

A futuristic laboratory or office environment. In the center, a white robotic arm with a gripper is positioned over a chessboard on a white table. A person in a blue shirt and glasses is sitting at the table, interacting with the chess pieces. In the background, another person is standing near a large screen displaying data charts and graphs. The overall lighting is blue and high-tech.

# Digital Skills in Vocational Education and Training

## Opportunities and Challenges in View of Changing Labour Markets

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**FoBBIZ** Zürich, Thursday 16<sup>th</sup> November 2023



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# Introduction



Which jobs? Which tasks? Which  
Skills and qualifications?

## World is changing



**Society**



**Environment**



**Economy**



**Politics**



**Digital**

## ▶ Digitalization is rapidly changing the world

Global Internet access

▶ **57%**

Mobile phone ownership

▶ **76.4%**

Advanced technology adoption

▶ **100  
million**

Chat GPT active  
users in 2 months

Source: ITU 2020

## ► Uneven Adoption of Advanced Technologies



### ROBOTICS

Five countries dominates

China, Germany, Japan, Korea and the US  
– account for 73 per cent of the total global robot installations



### INTERNET OF THINGS

Concentrated in top 7 countries

the US, China, Japan, Germany  
Korea, France and the UK  
– account for nearly 75 per cent of worldwide spending on IoT



### ARTIFICIAL INTELLIGENCE

Patents files, the United States leading the way

China quickly catching up

Net increase in jobs

▶ **24 million**

Youth will take up

▶ **6.4 million**

▶ **Table 3.3 Employment effects of extending broadband coverage, world and by region and country income group, 2022-30 (thousands)**

ILO region	2022	2025	2030
Africa	2 042	3 489	6 138
Americas	391	1 549	6 224
Arab States	140	458	869
Asia and the Pacific	3 170	4 658	8 853
Europe and Central Asia	123	178	681
<b>World</b>	<b>5 904</b>	<b>10 681</b>	<b>23 977</b>
High income	201	816	1 993
Upper middle income	886	2 611	8 656
Lower middle income	3 921	5 249	9 338
Low income	858	1 655	2 778

**Note:** See Appendix A for the classification of regions.

**Source:** E3ME model of Cambridge Econometrics.

Eventually, strong “Indirect” and “induced” effects through production processes and consumption

- ▶ Initially, concentrated in construction and ITC
- ▶ Eventually, cascade into retail, transport, other services and health care

▶ Table 3.4 Employment effects of extending broadband coverage, by sector and age group, 2022–30 (thousands)

Sectors	2022		2025		2030	
	Youth (15–29)	Adult (30+)	Youth (15–29)	Adult (30+)	Youth (15–29)	Adult (30+)
Agriculture and forestry	129	343	345	983	427	1 458
Extractive industries	0	2	1	9	4	25
Manufacture of electronic and related products	156	347	168	398	227	568
Manufacture of chemicals, metallic, non-metallic and related products	53	117	81	202	215	485
Other manufacturing	54	136	145	406	481	1 269
Energy and utilities	0	1	2	6	5	19
Construction	782	1 905	633	1 562	597	1 542
Distribution, retail, hotels and catering	290	581	809	1 711	2 021	5 111
Transport and storage	91	243	221	608	493	1 374
Information and communication	189	326	212	393	383	743
Other services	32	124	213	765	965	2 962
Education	-15	-65	19	62	74	298
Health and social care	21	69	151	526	433	1 538
Public administration and defence	-1	-3	9	38	47	212
<b>Whole economy</b>	<b>1 780</b>	<b>4 126</b>	<b>3 008</b>	<b>7 670</b>	<b>6 372</b>	<b>17 605</b>

Source: E3ME model of Cambridge Econometrics.



