spent £39.7 million on ceremonial and cultural events, four and a half times as much as in 2020-21.

The costs incurred by DCMS for the King's coronation and Eurovision will fall in the 2022-23 and 2023-24 financial years.

The UNBOXED Festival 2022

More information:
[NAO Investigation into the UNBOXED festival](#)

In December 2022, we published our investigation report on UNBOXED, at the request of the Chair of the Commons DCMS Select Committee

The UNBOXED Festival

The UNBOXED Festival was a series of 10 cultural events across the UK and digitally between March and November 2022. It aimed to celebrate the best of UK science, technology, engineering, arts and maths. DCMS used the UNBOXED Festival to further its ambitions to enhance the cohesiveness of communities across the UK and reduce inequalities of participation through major events. It was delivered by an arm's-length body, Festival 2022 Ltd, in collaboration with the devolved administrations.

Festival events were free and included:

SEE MONSTER

An art installation on a decommissioned North Sea offshore platform in Weston-Super-Mare.

StoryTrails

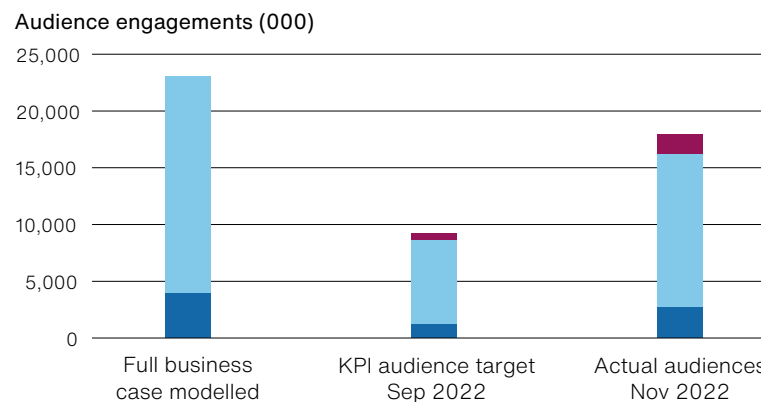
Local history using augmented and virtual reality at 15 towns across the UK.

Dandelion

A grow-your-own food initiative for Scotland.

Total audience engagement at UNBOXED Festival

The audience targets produced in 2022 are lower than the modelled audience figures in the full business case from 2021, but have been exceeded by actual audience numbers reported in November 2022



Learning	0	560	1,720
Digital/broadcast audiences	19,050	7,430	13,590
Live/participation audiences	4,000	1,240	2,790
Total	23,050	9,230	18,100

Note

1 See full report for notes.

Source: National Audit Office analysis of Department for Digital, Culture, Media & Sport and Festival 2022 Ltd documents

Headline findings

We found that the festival is forecast to cost just under its budget of £120 million. DCMS had less funding to deliver the festival than it had originally planned, due to irrecoverable VAT.

DCMS's model estimated that 23 million people would engage with the festival. During 2022, Festival 2022 Ltd set detailed audience targets that were lower than the DCMS modelling figures that informed the festival's approval. Festival 2022 Ltd finalised performance targets for all 10 projects by September 2022, setting a target for audience engagement of 9.2 million people.

By November 2022, Festival 2022 Ltd reported that 18.1 million people had engaged with the festival. By October 2022, according to Festival 2022 Ltd, public awareness of the festival among the UK population was just under the 35% level aimed for by DCMS in April 2022.

DCMS approved UNBOXED after a full business case estimated financial benefits of £170 million and additional non-quantified benefits. DCMS did not use the same costs when giving final approval to the festival. It initially had excluded the costs falling on the devolved administrations from its cost-benefit workings. This means it overstated the net present values of the options considered. DCMS then included these costs when it reworked the calculations in November 2022. DCMS says that even if these costs had been included it would still have approved the festival.

Festival 2022 Ltd has commissioned an independent evaluation, reporting in March 2023, to assess the festival's impact and value for money.

DCMS's oversight of the media landscape

DCMS has responsibility for growing and evolving the UK's sectors domestically and globally and broadcasting is a key contributor to national culture and the UK's image abroad

'Up Next': The broadcasting white paper

In April 2022, DCMS published 'Up Next', its broadcasting white paper. It makes proposals around business models, regulation and commercial activities for public service broadcasters (PSBs).

Business models

- Reviewing the BBC's licence fee funding model.

Regulation

- Bringing larger TV-like video-on-demand providers under Ofcom jurisdiction if they target and profit from UK audiences.
- Replacing the system of PSBs' purpose and objectives with a shorter remit, giving PSBs more flexibility in how they deliver their obligations and consulting on whether "distinctively British" should be part of the existing programme quota system.
- Ensuring that public service content is both available and easy to find across major online television platforms.

