

# Innovation Africa

Cape Town, South Africa  
5 – 7 October 2012



## Improving Communications, E-Skills & Developing the Knowledge Economy

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**the doc**

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Communications  
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# **e-Skilling South Africa for equitable prosperity and global competitiveness**

**Presentation to: Innovation Africa, Cape Town**

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7 October 2012



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1. Information Society/ Knowledge Economy Context

2. Challenges

3. e-Skilling: The Plan



# VISION 2030

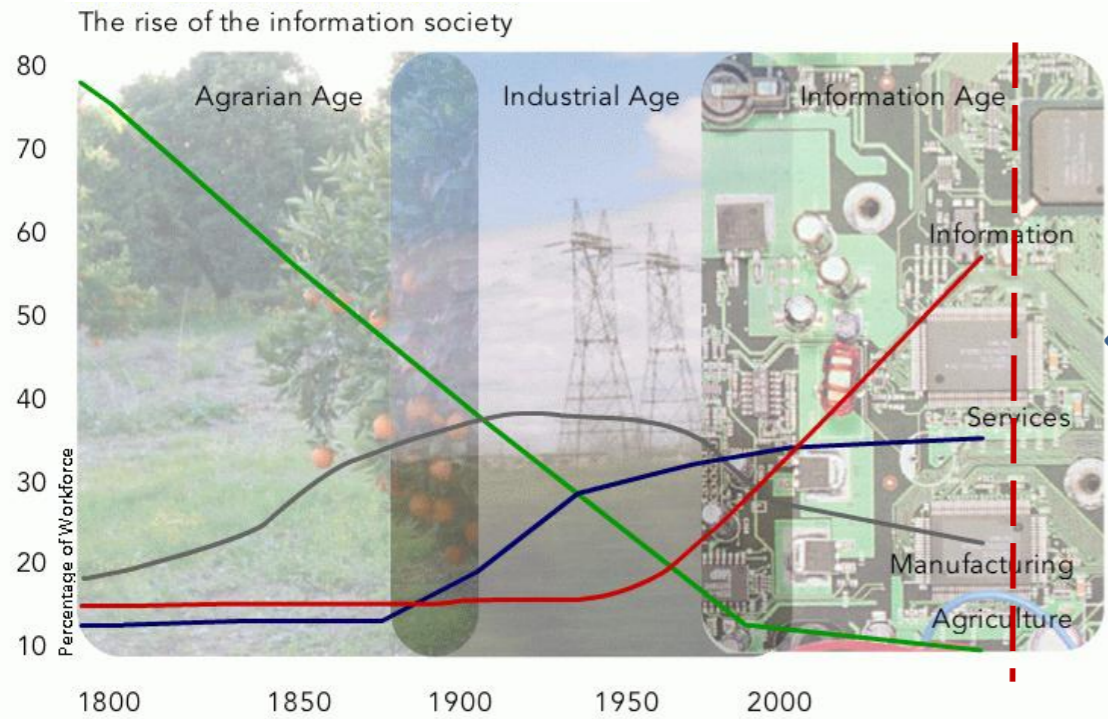
- **By 2030, ICT will underpin the development of a dynamic and connected information society and a vibrant knowledge economy that is inclusive and prosperous.**
- **The human development on which this is premised will have created an e-literate public able to take advantage of technological advances and drive demand for services.**

(National Development Plan, 2012)

