

**DigiFind – Enhance Adult Learners Digital Skills  
for Furniture Industry**

**European Report**

**on the identified most relevant digital skills and competences for  
low-skilled adults in Furniture industry**

**Partner: EFFEBI Association**



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## **Executive Summary**

The Report on the identified most relevant digital skills and competences for low-skilled adults in Furniture Industry is the final output of the Activity 1 of the Intellectual Output 2 (Educational kit for training on Digital skills and Industry 4.0 for Adult learners in Furniture Industry).

The aim of the Report is to be a useful tool for the next activity to be developed in the Intellectual Output 2, the Designing of a Training Curriculum on Digital skills and competences for low-skilled Adults in Furniture Industry.

Specifically, this document is based on the result of the analysis of the online survey conducted in Partners' country, aiming at collecting up-to-date information about the most important training needs in digital skills for low-skilled employees in Furniture Industry.

The report presents an analysis of the most relevant digital skills and competences for low-skilled adults in Furniture industry, as emerged from the on-line survey administered among Adult Trainers, Employers and Low-skilled employees, in each of the 5 Partners' countries (Bulgaria, Italy, Germany, Poland, Romania).

The results of the questionnaires showed both an interest and a need in more training in digital skills for employees of the Furniture Industry, and allowed the identification of the most relevant competencies to be further developed.

The surveys demonstrate that the level of digital competence in low skilled adult employees is low, both in more basic and generic skills, and in more specific ones, and at the same time also confirms the importance of the digital competences and digital technologies for the future of the businesses in the furniture sector.

Nonetheless, respondents also highlighted the fact that the lack of digital skills and knowledge among the employees is a barrier for the complete implementation of digital technologies. This indicates that training the employees is a fundamental step in order to reach the goal of a more digitalized furniture industry.

As for the type of training to be delivered, the questionnaires show that both specific skills connected with Industry 4.0 and more basic digital skills are needed.

The analysis of the questionnaires recognizes that further training should be focused on four main areas, each subsequently subdivided, is recommended. The areas should cover various needs of the companies, from the most basic skills to

more complex ones, and from broad and generic competences, relevant for various types of businesses, to more specific ones.

Among the basic skills, it is advisable to address skills and competences such as fundamental digital skills, communication skills, handling Information and content, transacting, being safe and legal online, as well as skills needed to be able to use on-line training, videos, webinar, and virtual classrooms.

Another relevant set of skills and competences to be addressed are those related to Customer Relations, during all of its phases. More specific and complex skills are needed when handling Production Processes, and therefore their acquisition is also recommended.

After the more basic skills have been acquired, more training on more complex ones is advisable as well, specifically targeted at the improvement of Industry 4.0 and the digitalization of Furniture Industries.