#EMINENT2016

#DigitalCitizenship

THE QUEST FOR EUROPEAN Digital Citizenship

17-18 November 2016 > Prague
EU POLICY ROUNDTABLE ON DIGITAL SKILLS AND CITIZENSHIP
- Lucilla Sioli
  European Commission, DG Communications Networks, Content, Technology

- André Richier
  European Commission, DG Internal Market, Industry, Entrepreneurship and SMEs

- Yves Punie
  European Commission, DG JRC - Directorate Innovation and Growth, Sevilla
Digital Skills and Jobs Coalition

Launch Conference
Brussels, 1 December 2016

Boosting Europe’s Digital Skills

Digital skills for ICT professionals
Digital skills in education
Digital skills for labour force
Digital skills for all citizens

@DigitalSkillsEU  #DSJCoalition  #DigitalSkills

bit.ly/DSJCoalition
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INDUSTRY 4.0: THE NEW INDUSTRIAL REVOLUTION

- **Industrie 1.0**: End of 18th century
  - First mechanical loom (1784)

- **Industrie 2.0**: Start of 20th century
  - First production line, Cincinnati slaughterhouses (1870)

- **Industrie 3.0**: Start of 1970s
  - First programmable logic controller (PLC), Modicon 084 (1969)

- **Industrie 4.0**: Since 2010
  - Cyber-physical Systems (CPS)
45% of the EU population has insufficient digital skills, 21% has none at all...

Digital skills in the EU, NO, MK and TR, 2015
(% individuals with above basic, basic and low digital skills and no internet use)

Source: Commission services based on Eurostat data
AND 37% OF THE EU WORKFORCE HAS INSUFFICIENT DIGITAL SKILLS, 13% HAVE NO DIGITAL SKILLS AT ALL

Digital skills of the labour force, 2015 (% labour force with above basic, basic and low digital skills and no internet use)

Source: Commission services based on Eurostat data
The Stair of Digital Competences

1. Digital User Skills
2. Digital Practitioner Skills
3. Digital Business Skills

1. **Basic User**: competent user of generic tools (office suites, Internet-related tools as browser and e-mail clients) for information society, e-government and working life; to be informed and inform

2. **Advanced User**: competent user of advanced and often sector specific software tools; workplace

3. **Digital Specialists**: ability to develop, operate and maintain digital systems; digital is the main part of their jobs
Upskilling European Industry

- Digital transformation is disruptive and creates widening skills gaps
- Some jobs will disappear, others will require new competencies
- New job profiles will be created
- Need of proactive leaders
IT PROFESSIONALISM AND LEADERSHIP

DEVELOPMENT AND IMPLEMENTATION OF A EUROPEAN FRAMEWORK FOR THE IT PROFESSION

Interim report, June 2016
A document prepared for the European Commission's Executive Agency for Small and Medium-sized Enterprises (EGAP) and the Directorate-General Internal Market, Industry, Entrepreneurship and SMEs (DG GROW) by:

www.eskills-scale.eu
DIGITAL LEADERSHIP
- CIOs, large corporations
- January 2013 – March 2015
- www.eskills-guide.eu
- www.eskills2014conference.eu

- SMEs and Start-ups
- January 2014 – September 2015
- www.eskills-lead.eu
- www.leadership2015.eu

SKILLS FOR KEY ENABLING TECHNOLOGIES
- January 2014 – October 2015
- www.leadership2015.eu
ADDRESSING THE DIGITAL SKILLS CHALLENGE

Digital Skills and Jobs Coalition (1 December 2016)

- Reaching out to all sectors as all sectors become digital
- Involve Member States and stakeholders in designing and delivering solutions: national skills strategies and national partnerships for digital skills by 2017, joint targets in December 2016 (expert group, ET2020)
- Best-practice exchange, pledges and joint training programmes, link to Blueprint for sectoral cooperation on skills
- Better use of European and national funds
BLUEPRINT FOR SECTORAL COOPERATION ON SKILLS

New Skills Agenda for Europe (June 2016)

Sectoral skills partnerships, in industry and services, will be set up at EU level and then rolled out at national level to:

- Translate sectoral strategies for the next 5-10 years into identification of skills needs and development of concrete solutions, such as joint development of higher VET opportunities and business-education-research partnerships;

- Support, where relevant, agreements on the recognition of sectoral qualifications and certifications.

- Encourage private investment and promote more strategic use of relevant EU and national funding programmes.
IMPLEMENTATION OF THE BLUEPRINT

- Initially piloted in a demand driven process in **six sectors**, with preparatory work starting in 2016:
  - Automotive
  - Maritime technology
  - Space (earth observation)
  - Defence
  - Textile/clothing/leather/footwear
  - Tourism

- Additional areas (construction, steel, health, green technologies and renewable energies) will be assessed in a second wave of implementation starting as of 2017.
On 17th and 18th October 2016, more than 200 policy makers, business leaders and experts will gather in Bratislava (Slovakia) to understand how digital technologies are transforming our lives at a pace never seen before. The impact on the way we live, learn, work has been revolutionary; this new age of information and our networked society continue to transform our entire way of being, both personally and professionally. This digital transformation relies on the availability of appropriate digital skills for all citizens, from the youngest to the oldest, as acquiring such skills will have a positive impact on finding jobs, reducing unemployment and integrating all citizens into the national life.

http://eskills4jobs.sk/
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DG JRC Seville Work on Digital COMPETENCE Frameworks

Related studies
- CompuThink
- DigEduPol
- MoocKnowledge
- MOOCs4Inclusion
- ...

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