



# Developing digital skills for employability: Supporting stakeholders

**Bilbao**  
**June, 2019**

# SKILLS AGENDA FOR EUROPE – state of play

## Quality & relevance of skills

1. Upskilling Pathways

2. Key Competences Framework

3. VET as a first choice

4. Digital Skills and Jobs coalition

## Visibility and comparability

5. Revision of EQF

6. Skills profile tool for 3<sup>rd</sup> country nationals

## Skills intelligence

7. Revision of EUROPASS

8. Analysis of brain flows

9. Blueprint for Sectoral Cooperation on Skills

10. Initiative on graduate tracking

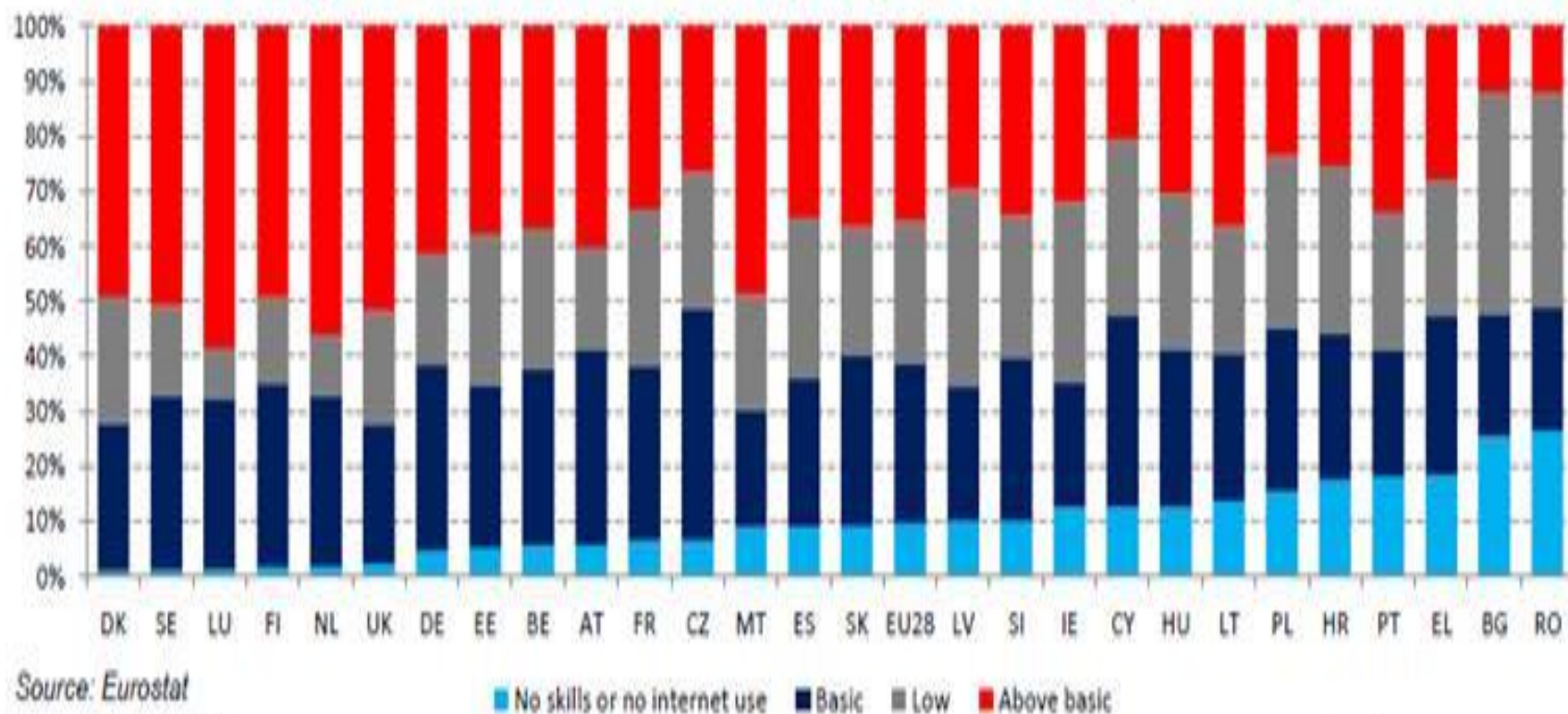
# Accelerating pace of change



- ▶ 85% of jobs in 2030 don't exist yet
- ▶ 65% of children entering primary school today will end up working in new job types that do not yet exist (World Economic Forum)
- ▶ changing jobs more frequently - *15-20 different jobs in a lifetime*
- ▶ content of work changing faster
  - by 2022: 54% of existing workforce will need up/reskilling
- ▶ changing tasks more than redundant jobs – 'cobotisation'
  - 2018: machines/algorithms 29% - humans 71%
  - 2022: machines/algorithms 42% - humans 58%