Female share in the jobs gains

2022

▶ 20.2%

2030

▶ 35.8%

▶ Table 3.5 Youth employment effects of extending broadband coverage, world and by region and sex, 2022-30 (thousands)

ILO region	2022		2030	
	Youth male	Youth female	Youth male	Youth female
Africa	510	170	1 256	761
Americas	98	28	922	685
Arab States	30	4	188	32
Asia and the Pacific	761	149	1 473	630
Europe and Central Asia	16	5	68	54
<b>World</b>	<b>1 421</b>	<b>359</b>	<b>4 094</b>	<b>2 278</b>

Note: See Appendix A for the classification of regions. "Youth" refers to ages 15-29.

Source: E3ME model of Cambridge Econometrics.

# TVET in LMICs: A Digital Perspective

## *Empowering Digital Skills for Inclusive Growth in LMICs*

### 1. Impact of COVID-19 on TVET:

- ✓ Pandemic exposed vulnerabilities in TVET provision
- ✓ Digital divide hindered remote instruction in LMIC
- ✓ Practical skills training and work-based learning disrupted

### 2. Scarcity of Digital Skills:

- ✓ Slow response of TVET systems to the increasing demand for digital skills
- ✓ COVID-19 revealed weaknesses in digital skills among students and teachers
- ✓ Irrelevant curricula and outdated training hindered skill acquisition

### 3. Strategies for Enhancing Digital Skills:

- ✓ Importance of upskilling TVET teachers for effective digital learning
- ✓ Public-private partnerships are crucial for fostering digitalisation
- ✓ Initiatives in South Africa and Kenya exemplify collaboration for digital skills development

### 4. Unique TVET Role in LMICs: A Digital Imperative

- ✓ Quality TVET is crucial for economic growth in the digital era
- ✓ TVET enhances employability in LMICs, aligning skills with digital market demands
- ✓ Contributes to SDGs, fostering inclusive economic growth in the digital age
- ✓ Employer surveys highlight the significance of technical digital skills

### 5. Adapting to Digital Labour Market Dynamics:

- ✓ LMIC-focused TVET adapts to digital self-employment, green, and entrepreneurship demands
- ✓ Prioritizes training for greener digital jobs, aligning with sustainable practices

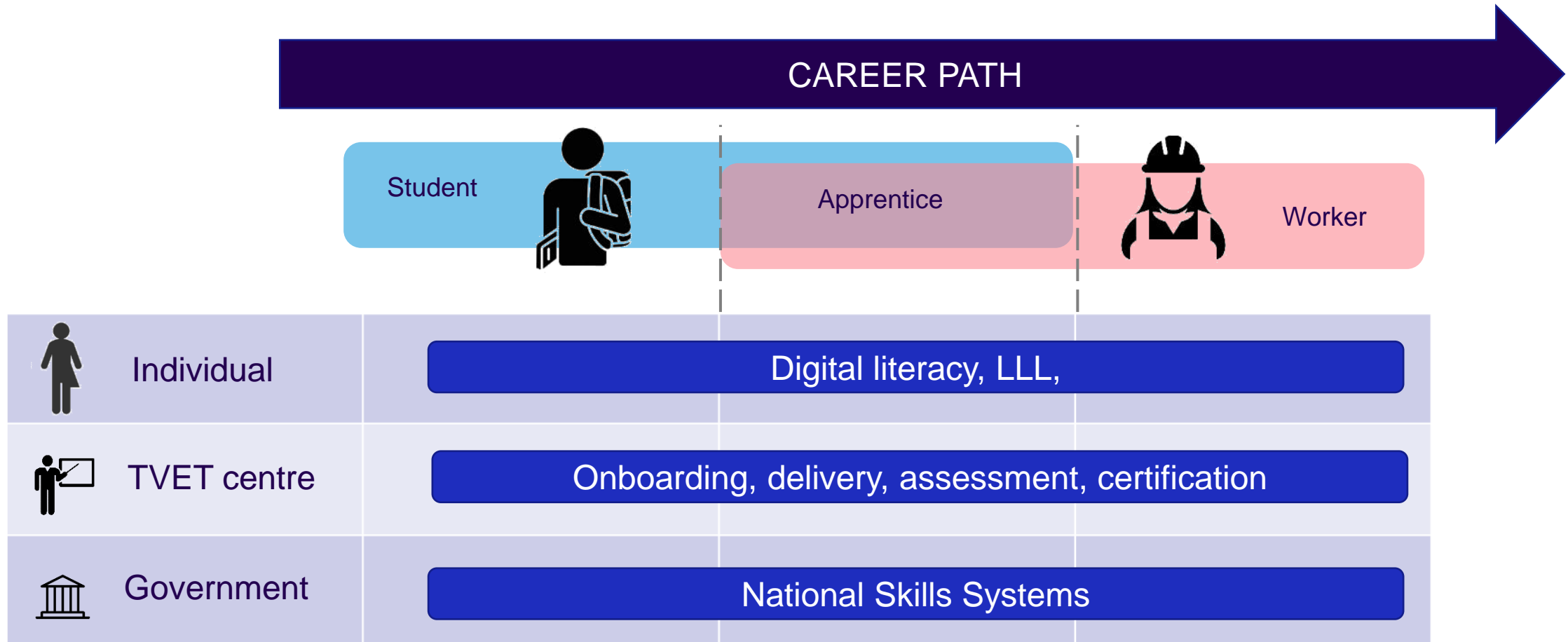
### 6. TVET's Role in Green Transition:

