

# Digital Policy in Europe

Lisbon is the PT capital

- 2 millions habitants / 10 millions PT



Portugal





## Contents

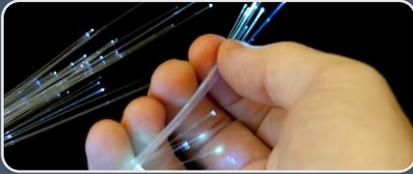
1. Digitalization | What it is and why we deal with that
2. Complexity of the world
3. New challenges to europe
  - Skills / digital economy / Deep fakes
4. How to deal with digitalization, complexity and challenges?
  1. Collaboration

# Digitalization

## What it is?



The process of transforming something to digital.



Transformation of sound, picture and other information in analog systems into digital formats.



Integration of digital technologies into everyday life by the digitization of everything that can be digitized.



The adoption of digital technologies to modify a business model. The aim is to create a value from the use of new, advanced technologies by exploiting digital network dynamics and the giant digital flow of information.



## A Brief History of Globalization

Globalization Era	Age of Discovery 15 <sup>th</sup> -18 <sup>th</sup> Century	Globalization 1.0 19 <sup>th</sup> Century - 1914	Globalization 2.0 1945-1989	Globalization 3.0 1989-2008	Globalization 4.0
Leading Exports	 RAW MATERIAL	 TEXTILES	 FACTORIES	 GLOBAL SUPPLY CHAIN	 DIGITAL GOODS/ SERVICES
Leading Nations					
Exports as % World GDP	< 5%	6 - 14%	5 - 15%	15 - 20%	?

Source: World Economic Forum



# PAPER VS DIGITAL



CREDIT CARD

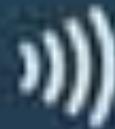


biometric

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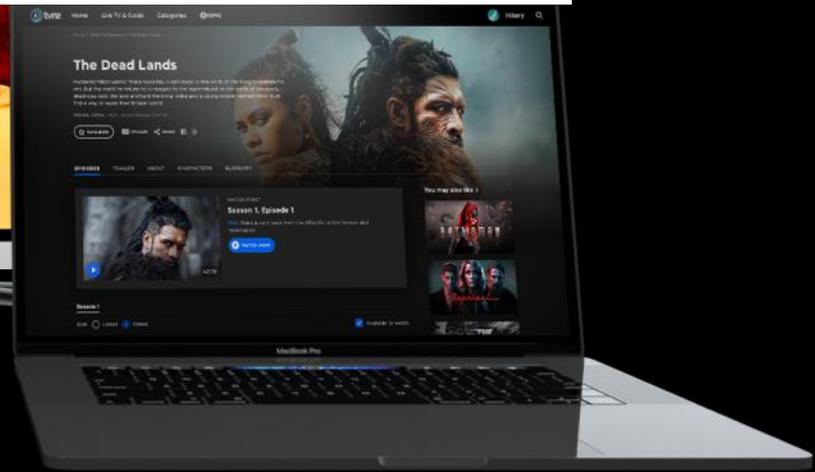
CARDHOLDER NAME







