

Information day ICT-PSP 2011

Objective 3.2 Digital competences and social inclusion

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Demographic Ageing- why?

Societal challenge - ageing of the EU population

- Population 65+: 2008 - 81 mio → 2060 - 151 mio
- Old-aged dependency ratio : 2008 - 4 to 1 → 2030 - 3 to 1

Socio-economic implications

- Budget constraints and unsustainable health and social systems - average total spending on health care in the EU 27 ↑ by 1.5-2 p.ps of GDP by 2060
- Total aged-related expenditure (inc. health, pensions, long-term etc.) ↑ by 4.75 p.ps. by 2060 in the EU average
- Shrinking workforce in the care sector and insufficient number of health specialists

Innovation and active & healthy ageing

- Great market potential and promise of **active and healthy ageing solutions** - **9% of GDP in innovation capacity**, but...
- Innovation (in all forms) needed to address changing needs
- A number of **bottlenecks and weaknesses**, on demand and supply side, such as citizens' inability to use innovations, absence of incentives for innovation, lack of clear business models for integrated care, public procurement barriers, inadequate regulatory frameworks etc.

Slide 2

DRAFT ICT PSP Call 2011 e-Inclusion Objectives

Objective 3.1

a) ICT solutions for Fall prevention and detection

/several pilots €8.5M/



Objective 3.1

b) ICT and Ageing Network

/1ThN up to €0.5M/



Objective 3.2

Digital competences and social inclusion

/1 Pilot up to €2M/



Objective 3.3
E-accessibility

/1 Pilot up to €3M/



DRAFT 3.2

Digital Competence and social Inclusion

Objective 3.2
Digital competences and social inclusion
/1 Pilot up to €2
mln/



Pilots
Type B

- **WHAT** help develop **digital competences** and **digitally-supported professional skills** for social inclusion actors - **special focus on domiciliary care workers**
/formal and informal/
- **HOW** piloting operational support through online tools and services, targeted distance training, acquisition and certification of competences.
/learning ICT and through ICT/
- **IMPACT**
 - structure "social inclusion" professions and market
 - improve the efficiency of health and social care systems and services

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Digital Competence and social Inclusion

Conditions and characteristics – ctd.:

- **Actors:** "social inclusion actors" - carers of dependent people (formal / informal) incl. family relatives, social assistants, "telecentres" staff, relevant associations and authorities
- **Digital competence** = relevant tools BUT not only 'care' related tools
- **Real life setting:**
 - either include those constituencies or establish close links with, demonstrate the capacity to mobilise relevant actors during the pilot duration
 - varied geographical setting (to reflect reality of care work across Europe)
 - build on realistic scenarios - "normal" operations (service provision)
 - specific & realistic quantified **indicators** -> monitor pilot stages progress
- Credible methods for **measuring impact** ("upgrade of digital skills of carers"), e.g.
 - QoL of both carers and cared
 - more attractive job (less strain more options)
 - wider inclusion
 - reference scenario / control group
 - IMPACT on people – not care outcomes

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Digital Competence and social Inclusion

Conditions and characteristics – ctd.:

- **Single entry point**
 - Probably not Europe-wide – rather location specific (because of different contexts) BUT set of initiatives learning from each other
 - information, services, platforms, tools on acquisition, recognition of competences; practical support, various sources (public authorities, professional bodies, citizens associations...), good practices, evidence
- Provision of additional tools and materials
- **Online learning & training**; tailored packages – on digital competences or other relevant competences that can be acquired online
- **Assessment and certification schemes** for digital competences and skills needed for Social inclusion actors
- **Channels for communication, collaboration and support**
- **Design** - e-Accessibility, usability; multilingual where relevant
- **Dissemination** - various audiences & levels (experts, authorities, public)

DRAFT 3.2

Digital Competence and social Inclusion

- **Outcomes**

- **best practice toolkits** – how to teach and train people
- which are the **skills / competences**
- **business models** – who and how should invest in training
- qualitative and quantitative evidence on **benefits from investment** in carers digital competences and skills

Expected impact:

- Strengthening the **use of ICT solutions** for delivering social support and care
- **Increasing digital competences** and engagement of persons involved in this area
- **Raising the profile** of social inclusion work

Further Information

- CIP ICT PSP Info Day – February 28th 2011
- CIP Programme details
http://ec.europa.eu/ict_psp
- e-Inclusion specific Info Day – February 11th
http://ec.europa.eu/information_society/activities/einclusion/events/cip_call5/index_en.htm
- e-Inclusion
<http://ec.europa.eu/einclusion>
- Ambient Assisted Living Joint Programme
<http://www.aal-europe.eu/>
- EIP
http://ec.europa.eu/research/innovation-union/index_en.cfm?section=active-healthy-ageing&pg=home
- Best Practice Portal
<http://www.epractice.eu>
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