



How will the EU manage to continue being amongst the leaders in IT?

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DG CONNECT of the European Commission

- Communication Networks, Content and Technology
- Key Objective: A Europe fit for the digital age
 - Keeping EU amongst the leaders in IT
 - Protecting our citizens/businesses
 - Sustainability

Leadership in IT: Different perspectives

Demand	Supply
Digital transformation of sectors	Build-up of EU IT-providers
Digital skills, IT purchasing skills	Strategic autonomy
Cross-sectorial ecosystems, enrichment through data sharing	Investment strategies & rules

Added revenue	Normative principles
Economic growth	'Human centricity' of technology
Increasing European marketshare in digital markets	Consumer protection/data protection
	Algorithmic transparency
	Declaration of digital rights & principles

EU: traditionally normative power

Since 1980s: Telecom rules

- Liberalisation
- Competition
- Regulatory Authorities
- Roaming

2014: Digital Single Market



Regulatory framework establishing framework conditions for a single market.

- eCommerce
- Geoblocking
- Data
- Copyrights
- Media framework

2020: A Europe fit for the digital age



- 'Big ticket' laws
- Strategic autonomy
- Key market rules
- Large-scale investments
- 2020 'pivot year'

2020: the “pivot year”

- CAUSES:

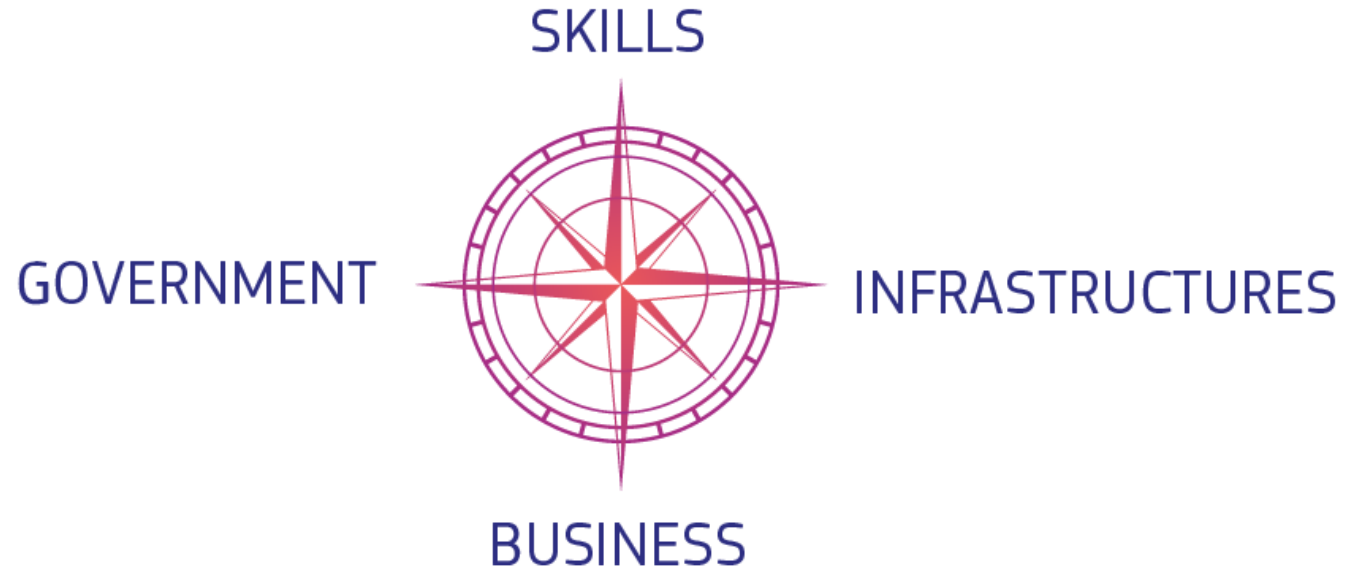
- Changing geopolitical context
- Strategic autonomy debate
- COVID Pandemic

- CONSEQUENCES:

- Large-scale investments
- Clear targets
- Ambitious laws
- Ongoing debate: digital trade