 **OnDemand**  
Turn on your future



# IOT APPLICATIONS FOR SMART CITIES OF DIFFERENT SIZES

Traffic management



Monitoring air quality



Public safety solutions



Smart parking



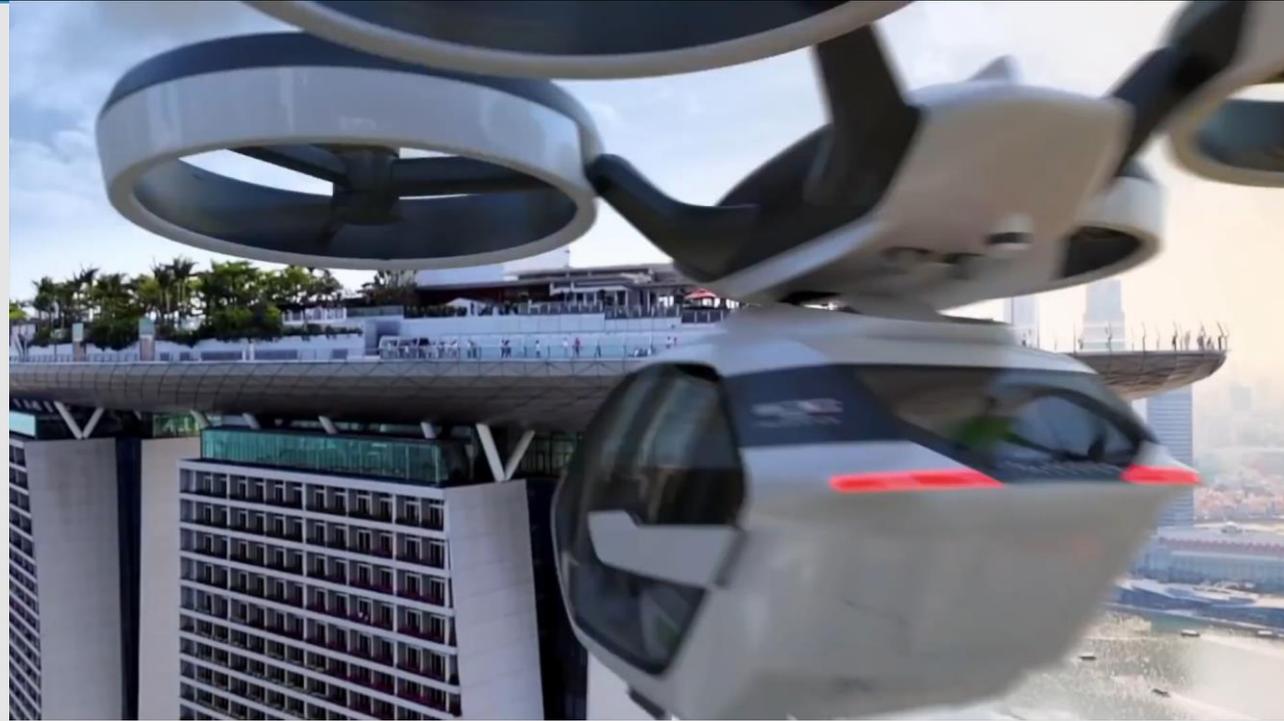
Smart lighting



Smart waste collecting







The world  
in 2050





Potential

New Challenges

Customized services

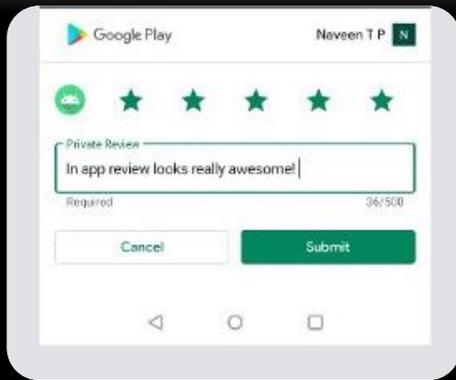
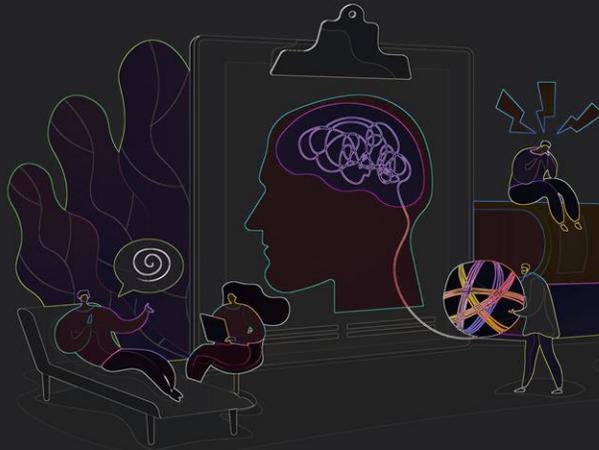
Domination

