



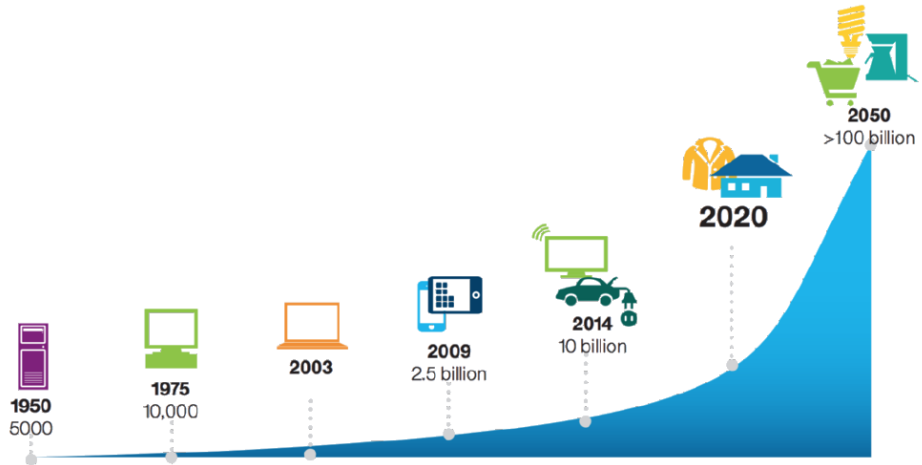
Tackling Skill Needs in Software

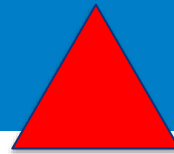
Blueprint for Sectoral Cooperation Skills

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Software and inflection points in the history of Computing

- Estimated Software and Software-based Services market (2020): 290billion €
- Labour force: 3.1 million in 2013
- Increase of 16.1% during the 2008 crisis
- High productivity
- Game Changers: From hardware to software and the IoT





Digital Objectives in MFF 2021-2027

Objective: *ensure that **Europe** drives the digital transformation of society and economy, bringing **benefits** to all citizens and businesses based on **EU core values***



More specifically to:

- Reinforce the EU's digital capacities
 - (computing, data, cybersecurity, AI,..)
- Ensure their widest possible roll out and maximise their benefits
- Prepare for and lead the development of next generation technologies
- Build a world-leading connectivity infrastructure
- Support creators and ensure the widespread distribution of their works

What are the main challenges?

- Drives for Software demand:
 - Emerging technologies
 - Security
 - Software quality and development productivity
- Practical software abilities
 - Learning to code
 - Developing software applications.
 - Identifying and using relevant software



System Integration skills!



European
Commission

Open Source Beyond Software



What will be the future of Digital Skills teaching?

Two Dimensions (2D)



Content



Job Role

- A new approach to IT Curricula!
- Focus on Job Profiles (Not on Product teaching!)
- Technology trends:
 - Open Source Software and Hardware
 - Cloud Computing
 - Blockchain
 - Artificial intelligence
 - DevOps