

# European Union: E-Learning - an actual overview

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# E-Learning Initiative of the European Commission

- Why?
- Goals
- E-Learning as a part of the programme E-Europe
- Actual examples

# Why?

- Europe/EU needs more than 1.6 mio. experts for IT-Technologies in 2002
- 80% of on-line resources (Products, content, services) come from the US
- EU needs a „Digital Culture“ for all citizens
- EU needs an adaptation of national education systems
- EU needs an integration of the new IT with general and vocational training

# Goals

- Infrastructure: all schools connect to the internet via MM-PCs
- Teach the teachers in basic IT knowledge
- To develop MM-products and services for learning as an economic factor
- To establish competence centers for knowledge and networking

# Goals cont.

Decision of the European Council (March 2000):

To develop the EU **towards the most competitive and dynamic knowledge based economic area in the world.**

# eLearning as a part of the programme eEurope

- Lead all Europeans into the Digital era
- To acquaint Europe with digital techniques and to give Europe a Corporate Identity
- To ensure that this development will be the benefit of all citizens and for the consumers

# Actual examples

- Internet for public schools (EUN - European School Net)
- Cheap access to the Internet
- European wide Internet for students and researchers (10 Gbit/s network)
- Intelligent chip cards
- Electronic content (more European content for international networks)
- Training in coop. Between public sector and industry

# Future Work

- Establish infrastructure for organizations of vocational training for in-service training of teachers and enterprises
- Develop high quality multimedia services and content
- Create an European diploma for informatics, foreign languages and technologies
- Establish virtual universities
- Establish a benchmark system between the European states