

INCLUSO international conference

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EU views on ICT driven initiatives for youth at risk

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Presentation overview

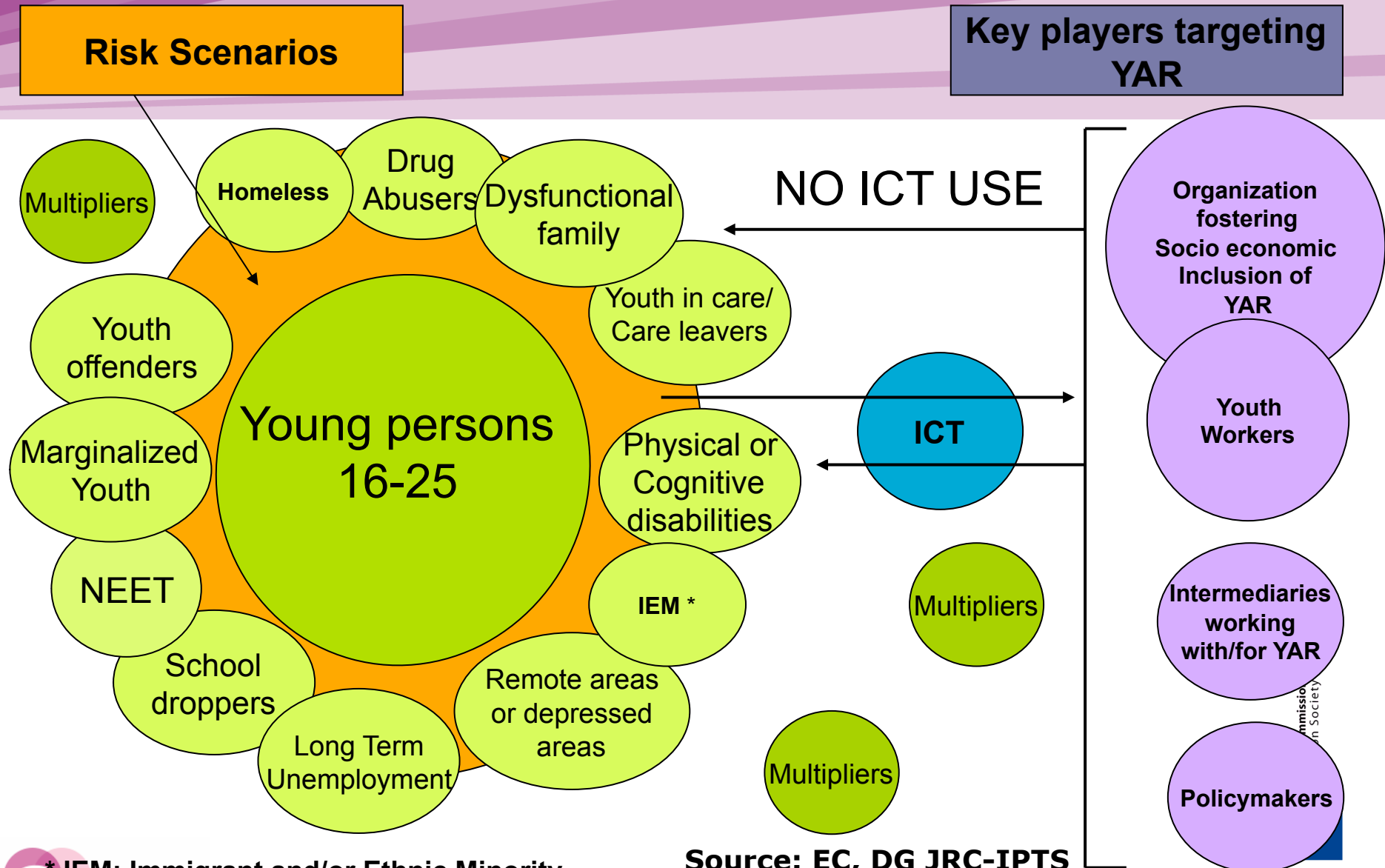
- Setting the scene
- EU policy framework
- E-inclusion activities
- Youth and ICT