Becoming IT leader: the Digital Compass



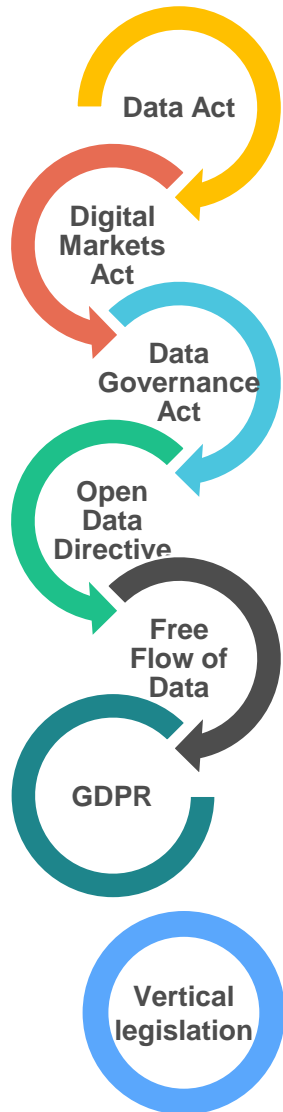
Becoming IT leader: the Digital Decade

1. European common data infrastructure and services;
2. Endowing the Union with the next generation of low-power trusted processors;
3. Developing the pan-European deployment of 5G corridors;
4. Acquiring supercomputers and quantum computers, connected with the EuroHPC;
5. Developing and deploying an ultra-secure quantum and space-based communication infrastructures;
6. Deploying a network of security operations centres;
7. Connected public administration;
8. European blockchain services infrastructure;
9. European digital innovation hubs;
10. High-tech partnerships for digital skills through the Pact for Skills.

Implementation: Multi-faceted approach

- Policy
 - Binding
 - Non-binding
- EU Competition rules/practice
- Investments

Current EU Digital Legislation



Aim	Data Covered	Regulated Actors
Ensure FAIRNESS in the allocation of data value among the actors of the data economy	Private sector data, personal and non-personal data, and co-generated (IoT) data	Businesses, public sector bodies, cloud and other data processing service providers
Tackle imbalances caused by the MARKET POWER of gatekeepers	Personal data and private sector data held by online platforms and originating from the users	Cloud and other data processing service providers, large data platforms
Ensure TRUST in data transactions	Public and private non-personal data, and personal data voluntarily made available by data holders	Data intermediation service providers, public sector bodies, (Recognised) Data Altruism Organisations
Promote use of OPEN DATA	Data in an open format that can be freely used, re-used and shared by anyone for any purpose	Public sector bodies, bodies governed by public law, public undertakings, universities
Ensure FREE FLOW OF DATA other than personal data within the Union	Non-personal data	Member States, competent authorities, professional users
Ensures a high-level of DATA PROTECTION and free flow of personal data in the Union	Personal data	Data controller, data processor, data subject, DPO, supervisory authorities, EDPB
Promote a competitive market according to SECTOR-SPECIFIC rules where necessary	Personal and non-personal data	Individuals and private and public sector bodies

Digital Investments

- **7,5 billion Euros:** Digital Europe Programme
- **2 billion Euros:** CEF 2 Digital
- **14 billion Euros:** Horizon Europe

At least 23.5 billion Euros until 2028

Novel implementation tools:

- Alliances
- Important Projects of Common European Interest
- Multicountry Projects