- ✓ Anticipated demand for green skills in TVET due to the global shift to a greener economy
- ✓ Uncertainty exists regarding the skills content and pace of change
- ✓ Initiatives in the Philippines and South Africa demonstrate efforts to align TVET with green job demands

### Key Takeaway:

- TVET in LMICs plays a pivotal role in addressing specific challenges, with a digital focus on skills alignment with local needs, emphasising digital literacy, and responding to the evolving demands of the digital economy.
- Therefore, TVET faces challenges in adapting to digital and green transitions, but strategic reforms and collaborations offer opportunities for improvement.

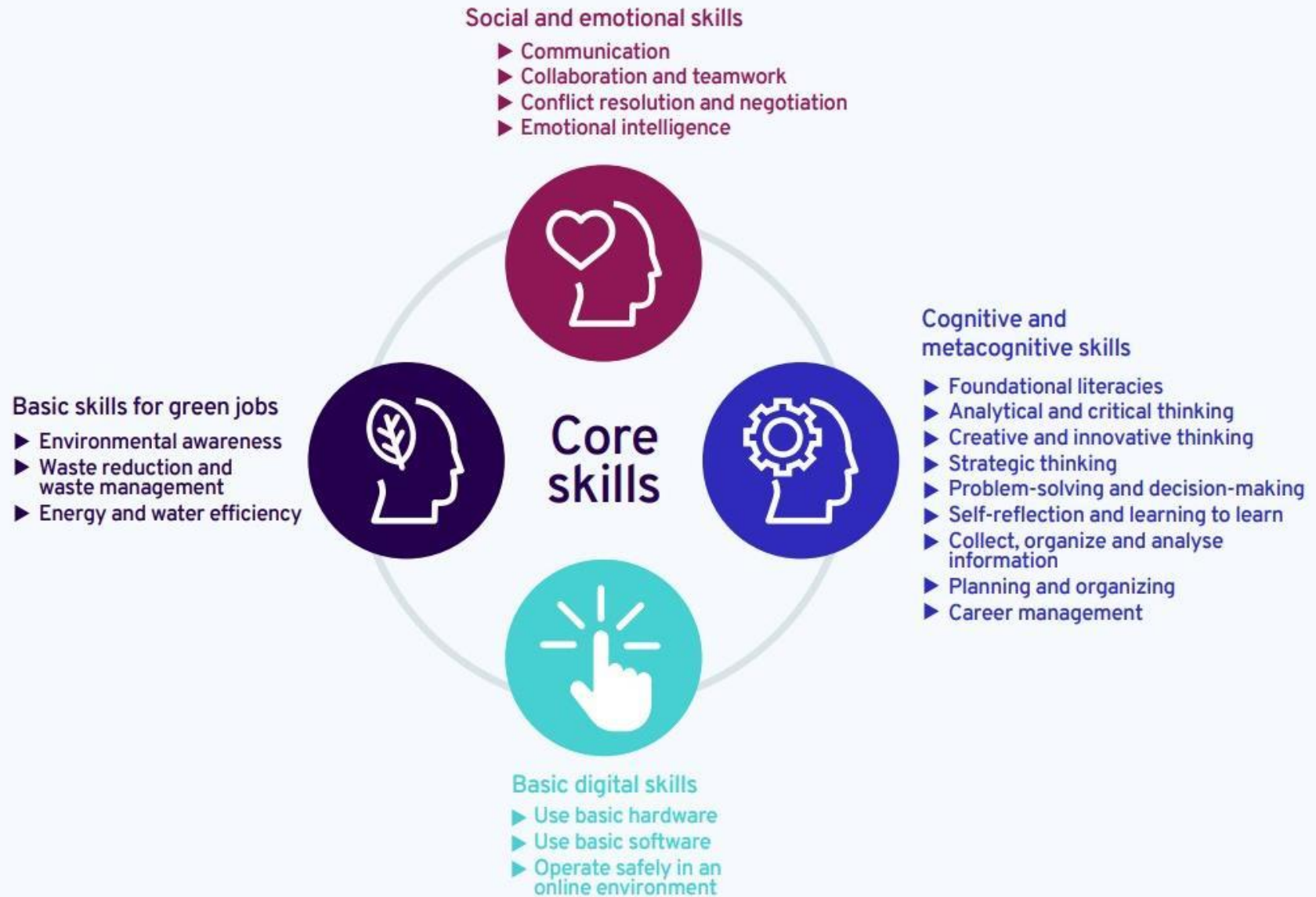
## A complex problem at different levels:



