



OPEN KNOWLEDGE TECHNOLOGIES

MAPPING AND VALIDATING KNOWLEDGE



AT A GLANCE

Title: e-Skills Match - Open Knowledge Technologies: Mapping and validating knowledge

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Project Coordinator: STOCKHOLMS UNIVERSITET (SU)

Consortium: FONDAZIONE POLITECNICO DI MILANO (FPM), UNIVERSIDAD DE ALCALÁ (UAH), ADFOR S.p.A (ADFOR), GOVERNMENT TO YOU AISBL (GOV2U)

Project Website: www.eskillsmatch.eu

Key Words: e-Skills, digital competences, knowledge, self-assessment, validation, training, learning, education

THE CONCEPT

Transversal skills, including digital, entrepreneurship, and linguistic amongst others, are vitally important for the employability and adaptability of the European citizen. Also, the penetration of ICT in a variety of economic activities is not only cutting across sectors, but also, across different types of jobs. The “Opening Up Education” Communication says that 90% jobs require IT skills today. Thus, the e-Skills and digital competence are clearly transversal skills and competences needed for any individual to be a marketable and attractive participant in the European workforce. Employers are not solely interested in a candidate’s academic or vocational qualification but also on additional transversal skills and competences. Individuals need to better comprehend the e-Skills and digital competences necessary for gaining that extra edge for employment security in the new economy while also enhancing their training when necessary.

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There is broad consensus about the crucial importance of e-skills for Europe. The “Grand Coalition for Digital Jobs” launched on 4 March 2013 at the European conference on “e-Skills and Education for Digital Jobs” in Brussels is aimed to facilitate action towards enhanced digital skills at national, regional or local level in EU countries. The EU goals for the period 2014-2020 is the promotion of ICT professionalism and the generation of a larger talent pool of entrepreneurs, business leaders, managers and advanced users with a focus on the strategic use of new information and communication technologies.

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Current analysis has shown that the level of career websites’ interoperability across Europe is very low. Although there is comprehensive coverage of e-Skills development and career support, individual portals provide only partial information. Users have to shift from one service to another in order to seek an integrated pathway for career development. In the ideal scenario individuals interested in ICT skills and digital competence information should be connected to further related information such as certifications/qualifications, assessment services, educational guidance services. This real need is the inspiration for the conception of the idea for e-Skills Match project.

PROJECT OBJECTIVES

The projects' general objective is to develop and demonstrate a European-wide learning technology system, dynamically adapted to changes occurring in job labor market classifications that will support (re)- training for acquiring the necessary e-Skills and digital competences to access the desirable jobs within ICT or non-ICT sectors.

The project will develop a system that classifies ICT skills and digital competences achieved through formal, non-formal and informal learning and enable them to be related to qualifications, occupation in ICT and non-ICT sectors and to open learning and training systems that provide the required skills and competences to become more competitive in the current job market.

The project's specific objectives are the following:



To identify relevant OER and MOOCs for e-Skills training, assess their quality and define the knowledge and skills acquired through consultation with stakeholders.



To develop the e-Skills Match system prototype that supports each individual to make informed decisions regarding his/her learning path required for particular occupations in ICT and non-ICT sectors and to validate the acquired knowledge.



To test and validate the e-Skills Match system prototype at EU level, with specific focus on four EU countries (Greece, Italy, Spain and Sweden).



e-Skills Match Platform

What's in it for the users?

The project will investigate the development and deployment of the e-Skills Match web-based multilingual platform for knowledge networking related to e-Skills and digital competences demand and supply in different sectors of activity, in particular ICT (the sectors that are related to the field of green IT and their applications -IT for green- and on Web2.0), healthcare, and entrepreneurship.

The e-Skills Match Platform will be an e-Portfolio solution that will be hosted in a cloud environment and will allow users to assess their current knowledge against e-Skills and digital competences against those demanded by the job market. Afterwards, they will be able to plan their (re-) training and learning pathways to complement their occupational e-Skills, or apply for market certifications offered by the system.

EXPECTED RESULTS

e-Skills Match is expected to:

- Provide a method and a tool for better matching between e-Skills and labour market needs
- Map existing classifications of the job labor market, such as ESCO, and will maintain a dynamically updated registry of these mappings and publish them as Linked Open Data, by using Semantic Technologies
- Improve the links between education and labour market system by fostering digital literacy among EU citizens and ICT training for the workforce through new Technologies and Open Educational Resources
- Increase awareness among EU citizens about the open learning and training systems that they can access in order to acquire new e-Skills and digital competences and enhance their employability

Consortium

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