Artificial intelligence

Privacy

BigData

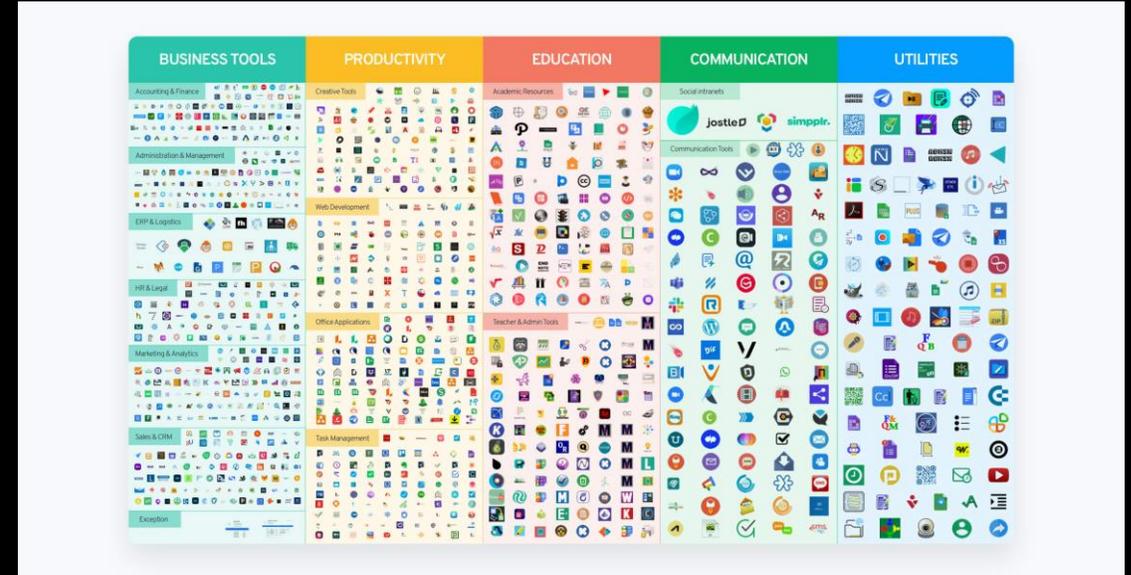
Ethical issues



## Deepfakes



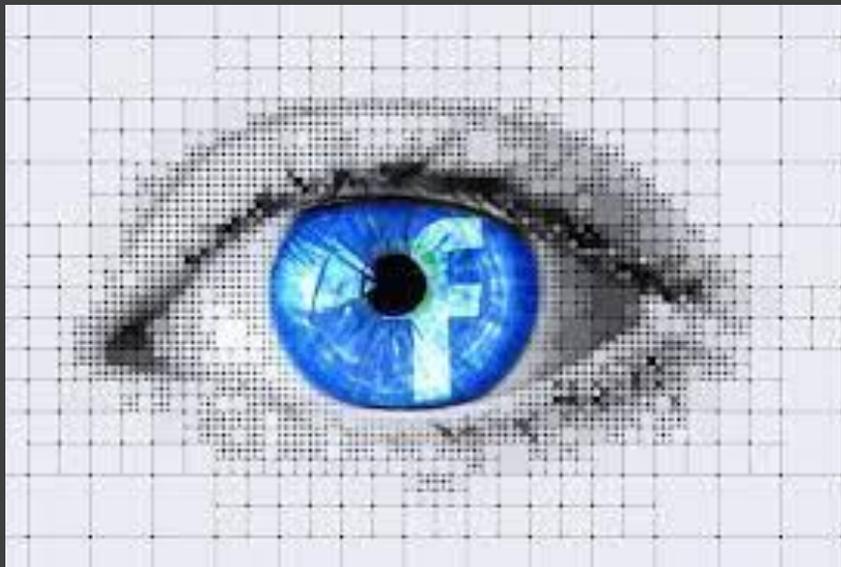






FACEBOOK     

 Meta



A dark, hooded figure is centered in the frame, set against a dark blue background. The figure is mostly obscured by shadow, with only the outline of the hood and the drawstrings visible. The word "scary?" is written in a bright yellow, sans-serif font across the center of the figure's face area.

scary?

