INCLUSO international conference
Leuven, 13 September 2010

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

Young persons 16-25

Risk Scenarios
- Multipliers
- Homeless
- Drug Abusers
- Dysfunctional family
- Youth in care/ Care leavers
- Physical or Cognitive disabilities
- Remote areas or depressed areas
- Long Term Unemployment
- School droppers
- NEET
- Marginalized Youth
- Youth offenders
- Drug Abusers
- Dysfunctional family
- Youth in care/ Care leavers
- Physical or Cognitive disabilities
- Remote areas or depressed areas
- Long Term Unemployment
- School droppers
- NEET
- Marginalized Youth
- Youth offenders

Key players targeting YAR
- Organization fostering Socio economic Inclusion of YAR
- Youth Workers
- Intermediaries working with/for YAR
- Policymakers

NO ICT USE

IEM: Immigrant and/or Ethnic Minority

Source: EC, DG JRC-IPTS
ICT relevance for youth

Source: EC, DG EAC
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 ...
Support activities

- Studies
  - Youth at risk (IPTS)

- Projects
  - R&D
  - CIP-ICT PSP

- Exchange of practice
  - E-practice
  - Events

- Incluso
- Hands
- Comeln
- Replay
- Umsic
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?

ICT use
- e-skills & individual and collective opportunities

YAR

ICT-driven and eInclusion measures

Source: EC, DG JRC-IPTS
For more information about EU activities on e-inclusion see

- http://ec.europa.eu/information_society/einclusion/
- www.epractice.eu