# Individuals



# Core Skills





# Digital Skills



## Basic and generic digital skills

- ▶ Basic digital literacy
- ▶ Software-user skills such as spreadsheets and word processing
- ▶ Internet browsing, Social media
- ▶ Email



## Intermediate digital skills

- ▶ Enable us to use digital technologies in even more meaningful and beneficial ways
- ▶ Ability to critically evaluate technology or create content
- ▶ Digital graphic design
- ▶ Digital marketing



## Advanced digital skills

- ▶ Skills needed by specialists in ICT professions
- ▶ computer programming and network management
- ▶ AI, big data, coding, cybersecurity, IoT and mobile app development etc

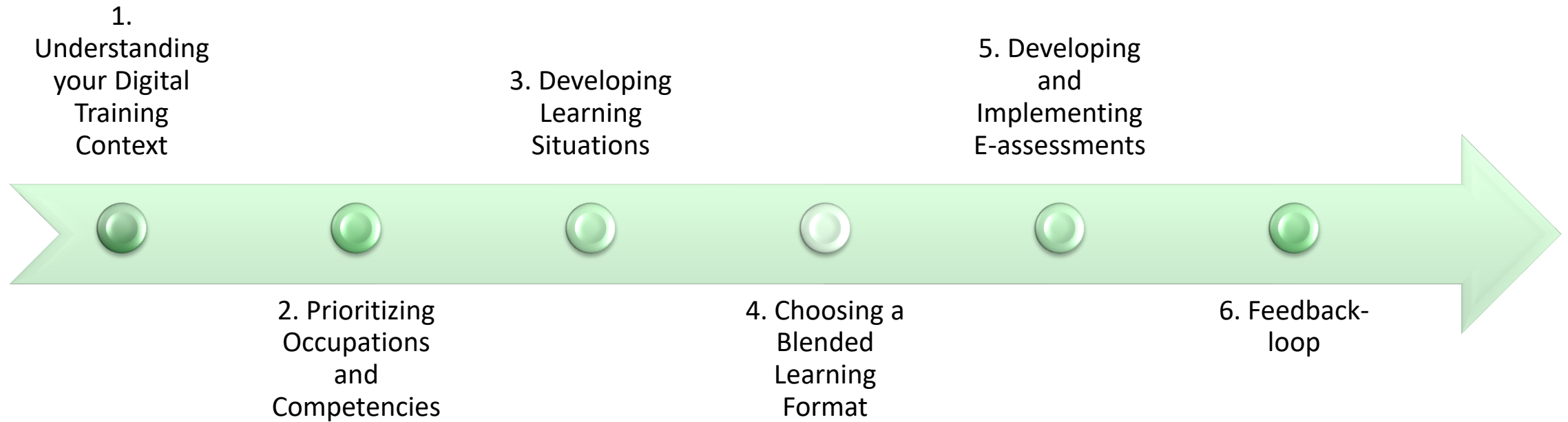
# TVET Institutions



## ► Towards blending



## ► Upcoming publication for Digitalisation of TVET programmes





## ► Key challenges for TVET institutions



- **Adapting to Rapid Changes:** TVET and skills systems had to rapidly adapt to the learning crisis and accelerate the introduction of digital technologies.
- **Responding to New Skills Demand:** These systems are facing multiple challenges to efficiently respond to the external demand for new skills from our increasingly digital society and enterprises.
- **Undergoing Digital Transformation:** TVET institutions themselves are engaging in their own digital transformation, which presents its own set of challenges.
- **The World fast changes:** Globalization, Technological Progress, Demographic Transformation, and Climate Change. TVET needs to adapt to these broad societal and economic changes.
- **Certifications:** The nature and scope of digitalisation is likely to affect the management, Delivery, Assessment, and Certification aspects of technical and vocational education and training.
- **Apprenticeships:** within SMEs are often not using latest technologies