SETTING THE SCENE

Some data

- 15-29 years old 20% of EU population (96 million), 15% by 2050
- 21% young unemployed (double than population average)
- 20% of children and young (16-24 years old) at risk of poverty (17% for population average)
- 1 in 7 leave school with at best only basic skills
- 90% of young have basic e-literacy (64% for population average),
 - Little influence of socio-economic background,
 - But low-educated young have 9% less high e-skills than average young
- Some questions
 - Where is social cohesion and inclusion going?
 - What role do ICT play?
 - What is/ can be done?: by the EU, national authorities, associations ...

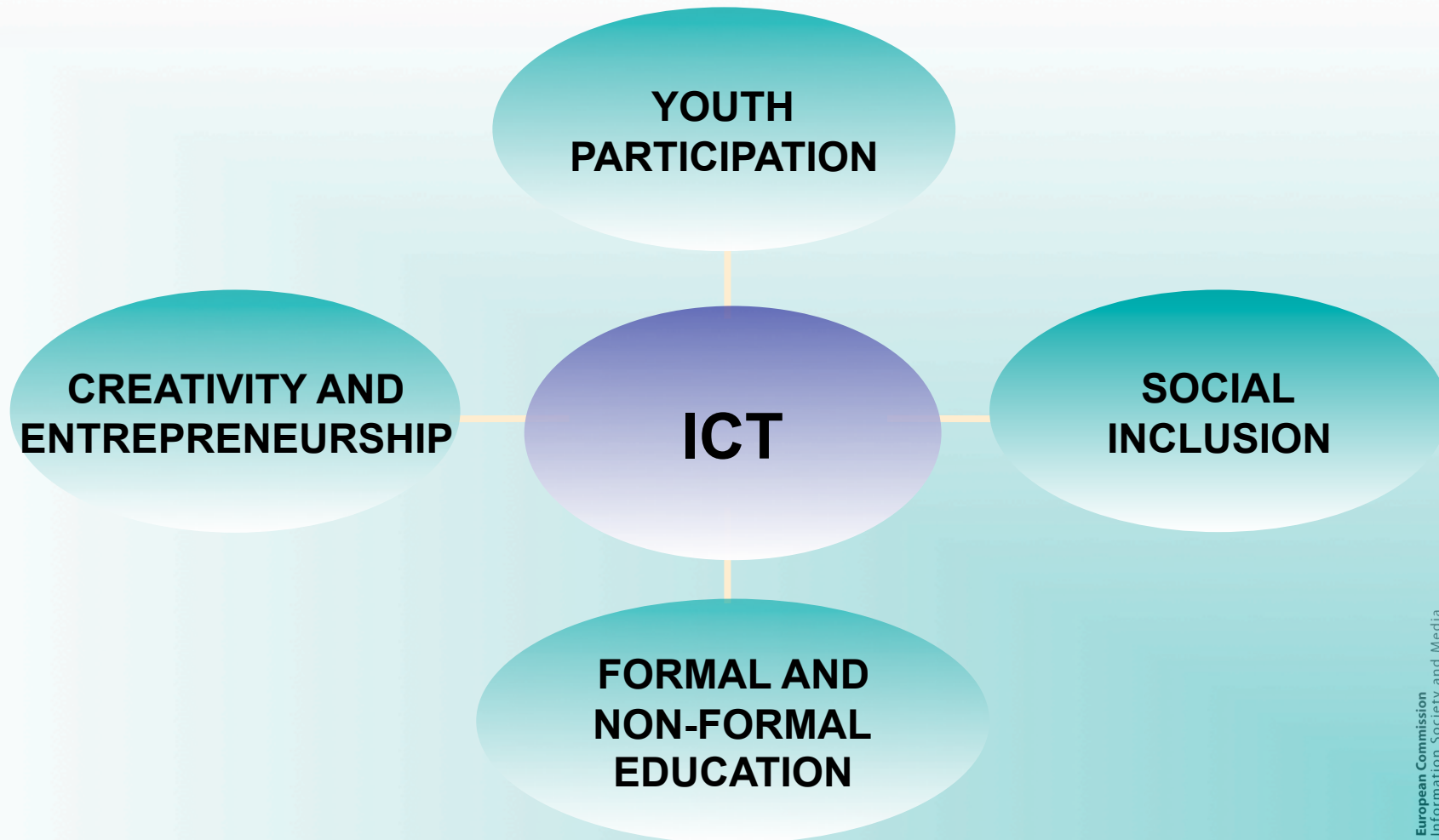
Youth At Risk & Key players



* IEM: Immigrant and/or Ethnic Minority
 e-Inclusion Be part of it!