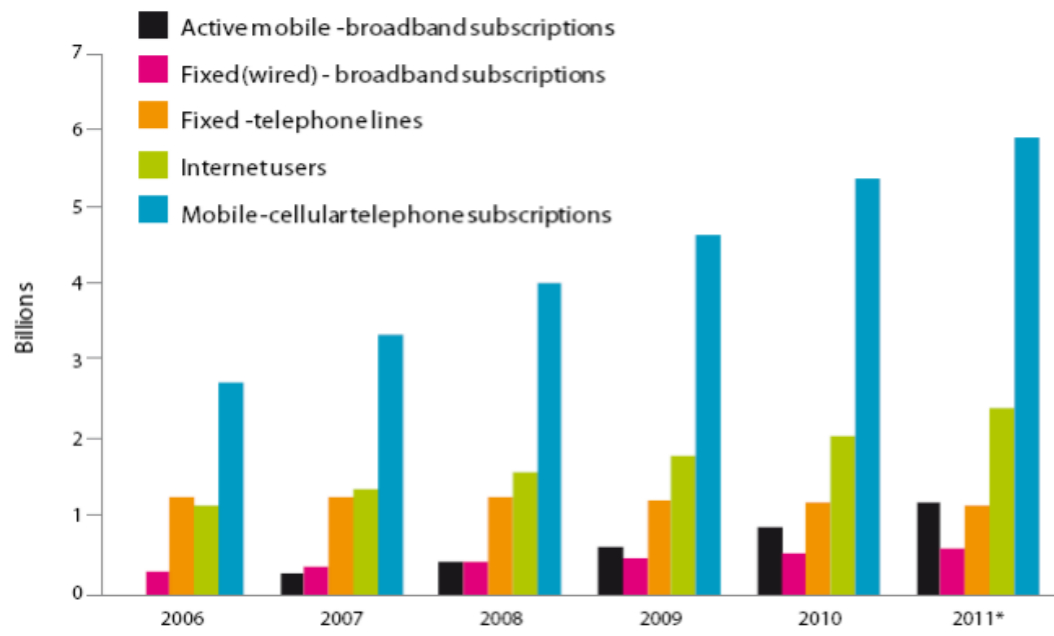


# positioning SA as an information society & knowledge economy

## 1. world is changing

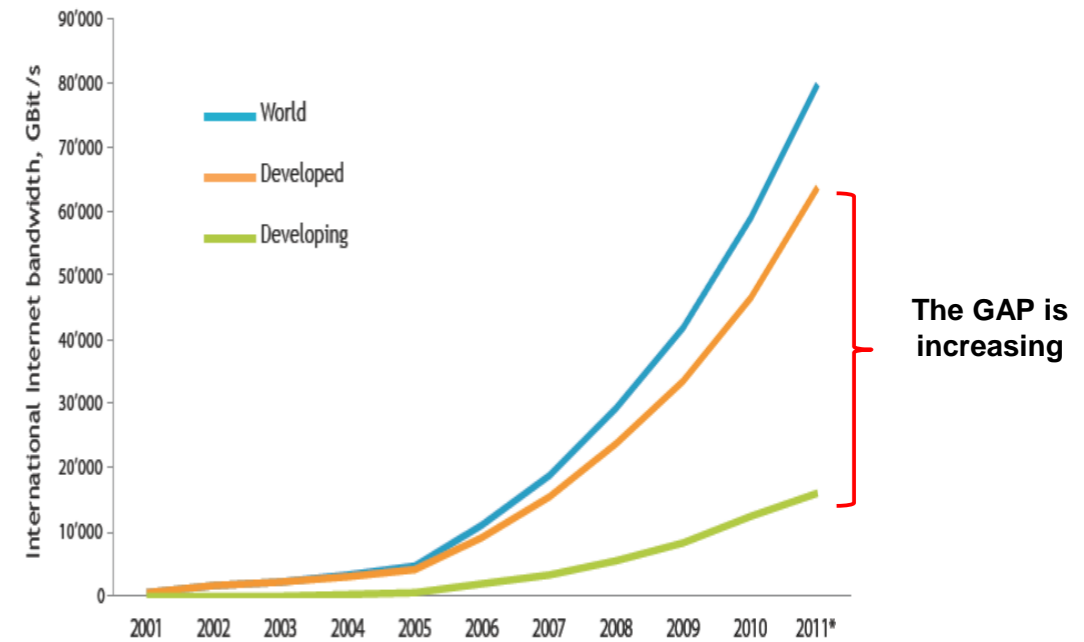


## 2. increase in mobile subscriptions



Note: \* Estimate  
 Source: ITU World Telecommunication/ICT Indicators database

## 3. international Internet Bandwidth



Note: \* Estimate  
 Source: ITU World Telecommunication/ICT Indicators database

## Big issue:

How to leverage ICT capabilities and tools to address our socio-economic needs and improve our human resource base of the country for equitable prosperity and global competitiveness.