Lisboa século 18



[Ribeira Palace and Square in Lisbon, Portugal. 18th century.](#)



The EU will pursue a human-centric, sustainable vision for digital society throughout the digital decade to empower citizens and businesses.



Generations young and old,  
**all using technology**

0:24 / 1:04

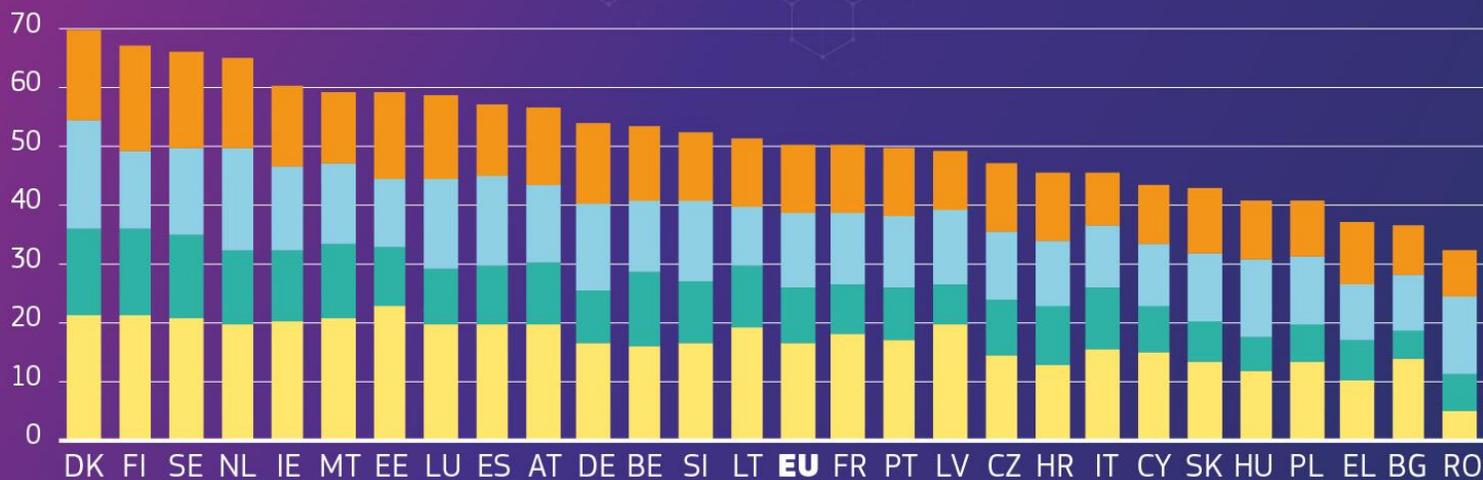