*EC- EPSC (2016), Eurofound (2018), WEF (2018)*

## Digital skills of the EU labour force, 2017 (% individuals, by skills level)\*



# Big data analysis of skills needs

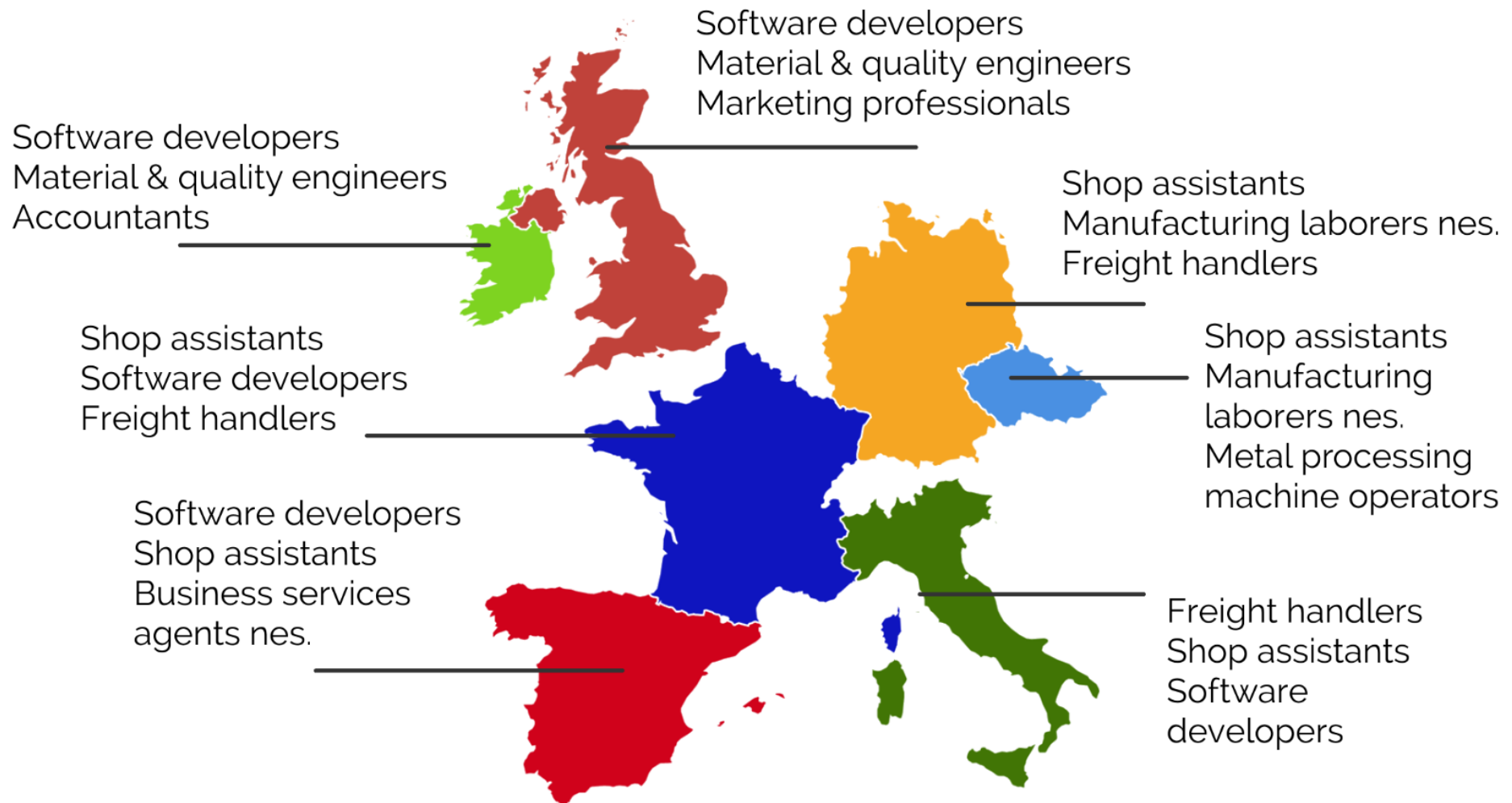
- **Millions of online vacancies**
- **What are the skills sets they require?**
- **How does this vary across Europe?**
- **What trends can we see?**
- **First release in Spring 2019**
- **Cedefop expertise**