# building the information society and knowledge economy

## BUILDING THE INFORMATION SOCIETY/KNOWLEDGE ECONOMY

(Slide adapted: OECD Conference, 2006)

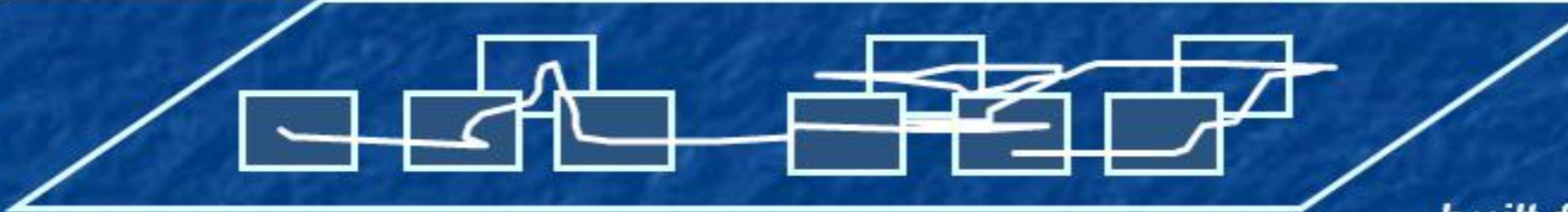
Society: Urban  
Rural



Institutions



Services



ICT  
Infrastructure