Governments

Leads  
towards



Employability  
Productivity  
Decent Work  
Social Justice

## Skills Systems

### National Skills Systems

Governance

Financing

Skills needs  
anticipation

Training delivery,  
assessment and  
certification

Monitoring and  
evaluation

Quality Assurance

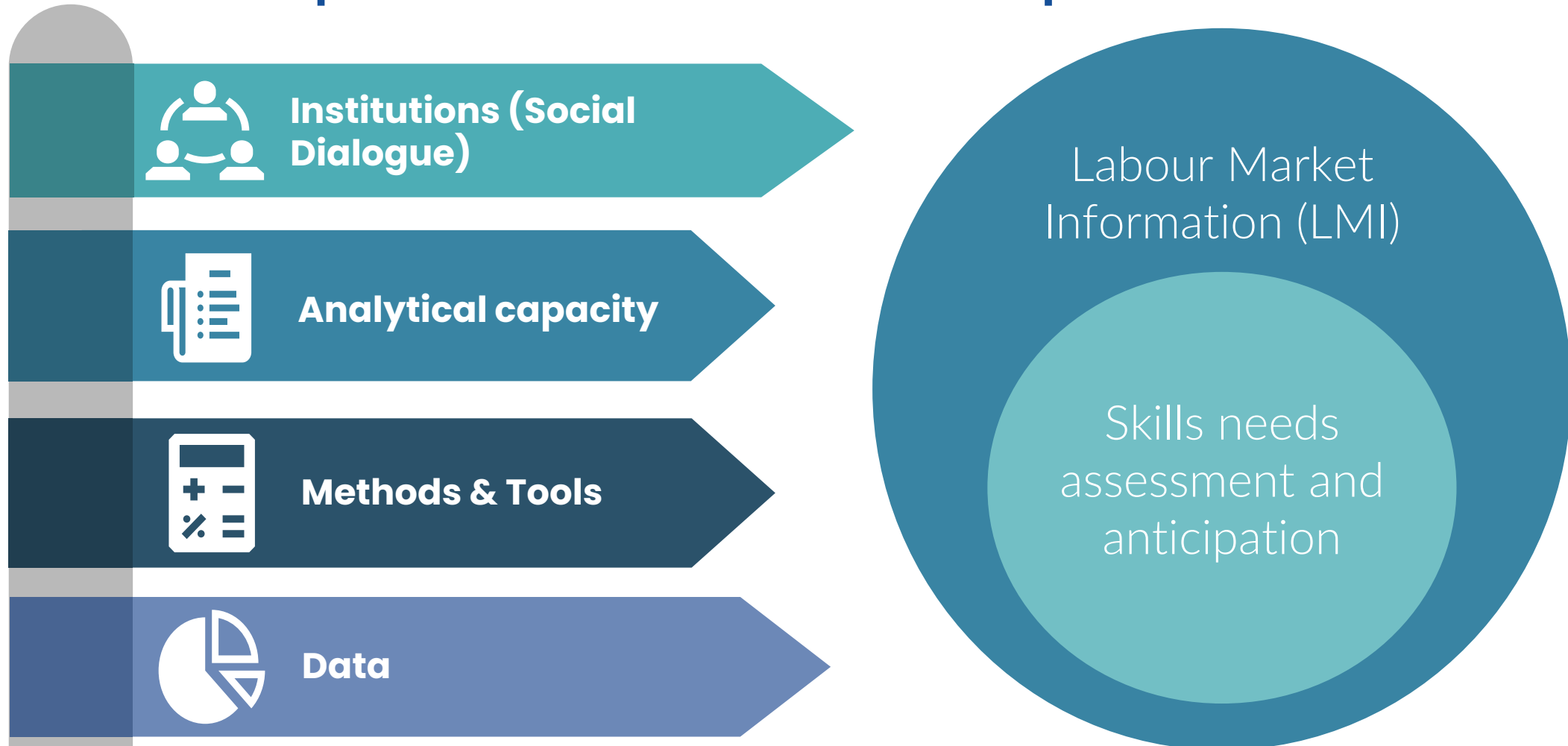
Equity

Efficiency

Relevance

Driving Principles

## Essentials components of skills needs anticipation





## Country example: India

The screenshot displays the Skill India Digital platform interface. At the top, there is a navigation bar with the Indian government logo, the text 'भारत सरकार | Government of India', and various menu items: Schemes, Recommendation, Skill Courses, Job Exchange, Skill Centre, and Skill India Map. There are also utility icons for search and location, and buttons for REGISTER and LOGIN. The main header features the text 'Skill India Digital' and the tagline 'One Platform, Many Opportunities'. Below this, several mobile app interface mockups are shown, including a user profile for 'Sikha Patel', a 'Personal Information' form, a 'Skill India' app splash screen, and a progress indicator. A statistics section highlights: Skill Courses (290+), Job Exchange (197+), and Skill Centre (42623+). A 'Most Popular' section includes a search bar and four course cards: 'Rashtriya Ekta Diwas Pledge' (00:02 Hours, 15933 Students), 'Web Design & Development' (03:39 Hours, 15349 Students), 'Kisan Drone Operator' (00:21 Hours, 11487 Students), and another 'Web Design & Development' course (03:39 Hours, 9369 Students). Each card includes a 'Go To Course' button.



## ▶ Key challenges for governments



- **Ensuring equal access to digital resources:** addressing the digital divide and access to the necessary digital tools and resources.
- **Developing relevant digital skills:** ensure individuals are equipped with the digital skills that are relevant to the current and future labor market.
- **Adapting to rapidly changing technology:** ensure that their National Skills Systems can adapt quickly to fast tech changes
- **Ensuring quality of digital learning:** governments need to ensure quality of digital learning and that it effectively leads to the acquisition of relevant skills.
- **Data privacy and security issues:** increase of digital learning and digital tools, increases issues related to data privacy and security.
- **Promoting lifelong learning:** governments need to promote a culture of lifelong learning.

# Conclusions

- **Digital skills are not only for IT professionals, everyone needs them!**
- **We all need to upskill and reskill during our career path**
- **Covid was an accelerator, but now there is fatigue**
- **Systems level is often forgotten but critical to build long-term solution**



Thank  
You

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