

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

Source: Digital Agenda Scoreboard 2015



42%

OF THOSE PEOPLE WHO HAVE NO DIGITAL SKILLS

ARE



DigComp describes

21 competences

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



Uses of DigComp

EMPLOYMENT SERVICES



Can assess and certificate job seekers' skills and offer career guidance and training

JOB SEEKERS



Can self-evaluate their level of digital competence using the new Europass CV

E-COMMERCE



Consumers can shop online with confidence and safety

TEACHERS



Can improve their professional skills

LEARNERS



Can develop their digital competence for the future

Find out more

DigComp
<https://ec.europa.eu/jrc/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



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THE DIGITAL COMPETENCE FRAMEWORK FOR CITIZENS
THE COMPETENCES



Information and data literacy

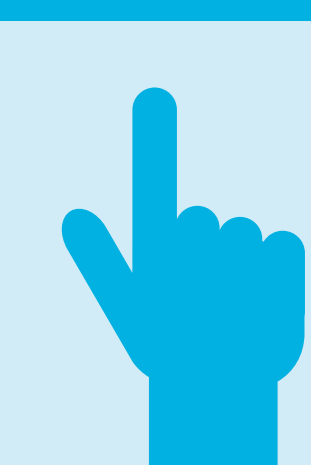


Browsing, searching and filtering data, information and digital content 

Evaluating data, information and digital content 

Managing data, information and digital content 

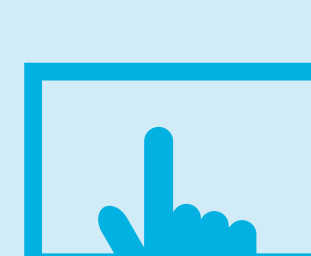
Communication and collaboration



Interacting through digital technologies



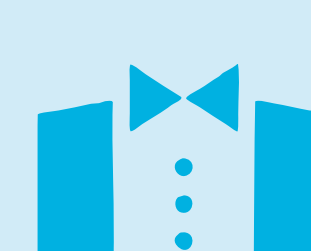
Sharing through digital technologies



Engaging in citizenship through digital technologies



Collaborating through digital technologies



Netiquette



Managing digital identity



Digital content creation



Developing digital content 

Integrating and re-elaborating digital content 

Copyright and licenses 

Programming 

Safety



Protecting devices



Protecting personal data and privacy



Protecting health and well-being



Protecting the environment



Problem solving



Solving technical problems 

Identifying needs and technological responses 

Creatively using digital technologies 

Identifying digital competence gaps 