*depends on*

*to get to*

*built from multiple*

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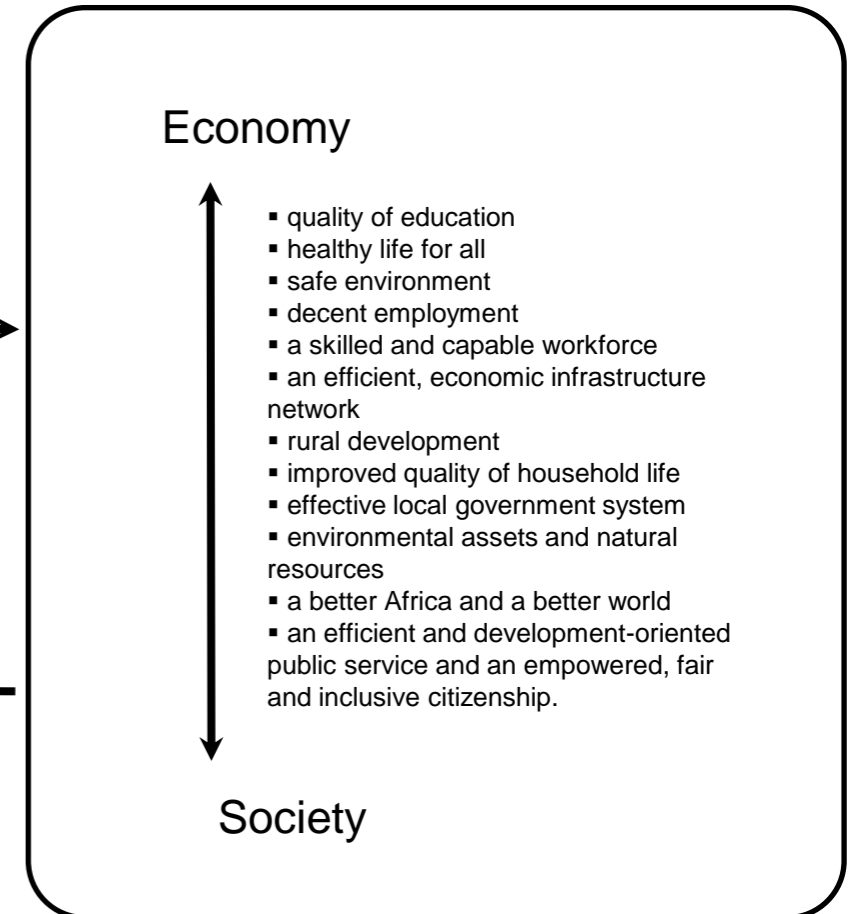
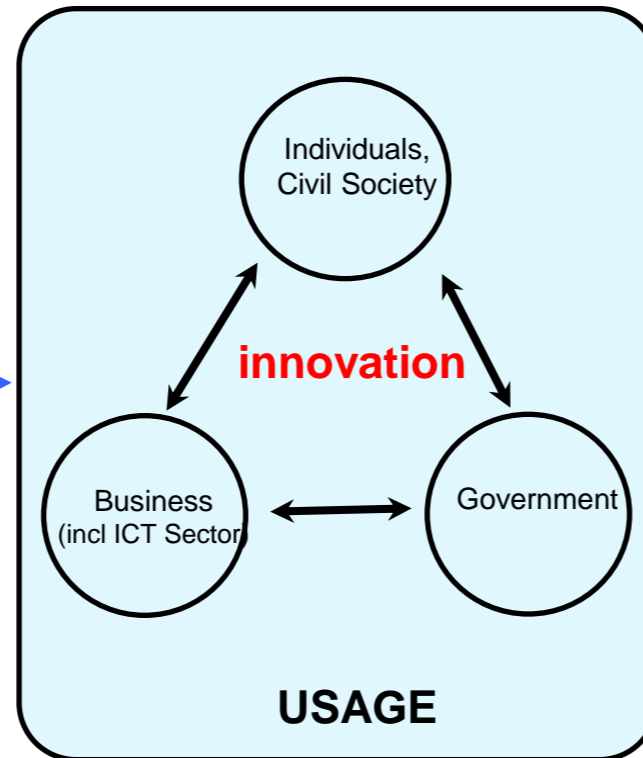
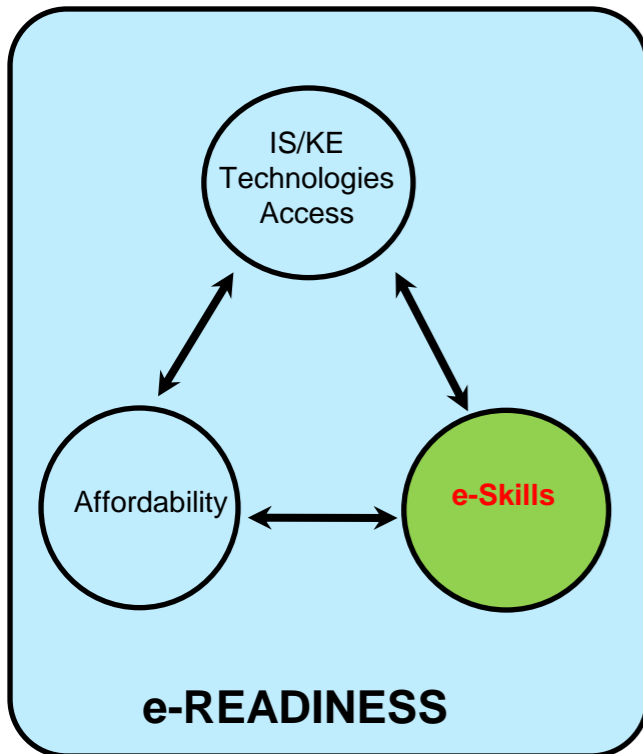
# building the information society and knowledge economy