Source: EC, DG JRC-IPTS

ICT relevance for youth



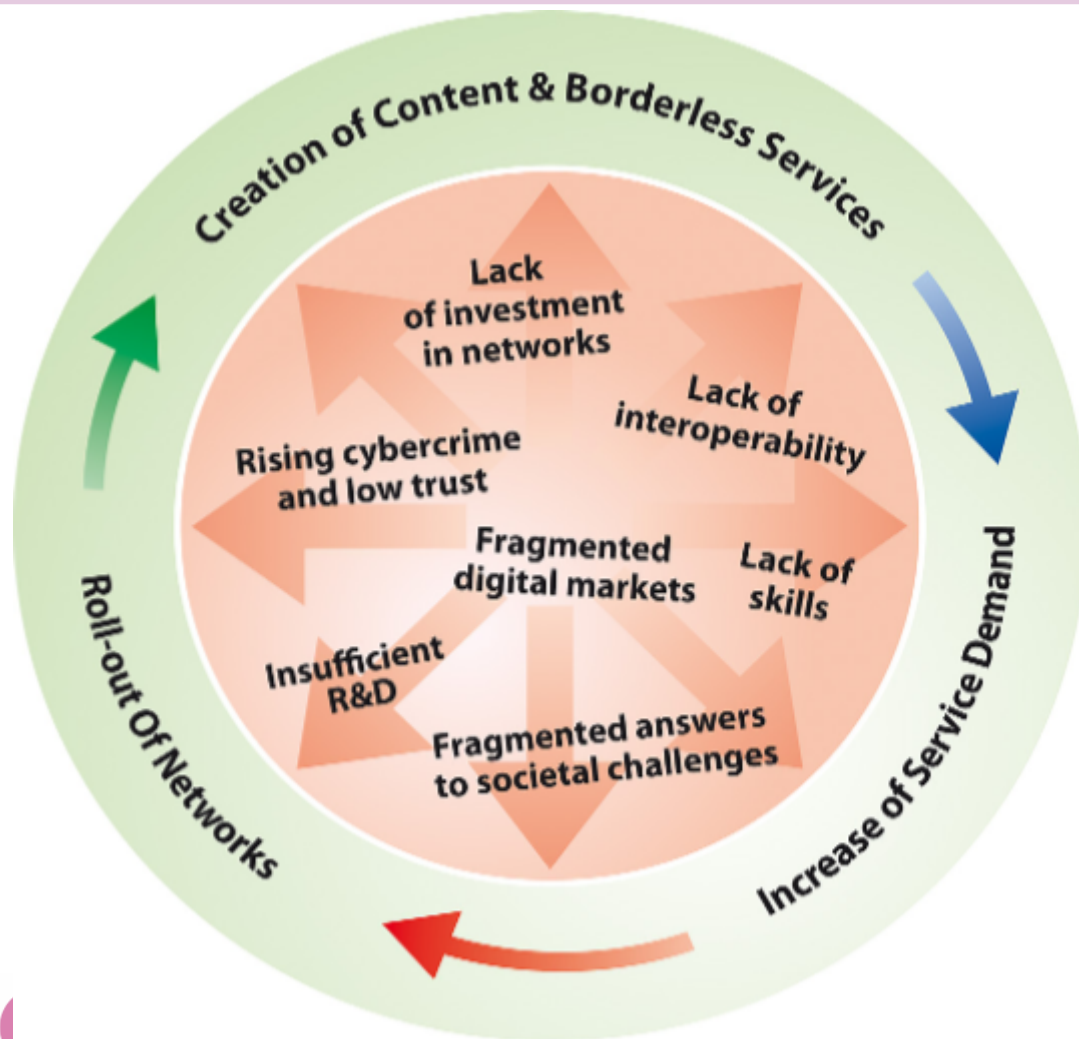
EU POLICY FRAMEWORK

Orientations for the future

- **New European legislature. Barroso II,**
 - Androulla Vassiliou (Education, Culture, Multilingualism and Youth)
 - N. Kroes (Digital Agenda)
 - László Andor (Employment Social Affairs, Inclusion)
 - V. Reding (Justice, Fundamental Rights, Citizenship)
- **Europe 2020 strategy**
 - Post Lisbon > crisis > wake-up call!
 - Smart, sustainable and inclusive growth
- **7 flagships, including**
 - Digital Agenda for Europe
 - Youth on the Move
 - Agenda for new Skills and Jobs
 - European Platform against Poverty



Digital Agenda for Europe



7 pillars: Digital literacy, skills, inclusion (number 6)

- E-literacy for average and disadvantaged people
- E-skills for professionals
- E-accessibility

Instruments

- Policy lines, coordination, measurement, promotion
- Legislation
- Funding



Other Europe 2020 flagships

- Youth on the move
 - Better higher education, students and trainers mobility, youth employment
 - Early school leaving (target: less than 10%), recognise non-formal/informal learning, entry in labour market ...
- Agenda for New Skills and Jobs
 - Modern labour markets for more employment, empower people with valued skills (target: 75 % of 20-64 population employed)
