

EUROPE 2020 FACTSHEET

[Europe 2020](#) is a 10-year overarching strategy, proposed by the European Commission on 3 March 2010, aimed at "smart, sustainable, inclusive growth.

In 2015 the Strategy is half way through its implementation. This is why in 2014 the European Commission conducted a public consultation on its mid-term review and published the [results](#) in March 2015.

Europe2020 contains the priorities of the EU for ten years to develop a more competitive, resource efficient and greener economy based on knowledge and innovation and to foster employment and social and territorial cohesion.

The Strategy has [five headline targets](#):

1. To raise the employment among 20–64 year olds from 69% to at least 75%.
2. To achieve 3% of GDP invested in R&D, improve the conditions for R&D investment by the private sector, and develop a new indicator for innovation.
3. To reduce greenhouse gas emissions by at least 20% compared to 1990 levels, increase renewable energy to 20%, and achieve a 20% increase in energy efficiency.
4. To reduce the share of early school leavers to 10% from the current 15% and increase the share of the population aged 30–34 having completed tertiary education from 31% to at least 40%.
5. To reduce the number of Europeans living below national poverty lines by lifting at least 20 million people out of poverty and social exclusion.

Halfway through in 2015, as the European Commission recognizes, progress has been limited:

- 5 million more people are now in poverty (121,6 million), a shortfall of 25 million (in 2013). The employment rate has declined to 68.4% leaving a shortfall of nearly 7%.
- Investment in R&D is 2,02% of GDP.
- Early school leaving has reduced to 12% in 2013 leaving a shortfall of 2.7%.
- There has been an 18% reduction in greenhouse emissions by 2012, but national projections show 13 Member States will not achieve their national targets by 2020.

Europe 2020 is supported by [seven EU Flagship Initiatives](#), aimed at catalyzing progress under each theme.

Each Flagship Initiative identifies a set of specific proposals and instruments that should be implemented before 2020 to help achieve the objectives. These seven initiatives are:

- **Innovation Union:** to improve conditions and access to finance for research and innovation so as to strengthen the innovation chain and boost levels of investment throughout the Union.
- **Youth on the move:** to enhance the performance of education systems and to reinforce the international attractiveness of Europe's higher education.
- **A digital agenda for Europe:** to speed up the roll-out of high-speed internet and reap the benefits of a digital single market for households and firms.
- **Resource efficient Europe:** to help decouple economic growth from the use of resources, by de-carbonizing the economy, increasing the use of renewable sources, modernizing the transport sector and promoting energy efficiency.
- **An industrial policy for the globalization era:** to improve the business environment, especially for SMEs, and to support the development of a strong and sustainable industrial base able to compete globally.
- **An agenda for new skills and jobs:** to modernize labour markets by facilitating labour mobility and the development of skills throughout the lifecycle with a view to increasing labour participation and better matching of labour supply and demand.
- **European platform against poverty:** to ensure social and territorial cohesion such that the benefits of growth and jobs are widely shared and people experiencing poverty and social exclusion are enabled to live in dignity and take an active part in society.

The **Europe 2020 strategy** sees a key role for Information and Communication Technologies (ICTs) in five of the seven flagship initiatives: the **Digital Agenda for Europe, An Agenda for New Skills and Jobs, Youth on the Move, European Platform Against Poverty and Social Exclusion**, and the **Innovation Union**.

All these initiatives promote the use of **ICTs for social and economic inclusion**, from young people using ICTs to improve life chances, through raising the skills and working conditions for workers, creating systems to support families to balance work with care for elderly, and build industry capable of delivering solutions for the challenges of health and demographic change.

In this context, **digital literacy and training of all citizens** (including facilitated access, skills/competences and usages of digital tools) is indispensable for achieving the above objectives.

The Europe 2020 strategy should put *more focus on Pillar VI of the Digital Agenda for Europe "Enhancing digital skills, literacy and e-inclusion"*. According to the Digital Agenda Score Board 2015, 47% of Europe's population have insufficient digital skills to adequately participate in the digital society.