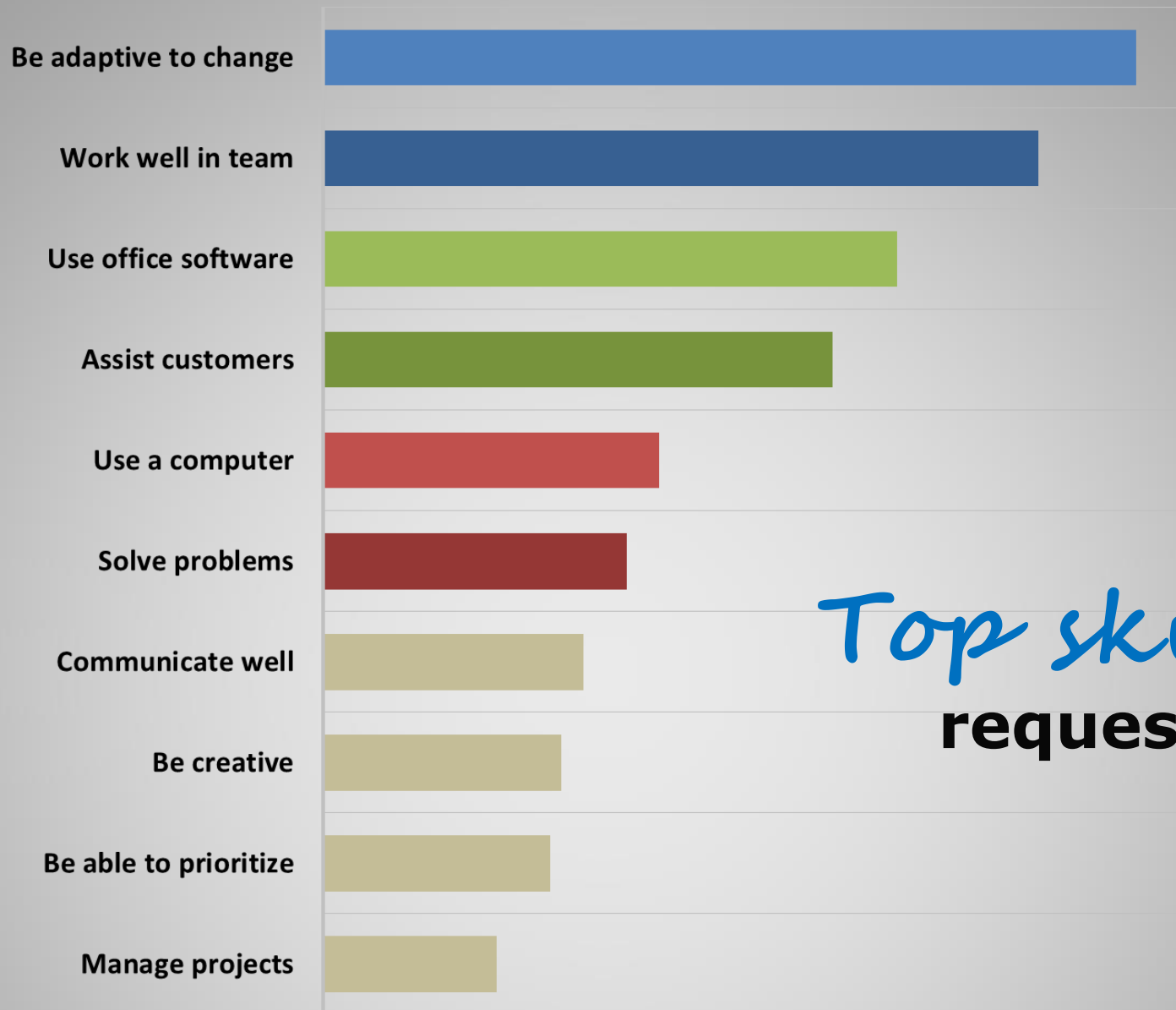


# Our initial findings:

## Top 3 jobs offered across countries



# Our initial findings:



*Top skills*  
**requested**

# Key competences



Literacy  
competence



Digital  
competence



Entrepreneurship  
competence



Multi-lingual  
competence



Personal,  
social &  
Learning to  
learn  
competence



Cultural  
awareness &  
expression  
competence

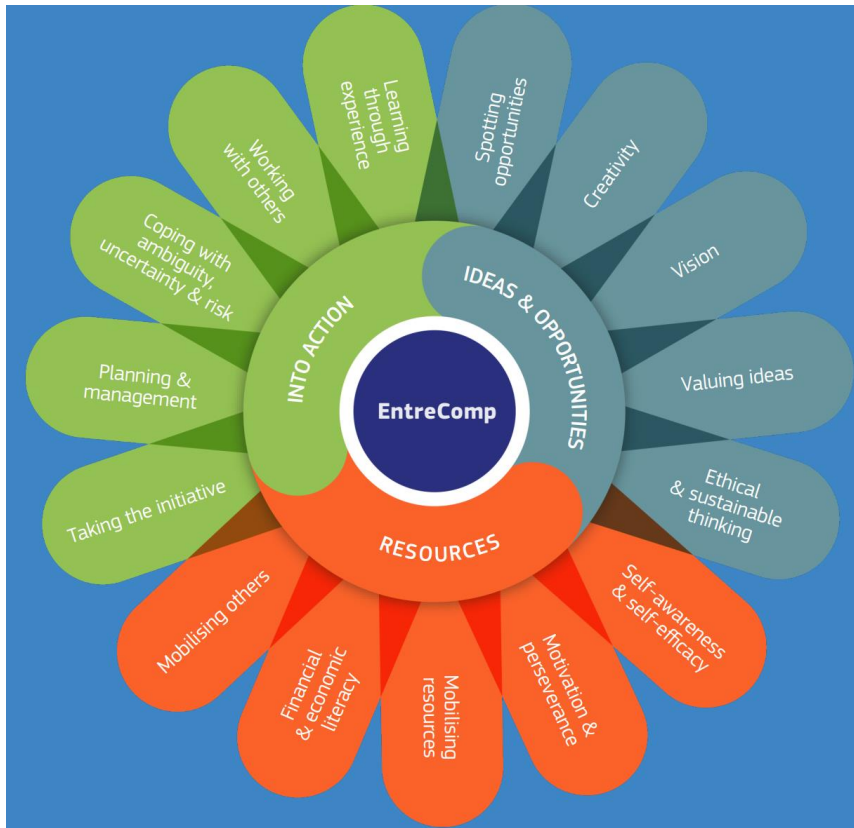


Mathematical  
competence &  
competence  
in science,  
technology,  
engineering



Citizenship  
competence





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# Digital Skills and Jobs Core Platform Concept

## PRIVATE

Networking  
area

Discussion forum

Collaboration  
space

Project co-creation

## PUBLIC

Data / intelligence  
about skill needs

Training /stage  
opportunities

Assesment  
tools/certification

EU digital skills  
initiatives

Repository of best  
practices

Funding opportunities

Learning resources

Technology focus  
(AI, cybersec, blockchain...)

# **DIGITAL SKILLS and JOBS Platform DSI**

## **A single point of access**

### **Core Service Platform**

- Developed centrally by the Commission
- DG CNECT IT unit – helpdesk for national projects defines standards for interoperability with national web sites

### **Generic Services – €1 million**

- Grants with multiple beneficiaries
- Co-financing rate: 75%
- Call open to:
  - National Coalitions
  - Networks of actors from industry, civil society, training providers, social partners and public authorities
- 3 years duration

# Virtual Info Day for call 2019-2

- Wednesday **10 July 2019, 10:00**  
Brussels time
- Live webstream
- Info day is also recorded
- For further details/agenda/to register:

<http://bit.ly/INEAInfoDay2019>



# Call for proposals: COS-ENTRECOMP-2018-3-01: Support for the Implementation of the Entrepreneurship Competence Framework | <https://europa.eu/!vX97hH>

Deadline: 22 August 2019



- ✓ Bring together **key stakeholders** (at EU, national, regional or local level)
- ✓ Interactive discussions around the Entrepreneurship Competence Framework (EntreComp),
- ✓ **Build collaborations** between education and training providers, enterprises and other stakeholders
- ✓ **Practical, system level** use of EntreComp