 - 'Flexi-security, labour mobility, match qualifications to market needs ...
- European Platform against Poverty
 - Cohesion, fundamental rights, human dignity (target: less 20M people at risk of poverty)
 - Monitoring, EU funds (ESF), programmes for innovative education, training, and employment opportunities for deprived communities ...

E-INCLUSION POLICY

Evolving, cross-sectoral

Social affairs & employment
(e.g. disability AP)

Internal Market

Information Society
(eEurope, i2010)

Enterprises
(e.g. standards)

Regional development

Education & training

Consumers

International cooperation

e-Inclusion (e-Europe > i2010 > Digital Agenda)

web
accessibility

e-Accessibility,
Broadband

Riga
Declaration

Ageing, e-Skills
Initiative
e-Inclusion

Towards an
accessible IS

Internal Market

Social Agenda

2002

2005

2006

2007

2008

2010

Support activities

- Studies
 - Youth at risk (IPTS)
- Projects
 - R&D
 - CIP-ICT PSP

INCLUSO

HANDS

Comeln

REPLAY



UMSIC



- Exchange of practice
 - E-practice
 - Events



Future opportunities

ICT Work Programme 2011-12;

Objective ICT-2011.5.5 ICT for smart and personalised inclusion;

b) Intelligent and social computing for social interaction, user empowerment and learning or skills acquisition for people at risk of exclusion:

