DigComp describes that citizens and policy-makers can use as tools to improve digital competence.

DigComp 2.0
THE DIGITAL COMPETENCE FRAMEWORK FOR CITIZENS
WHY - WHAT - FOR WHOM

Digital society needs digitally-competent citizens

Being digitally competent means using digital technologies in a confident and safe way for various purposes such as working, getting a job, learning, shopping online, obtaining health information, being included and participating in society, entertainment, etc.

Digital skills in Europe

40% of Europeans have insufficient or no digital skills.

42% of Europeans are unemployed.

Uses of DigComp

- Can improve their professional skills
- Can develop their digital competence for the future
- Consumers can shop online with confidence and safety
- Can assess and certificate job seekers’ skills and offer career guidance and training
-Can self-evaluate their level of digital competence using the new Europass CV

Find out more

DigComp
https://ec.europa.eu/digcomp

Europass
https://europass.cedefop.europa.eu/

The Digital Competence Framework contributes to the European Skills Agenda.

DigComp is a collaboration between the Joint Research Centre and DG Employment, Social Affairs & Inclusion.
The Digital Competence Framework for Citizens

The Competences

5 Areas

1. Information and data literacy
   - Browsing, searching, and filtering data, information, and digital content
   - Evaluating data, information, and digital content
   - Managing data, information, and digital content

2. Communication and collaboration
   - Interacting through digital technologies
   - Sharing through digital technologies
   - Engaging in citizenship through digital technologies
   - Collaborating through digital technologies
   - Netiquette
   - Managing digital identity

3. Digital content creation
   - Developing digital content
   - Integrating and re-elaborating digital content
   - Copyright and licenses
   - Programming

4. Safety
   - Protecting devices
   - Protecting personal data and privacy
   - Protecting health and well-being
   - Protecting the environment

5. Problem solving
   - Solving technical problems
   - Identifying needs and technological responses
   - Creatively using digital technologies
   - Identifying digital competence gaps