Commercial activities

- Establishing a pro-competition regime in digital markets with the aim of supporting innovation, while complementing the existing competition and regulation regimes.
- Protecting and updating Terms of Trade to reflect changes in technology and the way viewers are watching content from PSBs.
- Exploring how to support UK broadcasters by "levelling the playing field" between broadcast and online advertising.

More information:
DCMS, *Up next – the
government's vision for the
broadcasting sector*,
April 2022, white paper,
CP671

BBC funding review and mid-term review

DCMS has committed to an independent review of the licence fee funding model ahead of the next Charter period from 2027, as part of its wider strategic review of public service broadcasting.

DCMS considers rapidly evolving distribution technologies and changing consumer behaviour will mean that the current licence fee funding model is facing challenges to its sustainability and appropriateness.

DCMS has stated that the BBC's future funding model will be finalised in the Charter Review, following consultation with the public and Parliament.

The review of the BBC's funding model is different from the BBC mid-term review. It will run between 2022 and 2024 and consider whether the BBC's current governance and regulation arrangements are working effectively.

More information:
[BBC Mid-Term Review](#),
May 2022

A Digital BBC

NAO report: A digital BBC

The BBC has its own overview
Departmental Overview 2021-22:
The BBC Group

In December 2022 we published our value-for-money report, which focuses on whether the BBC has the capability to deliver value to its users from its strategic technology review.

BBC's digital plans

The BBC sees its digital services as essential to its long-term future. In October 2020, the BBC reviewed its technology needs for the next five years and beyond. In December 2022, the BBC's director general set out where the organisation should aim to be by the 2030s, and announced that the BBC would move to an internet future with "greater urgency".

Headline findings

The BBC's digital products are performing well against better-funded media organisations. It needs to continue attracting audiences in an increasingly fast-paced and dynamic global media environment.

The BBC has clearly set out its vision for using digital technology and data to improve the services it offers and has set out a plan for implementing its strategic technology review. It is finalising its investment plans for taking forward its strategic technology over the next five years. The BBC has taken steps to drive greater value for money from its technology spending, but now requires a better picture of this.

The BBC considers that having users sign into a BBC account is key to offering them a more personalised experience, and has made progress with this, but it does not yet have a plan for what personalisation will mean in practice. The BBC's increased use of personal data exposes it to potential reputational risks.

Our conclusion

Overall, the BBC's key digital products, and most notably iPlayer, have to date performed well. These levels of performance are impressive given available funding is considerably lower than other media organisations with which it competes for audiences, many of which are digital-only.

Our recommendations

These were: developing leadership structures to ensure effective senior challenge of its digital projects; planning scenarios for how it might move from broadcast to internet services in the future; planning for developing a personalisation strategy including managing potential data risks; and improving the detail behind its digital investment plans.

BBC's product group spending compared with competitors, 2018-19 to 2021-22 (2021-22 prices)

The BBC's product group spending is lower than that of some of the global brands with which it competes for audiences

Brands	2018-19	2019-20	2020-21	2021-22
	(£mn)	(£mn)	(£mn)	(£mn)
BBC	109	114	100	98
Netflix	1,039	1,271	1,393	1,700
Spotify	477	558	743	766
<i>New York Times</i>	72	87	99	119

Notes

- Figures for Netflix, Spotify and *New York Times* have been taken from publicly available annual report and accounts.
- Exchange rates have been used from HM Revenue & Customs' website for the date of the year end for each company.
- Values are in 2021-22 prices using the latest GDP deflator as at September 2022.
- The figures comprise varying elements but are the most relevant and widely used for high-level comparison of spending. BBC and *New York Times*' values are for product development, Netflix's is for technology and development and Spotify's is for research and development.

Source: National Audit Office analysis of BBC spending data and annual report and accounts for Spotify, Netflix and *New York Times*

DCMS activities in support of sport in 2021-22

DCMS's role includes growing and evolving the UK's sectors domestically and globally, which meant giving a range of support to sport

Supported major sporting events

- Oversaw the delivery of the Birmingham 2022 Commonwealth Games Queen's Baton Relay and Commonwealth Games. Central government agreed to provide £594 million (76%) of the £778 million budget for the Commonwealth Games, with the rest supplied by Birmingham City Council and partners.
- Oversaw the rescheduled 2021 Rugby League World Cup (held in 2022) for around £30 million.
- Ensured delivery of eight matches at the men's UEFA EURO 2020 (held in 2021) at Wembley, and the UEFA Women's EURO 2022 across England.
- Submitted a joint expression of interest with Ireland to host the UEFA EURO 2028.

Safety

- Published a plan in December 2021 on tackling concussion in sport to help reduce risks associated with head injuries.
- Launched a trial of safe standing at football games. From January 2022, football fans were able to stand at games in England and Wales.