Advanced ICT-enabled solutions

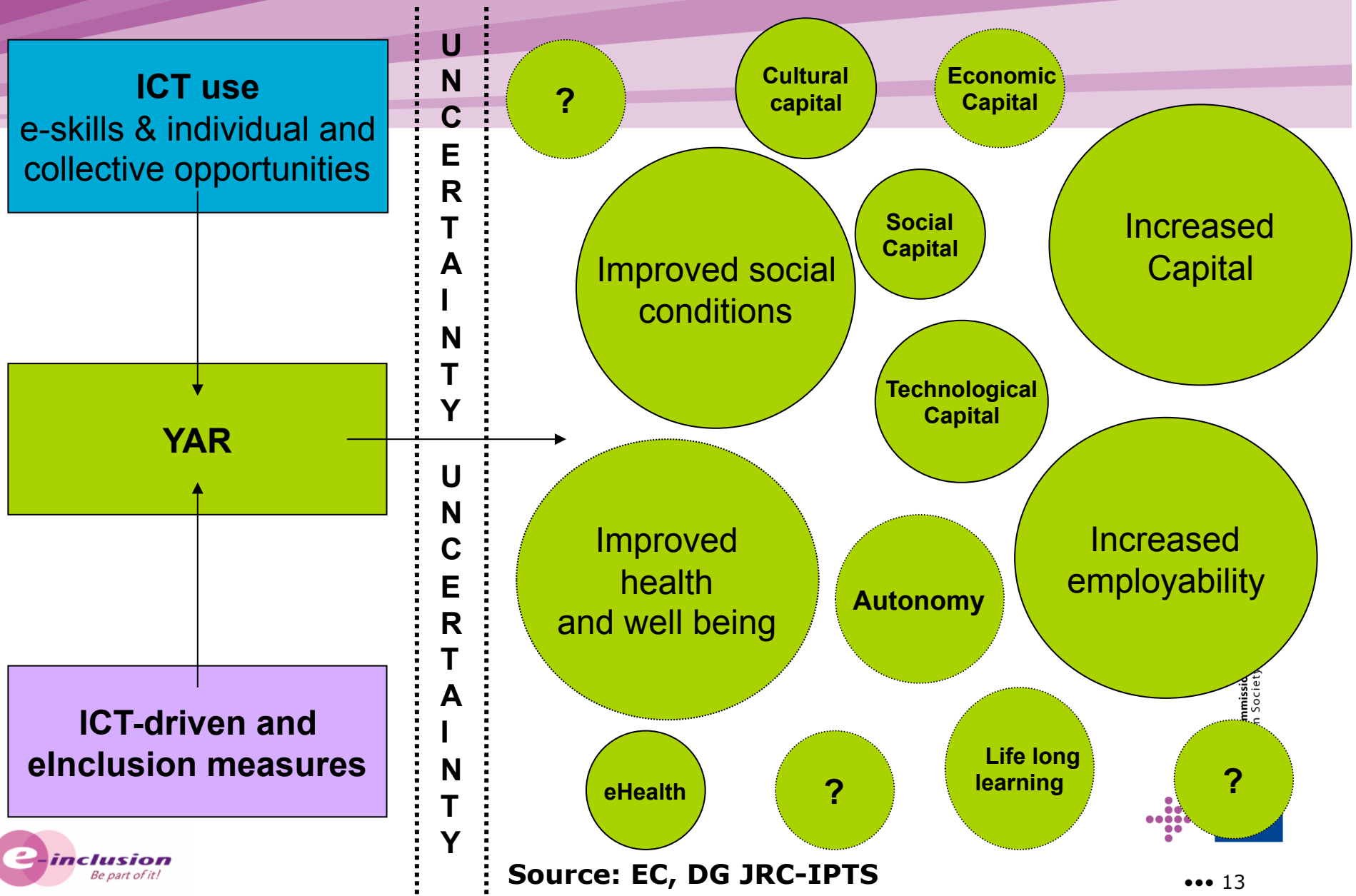
-including social, affective and persuasive computing, and possibly serious games- for the empowerment of people with disabilities or people at risk of social exclusion, including people with low literacy, cognitively or mentally challenged, or with anti-social behaviour, which may include young people.

YOUTH AND ICT

What's particular?

- ICT and society
 - Evolving social and economic structures
 - Dematerialising, globalising, de-structuring > less stability
 - Changing social and self-identity
 - Digital natives, social networks
- ICT, information and learning
 - Data explosion, information selection and reliability
 - Continuous + self/non/in formal learning
 - Non-linear transmission/ acquisition of knowledge
- ICT and equality
 - More e-young but not risk of e-excluded young
 - Socio-economic determinants/ environment still matter

What are the socio-economic outcomes, How to influence them positively?



Thank you

- For more information about EU activities on e-inclusion see
 - http://ec.europa.eu/information_society/einclusion/
 - http://cordis.europa.eu/fp7/ict/programme/challenge7_en.html
 - http://ec.europa.eu/information_society/activities/ict_psp/index_en.htm
 - www.epractice.eu