English

Link

# Digital Economy and Society Index (DESI)

## DESI 2021

Digital Economy and Society Index



HUMAN CAPITAL



CONNECTIVITY



INTEGRATION OF DIGITAL TECHNOLOGY



DIGITAL PUBLIC SERVICES

#DESIEU #DigitalEU

# Europe's Digital Decade strategy

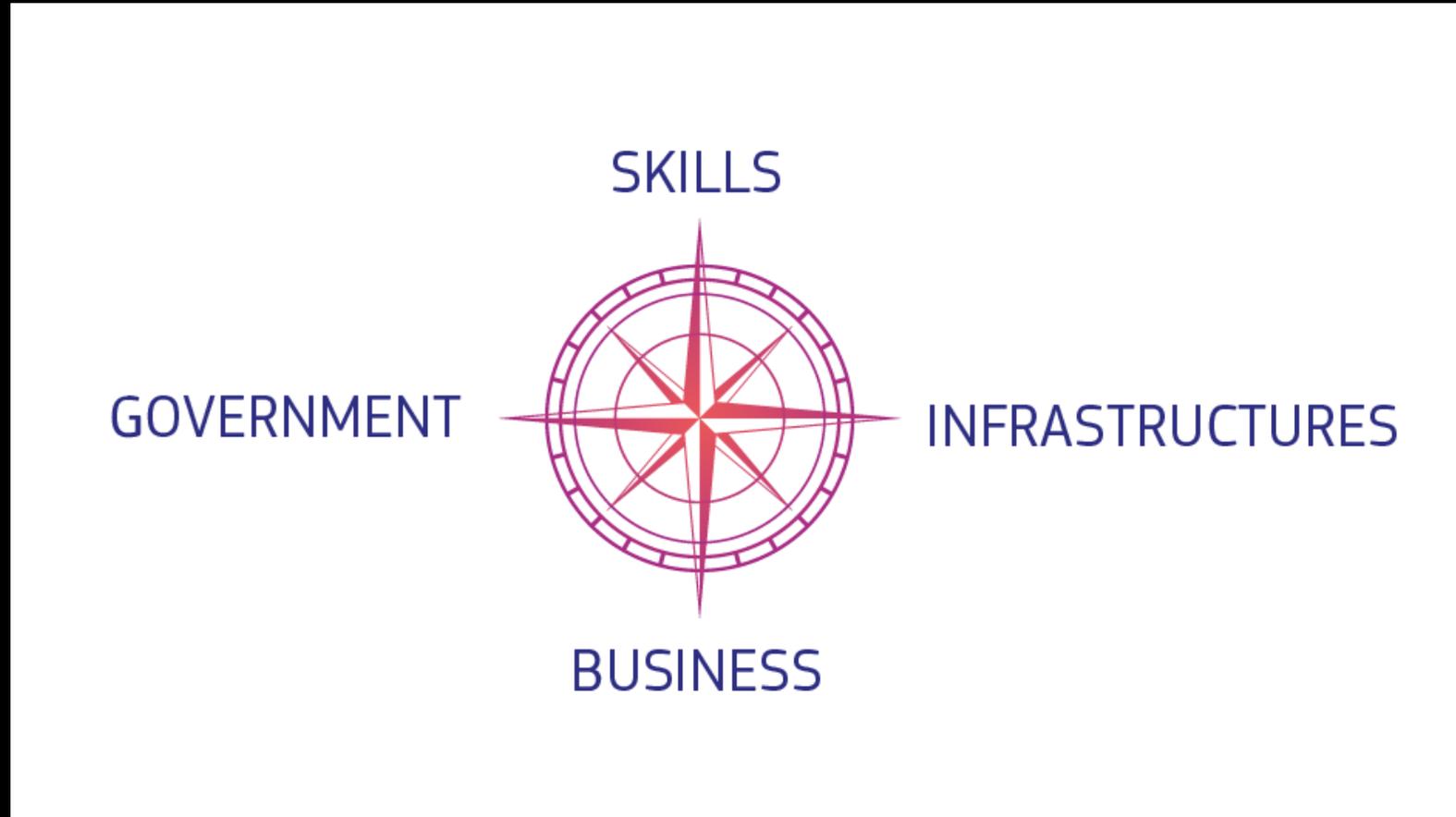
## 2 policies:

