



DIGITAL EDUCATION EU programmes H2020 & HORIZON EUROPE

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H2020 – Calls for Education

- ***ICT-20-2015 - Technologies for better human learning and teaching***
- [*BEACONING, MATHISIS, NEWTON, SlideWiki, TESLA, WEKIT*](#)
- ***ICT-22-2016 - Technologies for Learning and Skills***
- [*STORIES, eCraft2Learn, iMuSciCA, weDRAW, CRISS, Next-Lab*](#)
- ***ICT-21-2014 - Advanced digital gaming/gamification technologies***
- [*RAGE*](#)

H2020 – Calls for Education

- ***ICT-24-2016 - Gaming and gamification***
- [GameECAR](#), [SOCIALENERGY](#)

- ***ICT-39-2016-2017 International partnership building in low and middle income countries***
- [GO-GA](#), [EPICA](#)

- ***Preparatory action – Open Knowledge Technologies: Mapping and validating knowledge***
- [CompLeap](#), [SkillsMatch](#)

Results of a recent call

- *PILOT PROJECT*
 - **Girls4STEM**
 - **Budget: 350.000€**
 - **Proposals received: 19**
 - **Proposals selected: 1 & 1 on the reserve list**

Results of ICT-30-2019 call

- *1) Innovation Action. Digital Learning Incubator*
 - **7 Mi€**
 - **1 project selected, 1 on the reserve list**
- *2) Coordination and support Action in the area of Digital Learning*
 - **1 Mi€**
 - **1 project selected, 1 on the reserve list**

NEW CALL

- **DT-TRANSFORMATION-21/2020**
 - **Mentoring Scheme for Schools**

EU POLICIES IN EDUCATION

- *EU Communication: « Strengthening European Identity through Education and Culture » - COM (2017) 673*
- *« Digital Education Action Plan » – COM (2018) 22 final*

Mentoring Scheme for Schools

- *High-impact action that can address both school and policy dimensions*
- *Participation/support of ministries*
- *Action covering several/numerous MS*
- *Sound description of how innovation processes will be mainstreamed and how schools will be recruited and involved*

Specific Challenge

- *To mainstream digital innovation in education that contributes to improve educational performance and school climate, reaching the less advanced schools and teachers*
- *To accelerate the digital transformation of schools in Europe, innovative practices must be shared, discussed, spread and adopted*
- *To accelerate change by diffusing innovative ICT-based educational practices across schools*
- *To promote a model of school mentoring*

Scope

- *Proposals under this action should build, coordinate and seek to expand an inclusive pan-European network of schools aiming to share through demonstrations best pedagogical sound practice in uses of ICT*
- *The focus is on mainstreaming the innovation process and the action must use a policy-connected approach by involving policy-makers at regional and national level*

Some key words

- *Digital transformation in schools*
- *ICT strategies and innovative practices in education*
- *ICT-based pedagogies*
- *Promotion of model of school mentoring*
- *School-to-school peer-learning*

Some key points

- *Existing platform is an advantage*
- *Existing networks as 'multiplier' structures and regional hubs to mainstream change are keys in this action*
- *Involving institutional actors as Ministries of Education*

Expected impact

- *A significant number of schools & countries connected and supported by the network for the implementation*
- *A significant number of policy-makers and educational stakeholders to mainstream the ICT-based pedagogies*

Calendar

- *Opening : 05 November 2019*
- *Closing : 12 Mars 2020 (17:00 BXL time)*
- *BUDGET: 2M€*
- *NUMBER of PROJECTS : 2 projects will be selected*

Funding Instrument

- **COORDINATION AND SUPPORT ACTIONS (CSA)**

- *Description: Actions consisting primarily of accompanying measures such as standardisation, dissemination, awareness-raising and communication, networking, coordination or support services, policy dialogues and mutual learning exercises and studies, including design studies for new infrastructures and may also include complementary activities of strategic planning, networking and coordination between programmes in different countries.*
- *At least one legal entity established in an EU Member State or Horizon 2020 associated country.*
- *Funding rate: 100%*

Call information & Contacts

- *CALL INFORMATION:*
 - https://ec.europa.eu/research/participants/data/ref/h2020/wp/2018-2020/main/h2020-wp1820-societies_en.pdf
 - <https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/top-ic-details/dt-transformations-21-2020;>
- *For any questions related to the call : CNECT-DIGITAL-EDUCATION@ec.europa.eu*