ITU (2011); WEF (2012)

## INFORMATION SOCIETY AND KNOWLEDGE ECONOMY DRIVERS

## IMPACT (OUTCOMES) AGAINST NATIONAL STRATEGIC PRIORITIES

### ENABLING ENVIRONMENT



# Growth of K in the economy

## Knowledge industries

Knowledge itself is the product/service  
(e.g., software, e-media)

## Knowledge-intensive industries

High level of K embedded in products/services  
(e.g., electronics, computer)

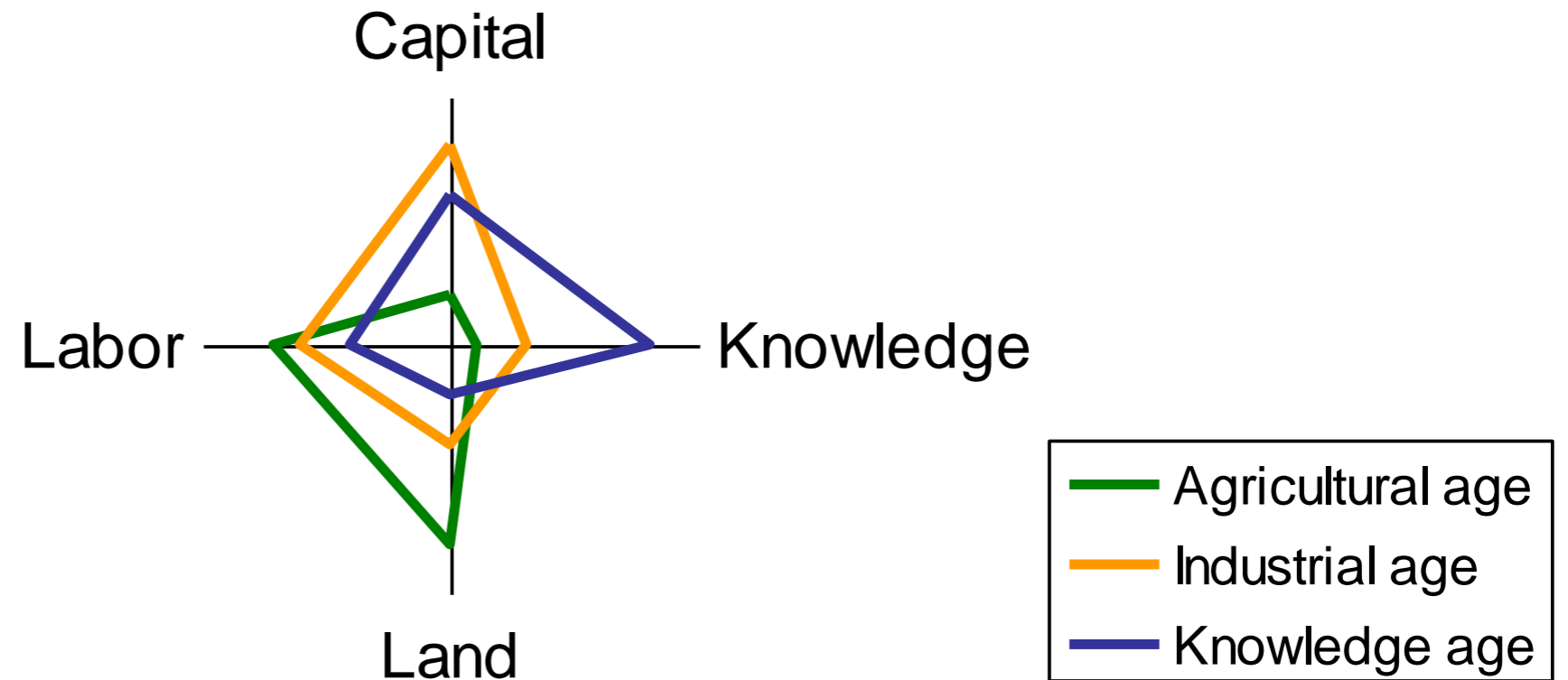
## Traditional industries

Capital and labor still largely relevant  
(e.g., oil & gas, construction, transportation)

*Pace of change*



# What is the knowledge economy?



- Knowledge has become the main resource
- The pace of innovation is accelerating (not only in products and services, but also in processes, markets, sourcing, business models, etc.)



# challenges facing SA

## key opportunities

1. **ICT Infrastructure across the country is varied, untargeted, unstructured and uncoordinated**
2. **Education system is not producing sufficient number of people to work in the ICT Sector.**
3. **Education system is not producing the required skills for advancing SA's knowledge economy.**
4. **Absence of central coordination of demand and supply and aggregation of data for building e-skills capacity. Therefore difficult to make policy decisions.**

