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): 290 billion €
- 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!
Open Source Beyond Software
What will be the future of Digital Skills teaching?

Two Dimensions (2D)

• 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