Pandemic recovery

- The £600 million Sports Survival Packages supported 1,685 sports organisations impacted by coronavirus until March 2022.
- To inform policy-making decisions, DCMS organised 31 events under the Events Research Programme for more than two million attendees so it could develop publicly available evidence on transmission of COVID-19 at large events.

Accountability and regulation

- Launched a fan-led football governance review, designed to protect the identity of the game and give fans a greater say in how it is run.
- After the review was published in late 2021, the government said it agreed with its main recommendation that football needed an independent regulator. DCMS's full response followed in April 2022, which set out the planned next steps to deliver on the review.

Infrastructure

- An additional £205 million investment fund to build or improve up to 8,000 community, multi-use sports and football pitches across the UK.
- Confirmed £22 million of funding to refurbish 4,500 public tennis courts in deprived parts of the UK.
- Provided funding to regenerate 151 grassroots football facilities across the UK.

Sale of Chelsea Football Club

- Chelsea Football Club owner's assets were frozen as part of sanctions against Russia following the start of the war in Ukraine.
- After the sanctioning DCMS gave the club a licence to fulfil its fixtures, pay its staff and allow existing ticket holders to attend matches.
- The government licensed the sale of the club in May 2022. The club was bought for £4.25 billion by an American investment group. The money will be used for humanitarian purposes in Ukraine.

Grassroots participation in sport and physical activity

NAO report:
Grassroots participation
in sport and
physical activity

Evaluation of the
Birmingham 2022
Commonwealth Games –
Interim Evaluation Report,
Department for Digital,
Culture, Media & Sport,
January 2023

In July 2022, we published our value-for-money report on the London 2012 Olympics' ambition to increase grassroots sports participation

The London 2012 Olympic legacy

The London 2012 Olympic and Paralympic Games' legacy was to be an increase in the number of adults participating in sport nationally. However, the proportion of adults participating fell in the three years after the Games. In 2015 the government decided to focus on groups of less active people, such as women and less advantaged socio-economic groups, launching its new strategy, *Sporting Future*. It thought this would bring the biggest gains from public spending.

Our conclusion

Overall, DCMS has made mixed progress towards its objectives of increasing participation, tackling inactivity and reducing inequalities in activity levels since it changed its strategy in 2015.

Our recommendations

For DCMS, these were: setting out how to lead delivery in objectives and outcomes shared with other departments; setting out how to measure the success of its new strategy; and clarifying how major sporting events will deliver increased sports participation. For Sport England, these were: checking that its distribution of funding targets less advantaged socio-economic groups; exploiting its networks' learning about what could accelerate greater collaboration across the sector; and setting out how it will reach organisations it has not previously funded.

Headline findings

Since 2015, Sport England (an arm's-length body of DCMS) has spent £1.9 billion on tackling inactivity. Adult participation increased by 1.2 percentage points between November 2016 and November 2019, but the COVID-19 pandemic disrupted progress. By November 2021 adult activity was 1.9 percentage points lower than pre-pandemic. Inequalities were exacerbated, particularly for the least affluent, Asian people and disabled people.

DCMS applied some of the lessons it had learnt from London 2012 as it planned the 2022 Birmingham Commonwealth Games' legacy, such as focusing on the most inactive and under-represented groups. But some learning was missed, for example, it did not ringfence legacy funding from the £778 million public budget.

Sport England published a new strategy, *Uniting the Movement*, in January 2021. It focuses on encouraging activity among the inactive and tackling inequalities in participation through a more localised and collaborative approach.

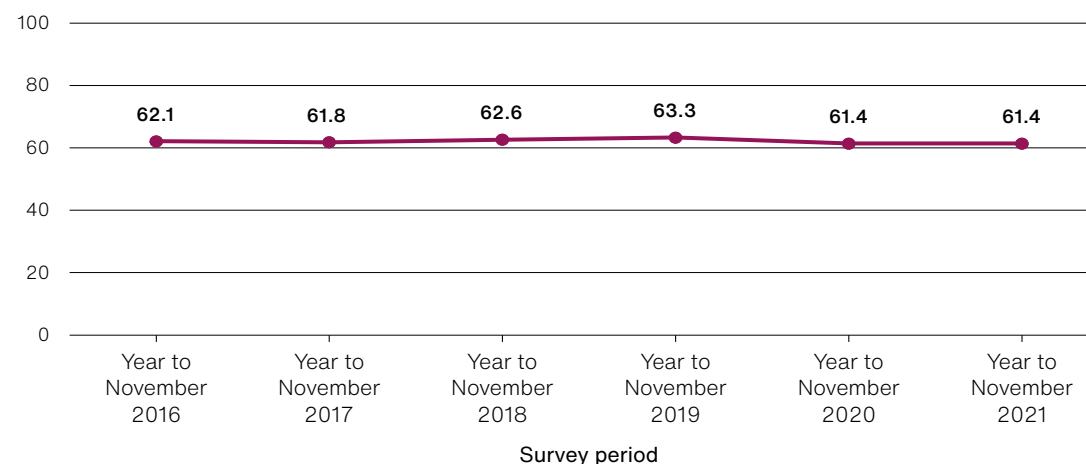
Future planning

DCMS planned to launch a new strategy in summer 2022 to tackle persistent inactivity. It has yet to be published. In October 2022 DCMS told the Committee of Public Accounts that the delay was due to changes of ministers during 2022.