- Recovery and Resilience Facility (RRF) and
- Digital Decade Compass

Europe's Digital Decade	
<p><b>Digital Society</b></p> <ul style="list-style-type: none"> <li>• <a href="#">Cybersecurity</a></li> <li>• <a href="#">Digital inclusion</a></li> <li>• <a href="#">Digital public services and environments</a></li> <li>• <a href="#">Green digital sector</a></li> <li>• <a href="#">Language technologies</a></li> <li>• <a href="#">Media and digital culture</a></li> <li>• <a href="#">Next Generation Internet</a></li> <li>• <a href="#">Online privacy and safety</a></li> </ul>	<p><b>International Cooperation in Digital</b></p> <ul style="list-style-type: none"> <li>• <a href="#">International relations</a></li> <li>• <a href="#">Digital in the Trade and Technology Council</a></li> </ul>
<p><b>Advanced Digital Technologies</b></p> <ul style="list-style-type: none"> <li>• <a href="#">Advanced computing</a></li> <li>• <a href="#">Advanced digital technologies</a></li> <li>• <a href="#">Artificial intelligence</a></li> <li>• <a href="#">Data and cloud computing</a></li> <li>• <a href="#">Internet of Things</a></li> </ul>	<p><b>Digital Economy</b></p> <ul style="list-style-type: none"> <li>• <a href="#">Digital skills</a></li> <li>• <a href="#">Supporting industry</a></li> <li>• <a href="#">Connectivity</a></li> <li>• <a href="#">Online platforms and e-commerce</a></li> </ul>

# 1. Digital Compass for the EU's digital

The Commission proposes a **Digital Compass for the EU's digital** decade that evolves around four cardinal points:



## Digital Compass for the EU's digital



### Skills

**ICT Specialists: 20 million** + Gender convergence

**Basic Digital Skills:** min 80% of population



### Secure and sustainable digital infrastructures

**Connectivity:** Gigabit for everyone, 5G everywhere

**Cutting edge Semiconductors:** double EU share in global production

**Data - Edge & Cloud:** 10,000 climate-neutral highly secure edge nodes

**Computing:** first computer with quantum acceleration



### Digital transformation of businesses

**Tech up-take:** 75% of EU companies using Cloud/AI/Big Data

**Innovators:** grow scale-ups & finance to double EU Unicorns

**Late adopters:** more than 90% of SMEs reach at least a basic level of digital intensity

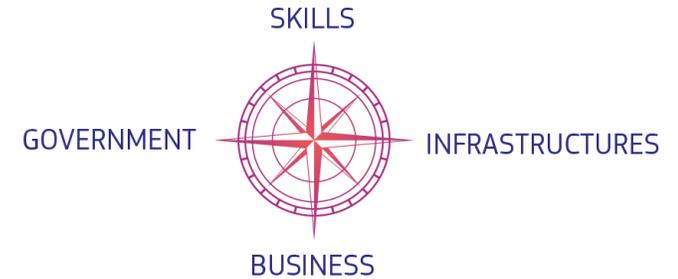


### Digitalisation of public services

**Key Public Services:** 100% online

**e-Health:** 100% of citizens having access to medical records

**Digital Identity:** 80% of citizens using digital ID



## 2. Multi-country projects

investments from EU funding resources, including from the [Recovery and Resilience Facility](#)



Common data infrastructure and services



Blockchain



Low-power processors



Pan-European deployment of 5G corridors



High-performance computing



Secure quantum infrastructure and network of cybersecurity centres



Digital public administration



Digital innovation hubs



High-tech partnerships for digital skills

# 3. Digital Rights and Principles

The Commission proposed a declaration on digital rights and principles in January 2022.



## PEOPLE AT THE CENTRE

Digital technologies should **protect people's rights, support democracy, and ensure that all digital players act responsibly and safely.** The EU promotes these values across the world.



## SOLIDARITY AND INCLUSION

Technology should **unite, not divide, people.** Everyone should have access to the internet, to digital skills, to digital public services, and to fair working conditions.



## FREEDOM OF CHOICE

People should benefit from a **fair online environment, be safe from illegal and harmful content,** and be empowered when they interact with new and evolving technologies like artificial intelligence.



## PARTICIPATION

Citizens should be able to **engage in the democratic process** at all levels, and have **control over their own data.**



## SAFETY AND SECURITY

The digital environment should be **safe and secure.** All users, from childhood to old age, should be empowered and protected.



## SUSTAINABILITY

Digital devices should support **sustainability** and the **green transition.** People need to know about the environmental impact and energy consumption of their devices.



scary?  
Build the future

Lets keep in touch from Lisbon

