



RESOLUTION:

DIGITAL SKILLS IN EUROPE

Adopted at the YEPP Council Meeting
In Zagreb, Croatia, on the 7th of March 2015

Recognising that:

- The world is going digital. The labour market too. All the sectors in our economy are relying on the right digital tools. 90% of jobs require people with digital skills;
- Today, nearly half the European population is not IT skilled. The number of ICT graduates remains stable even as demand for them rockets. Not enough Europeans are getting the right skills. Europe needs both e-skilled people to provide the infrastructure and e-skilled people to use it;
- Joining the digital age is not just about adopting the latest technologies, but also about favouring risk taking, stirring faith in innovation and supporting entrepreneurship. It necessitates the development of high-tech industries and slows down the velocity of innovation, which in turn benefits employment and productivity in related industries;
- When companies are looking for new places to locate, they are looking for skilled human resources. If they don't find it in Europe, they will migrate to other regions;
- Currently, unemployment rates in Europe are at an unprecedented high among Europe's youth, 15 to 24 year olds with close to 21.4% unemployed in December 2014. Youth unemployment rates are around 12% in the USA and 7% in Japan;
- An e-skilled society is thus a precursor to a knowledge-based society. In the absence of sufficient e-skills across Europe, the population weakens Europe's ability to compete globally. Internally, such shortages also constitute a threat to the achievement of a Digital Single Market;
- Very soon, nearly one million ICT jobs are likely to be vacant in Europe. And we have only seen the beginning of the third industrial revolution. It is not just letting down our economy. It is letting down our people and our society.

Acknowledging that:

- A major barrier to the acquirement of ICT skills is the absence of a common European standard for teaching ICT;
- Young people cannot strengthen their digital skills without proper training and education. There are people who just operate a simple software for personal use and those who can actually apply their IT skills in their workplace;
- Massive Open Online Courses (MOOCs) and Open Educational Resources (OERs) have proven to be useful for updating emerging skills. They push for a globalisation of educational markets and are becoming more prevalent, but Europe is still lagging behind;
- There is a gap between university and workforce as well as business needs. Universities and other higher educational institutions need to be able to adapt to what industry requires;
- The European e-Competence Framework (e-CF) provides a reference of 40 competences as required and applied at the Information and Communication Technology (ICT) workplace;

YEPP calls on:

- Member States to integrate coding across national curricula, with support driven at a European level, after benchmarking the experiences from eight European education ministers that have already incorporated compulsory coding into their school curricula: Bulgaria, Cyprus, Czech Republic, Estonia, Greece, Poland, Portugal, and the UK;
- Member States to provide training for teachers and supplying resources needed to successfully deliver ICT curricula. Combining innovative methods with an effective use of digital tools and content in order to boost education in terms of quality, equity and efficiency;
- European Universities to develop Massive Open Online Courses (MOOCs) and Open Educational Resources (OERs) in order to increase the accessibility of Europe in education;
- Private sector and industry to increase ICT training offers such as apprenticeships, traineeships and industry-led training. Industry collaboration to make their training content available to education and training providers. 88% of business leaders would like greater levels of collaboration with higher education institutions;
- Industry and Member States to identify a list of priority job profiles for which a particularly large gap exists or which are particularly important for business development. This should be used at a later stage as the basis to launch a multi-stakeholder action to rapidly reinforce training efforts;
- Industry, educational providers and Ministries of Education to adopt the European e-Competence Framework key measures in order to lower the unsustainable lack of alignment between education offerings and the

requirements of industry. This will help to standardise competences, role profiles, and education;

- Member States to build E-Skill regional hubs to connect stakeholders to funding opportunities through the European Social Fund and Erasmus+;
- The European Commission to prioritise funds from Creative Europe to raise awareness of ICT, such as: TV, films, animations, documentaries and digital productions.