Glossary:E-skills

E-skills or electronic skills include those needed to make use of Information and Communication Technologies (ICT) as well as those required to apply and develop them.

The term * "e-Skills" is defined as covering three main Information and Communication Technologies (ICTs) categories:

1. **ICT practitioner skills** are the capabilities required for researching, developing, designing, strategic planning, managing, producing, consulting, marketing, selling, integrating, installing, administering, maintaining, supporting and servicing ICT systems.

2. **ICT user skills** are the capabilities required for the effective application of ICT systems and devices by the individual. ICT users apply systems as tools in support of their own work. User skills cover the use of common software tools and of specialised tools supporting business functions within industry. At the general level, they cover "digital literacy".

3. **e-Business skills** correspond to the capabilities needed to exploit opportunities provided by ICT, notably the internet; to ensure more efficient and effective performance of different types of organisations; to explore possibilities for new ways of conducting business/administrative and organisational processes; and/or to establish new businesses.

Related concepts

- e-commerce

- e-government

- e-learning

Statistical data

- Digital economy and society

Source

- Enterprise and Industry DG