



AGENDA

Game changing technologies and innovative approaches to the identification of new skills

31 March 2021, 09:30 – 16:00
Interpretation – EN, FR, DE, IT, ES

Chair: Employers

- 09:15 Connection to meeting (Link will be circulated in advance)
- 09:30 Welcome and introduction
BusinessEurope, SMEUnited and SGI Europe, ETUC
- 09:45 Game changing technologies and innovative approaches to the identification of new skills – Preliminary findings of the project
Presentation by ADAPT followed by Questions and Answers
- 10:30 Bridging innovation and learning in TVET
Jens Liebe, UNESCO-UNEVOC, followed by Questions and Answers
- 11:00 Comfort break
- 11.15 The changing nature of work and the role of social partners in innovative approaches to skills anticipation and forecasting for informing training provision
Yuliya Simeonova, CITUB
Rossitsa Steliyanovamm BICA, Bulgaria
followed by Questions and Answers
- 12:00 The impact of technological developments and digitalisation on the skills needed by enterprises and workers for innovation – the perspective of Cross-industry social partners
Emil Görnerup, Confederation of Swedish Enterprise
Katarina Lundahl, UNIONEN, Sweden
Followed by Questions and Answers
- 12:45 Lunch break
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Employers entrusted to deliver
Sustainability Growth Innovation

Chair: ETUC

14:15 The impact of technological developments and digitalisation on the skills needed by enterprises and workers for innovation – A combination of technical and soft skills?

Mario Patuzzi, DGB, Germany

Sabina Casini, Gesamtmetall, Germany

Presentations followed by Questions and Answers

15:00 The role of social partners in updating occupational profiles and training curricula in a timely and effective way

Alexander Schmoelz, OEIBF, Austria

Viktor Fleischer, Federation of Austrian Industries, Austria

followed by Questions and Answers

15:45 Conclusions

BusinessEurope, SMEUnited and SGI Europe, ETUC

16: 00 End of meeting