Percentage of adults in England who were active between the year to November 2016 and the year to November 2021

Gains in activity levels between 2016 and 2019 went into reverse during the COVID-19 pandemic

Percentage of adults who are active (%)



Note

1 The percentage of adults who were active represents the percentage of adults aged 16+ who complete at least two and a half hours a week of moderate-intensity equivalent exercise. Each minute of vigorous activity counts as two moderate minutes.

Source: Sport England Active Lives survey

Gambling – reform of the Gambling Act

The Gambling Commission, sponsored by DCMS, regulates most types of gambling in Great Britain

Gambling-related harms

Gambling can have significant adverse effects on people, particularly when it becomes addictive. These effects include mental health problems, relationship difficulties, large-scale financial loss and, in some cases, crime or suicide. The level and range of harms experienced differ from one person to the next and can be made worse by poor or negligent conduct from gambling operators, for example by encouraging people to play more.

In September 2021, Public Health England concluded that harmful gambling should be considered a public health issue because of its harm to individuals, their families, close associates and wider society. It said that government and wider stakeholders needed to do more to prevent and reduce the harms associated with gambling.

In April 2021, the minimum age for playing the National Lottery was raised from 16 to 18 years to reduce the risk of gambling-related harm.

The Gambling Act (2005) review has yet to reach white paper stage

In December 2020, DCMS announced that it was to review the Gambling Act of 2005. The Act is the basis for nearly all gambling regulation in Great Britain. It was updated in 2014 to cover all online companies that offer gambling to customers in Great Britain. The aim of the Gambling Act is to protect children and vulnerable people in a fair and open gambling economy which is also crime-free.

DCMS aims to update the 2005 legislation to:

- reflect technological advances;
- ensure a balance between consumer freedoms and choice and prevention of harm;
- ensure that customers are suitably protected; and
- online and land-based industries are regulated equitably.

DCMS's consultation on its proposals closed on 31 March 2021.

In January 2022, the Parliamentary Under-Secretary for Digital, Culture, Media & Sport told the Commons that DCMS intended to publish the white paper in the near future. As of 20 February 2023 it had not been published.

Gambling key facts

In 2021-22 the UK gambling industry generated **£14.1 billion**



The Gambling Commission's research found that in Great Britain:

- around **22.5 million** adults gambled in 2021;
- **0.3%** of adults were problem gamblers in 2022;
- **27%** of people had recently gambled online in 2022, up from 18% in 2018;
- **27%** of people had recently gambled in person in 2022, down from 35% in 2018; and
- **21%** of recent gamblers gambled twice a week in 2022.

More information:
[Review of the Gambling Act 2005 Terms of Reference and Call for Evidence](#)

The fourth National Lottery licence

The Gambling Commission, DCMS's arm's-length body, is responsible for awarding the fourth National Lottery licence

National Lottery key facts

19 November 1994: date of first National Lottery draw.

1995: year the first grants were awarded to good causes across the UK.

Camelot was awarded the **first three** National Lottery licences in 1994, 2000 and 2007.

£56.5 million: total spent by the Gambling Commission from 2017-18 to 2021-22 on the fourth lottery licence competition.



The competition

The Gambling Commission is the UK's independent, statutory body responsible for awarding the licence to run the National Lottery. A number of changes were made to the fourth licence, including:

- holding the licensee accountable for protecting players;
- providing greater flexibility for the licensee to respond to technological advancements, new opportunities, and changes in consumer preferences; and
- restructuring the incentive mechanism to ensure the licensee's incentives and delivery are closely aligned with contributions to good causes.

In March 2022, for the first time since the National Lottery began in 1994, the Gambling Commission did not award the licence to Camelot. It announced that Allwyn Entertainment Ltd was the preferred applicant. Camelot and its technology partner, IGT, issued a legal challenge against the Gambling Commission over the competition's result. The High Court ruled that damages were an adequate remedy rather than the need to rerun the licence competition process. Legal proceedings are still ongoing over potential damages.

More information:
[National Lottery news on the Gambling Commission website](#)

The fourth National Lottery licence continued

Timeline of the fourth National Lottery licence competition, 2020 to 2024

The licence award date has been extended by 12 months from February 2023 mainly due to delays to the competition timetable resulting from impacts related to the COVID-19 pandemic