New initiatives for education, culture and youth

- *European Education Area by 2025*
 - **EU student card and European universities**
 - To reduce administrative burdens and costs for students and education and training institutions => implementation by 2021
 - To bottom-up networks of existing universities aimed at increasing cross-border cooperation through long-term institutional strategies
 - To support vocational education and Training Centres of Excellence

NEXT PROGRAMME – NEXT BUDGET – MFF 2021-2027

- *Base= Communication from the Commission (2/5/2018)*
- *Having a positive structuring effect on national Research & Innovation ecosystems and pan-European research infrastructures*
- *Strengthen the EU's scientific and technological base*



Complementarities and synergies between programmes supporting digital

Digital Europe: Capacities & roll out

1. High Performance Computing
2. Artificial Intelligence
3. Cybersecurity
4. Advanced digital skills
5. Digital transformation and interoperability

Digital in Horizon Europe R&D&I

1. Digital under "global challenges"
 - Digital and industry cluster
 - Digital in other clusters – security, health, mobility, energy, environment,..
2. Open Innovation
3. Research Infrastructure under Open Science

Connecting Europe Facility - Digital Connectivity

- 5G roll out
- BB 4EU, Connecting communities
- Synergies with Transport /Energy

Creative Europe MEDIA

Invest EU Research, innovation & digitisation

European Regional Development Fund / Cohesion Fund

DIGITAL IN MFF 2021-2027

Objective: *ensure that **Europe drives the digital transformation** of society and economy, bringing **benefits to all citizens and businesses***



More specifically to:

- Reinforce the EU's digital capacities and our technology sovereignty
(computing, data, cybersecurity, AI,..)
- Ensure their widest possible roll out and maximise their benefits
To all citizens and businesses including SMEs in all regions, in all sectors
- Prepare for, and lead the development of next technologies
- Build a world-leading digital infrastructure

technological sovereignty



European
Commission

Programmes are complementary

Horizon Europe

- Research
- Innovation

Digital Europe

- Strategic capacities (Computing, data, testbeds,..)
- Advanced digital skills
- EU-Wide deployment

Connecting Europe
Facilities

Broadband and 5G roll out
Connecting Communities

Cohesion

- Digital connectivity in white and grey areas
- Support to enterprises in line with Smart Specialisation
- Digital skills for all citizens

Agriculture Funds

- Making use of Big Data for CAP monitoring
- Broadband rollout in rural areas

InvestEU

- Leverage private capital for investments in SME, research, digital, infrastructure, skills...

Digital Europe Programme structure

Accelerating the best use of technologies

Digital
Innovation
Hubs

High-impact
deployments

Widening
best use of
digital
technologies

**Building essential
digital capacities**

High Performance Computing

Artificial Intelligence

Cybersecurity

Advanced Digital Skills

Digital Education in the Digital Europe Programme

**Specific Objective 5:
Deployment, best use of digital
capacities and interoperability**

**- Ensure that the public sector
& areas of public interests such
as ...education can deploy &
access state-of-the-art digital
technologies**

#EUBudget
#DigitalEurope

Digital Education in DEP/HE/CEF

- **ACTIVITIES AND EXPECTED RESULTS**
 - ❑ *In terms of deployment ...*
 - ❑ *In terms of research and innovation...*
 - ❑ *In terms of connectivity needs...*

HORIZON EUROPE

- *EU's flagship programme to support research and innovation*
 - **3 pillars**
 - Open Science
 - Global Challenges and industrial competitiveness
 - Open Innovation

HORIZON EUROPE

- **Budget: €97600 Mi**
 - **Including €3,5 billion allocated under the InvestEU Fund and €10 billion to support research and innovation in food, agriculture, rural development and the bioeconomy**

HORIZON EUROPE

- *PROGRAMMES:*
- *CEF = Connecting Europe Facility*
 - **Deployment of very high capacity digital networks**
 - **Access to future-oriented broadband connections by 2025**

DIGITAL = 3000 € Mi

HORIZON EUROPE

- *Digital Europe Programme*
 - **Reinforcing capacity in the areas of high-performance computing, cybersecurity, Artificial Intelligence and digital skills**

BUDGET = 9194 € Mi

HORIZON EUROPE

- *Creative Europe*
 - **Safeguard, develop and promote European cultural diversity and Europe's cultural heritage;**
 - **Support culture-based creativity in education and innovation;**
 - **Strengthen the cross-border dimension of cultural and creative sectors;**
 - **Improve the competitiveness and innovation capacity of the European creative and audiovisual industry.**

BUDGET = 1850€ Mi

Thanks for your attention