Digital Europe is complementary to other programmes with investments in digital

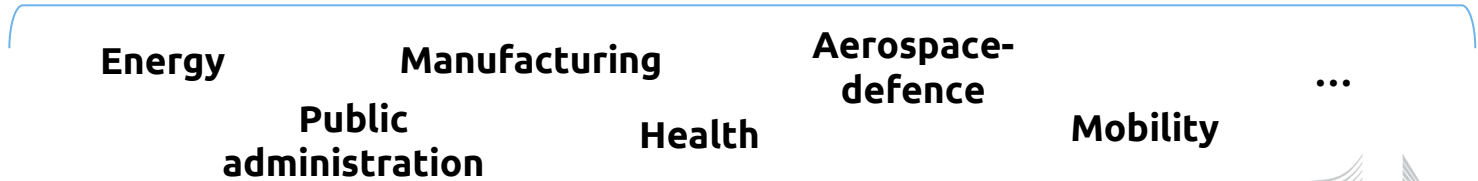
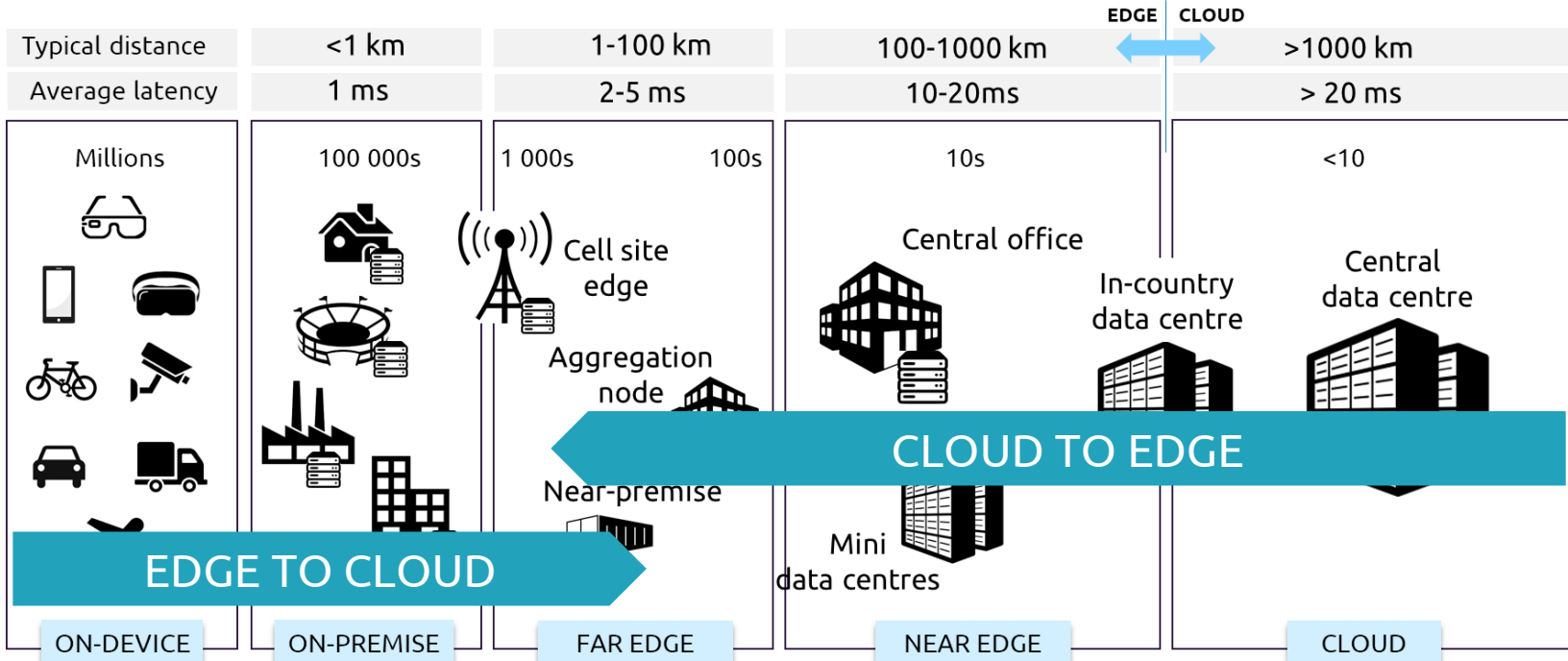


EU-wide collective effort					National regional and local			Financial instrument
Horizon Europe	Digital Europe	CEF	Creative Europe	Health	Cohesion	Agriculture Funds	RRF	InvestEU
Research Innovation	Strategic capacities: computing, data, testbeds, etc. Advanced digital skills EU-Wide deployment	Broadband and 5G roll out Connecting Communities	Creative industry Media	Telemedicine eHDSI	Digital connectivity in white and grey areas Support to enterprises in line with Smart specialisation Digital skills for all citizens	Making use of Big Data for CAP monitoring Broadband rollout in rural areas	Connect Scale-up Modernise Reskill and Upskill 20% digital	Leverage private capital for investments in SMEs, research, digital, infrastructure, skills...

Investment example: Deliver the cloud & edge computing continuum by 2025



- ✓ 10.000 edge nodes by 2030
- ✓ 75% of cloud uptake by EU enterprises in 2030



Pointers for digital education in NL

- Emphasis on digital skills, such as coding
- Modules on novel technologies
- ‘Digital purchasing savviness’ across sectors
- Making professionals more well-versed in the data economy
- Modules on EU funding

Thank you