**Result: further drop in country's  
- global development index-**



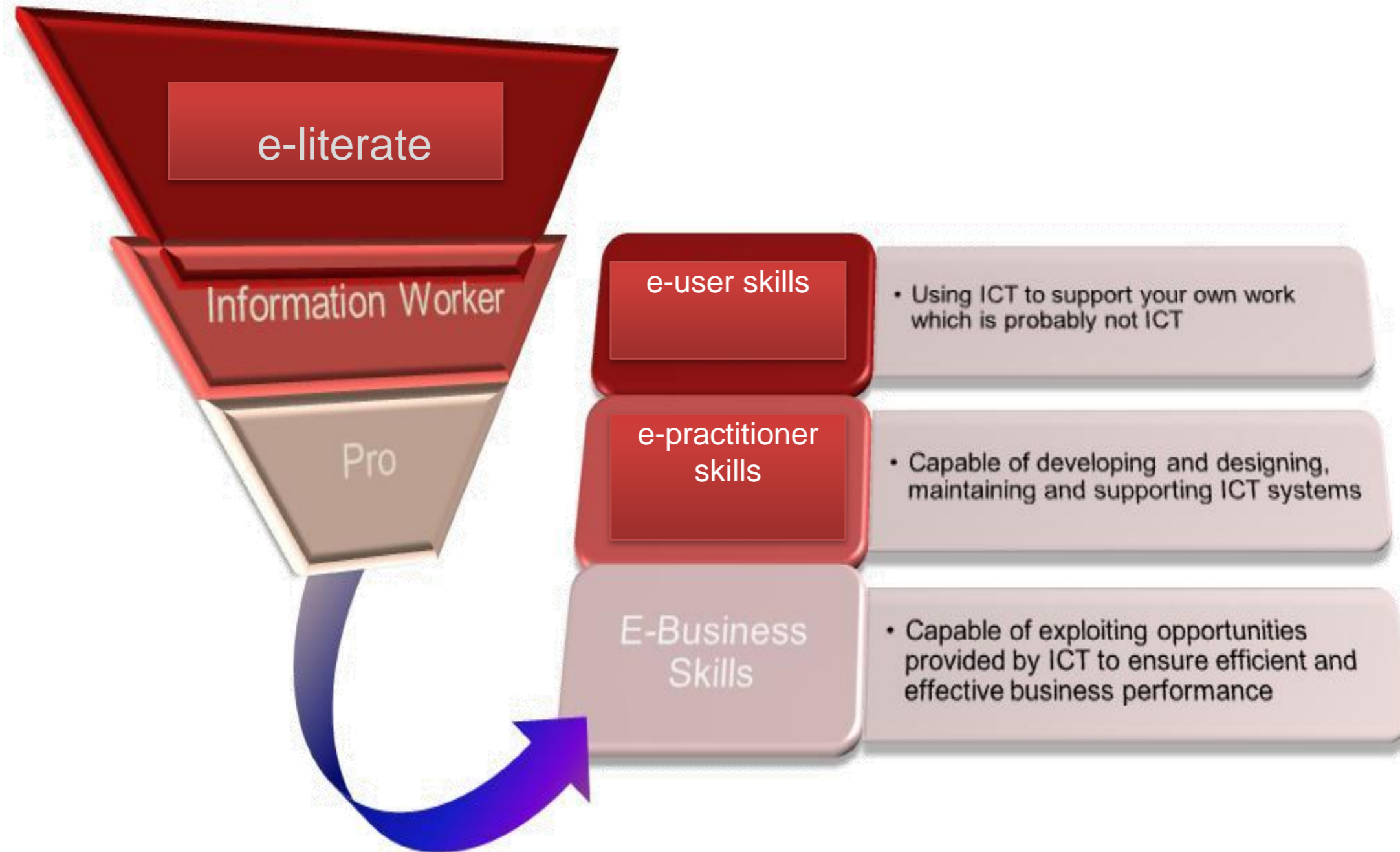
### DOC' s Strategic Objective:

**ICT as a strategic social and economic enabler for a knowledge economy:**

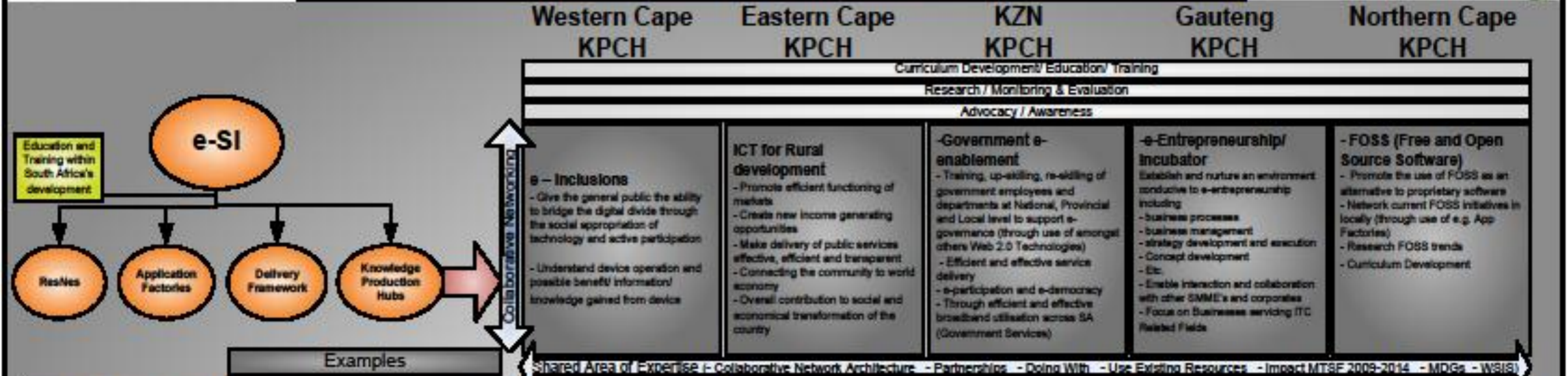


**A national catalytic collaborator, facilitator and change agent for developing e-skills capacity in the country.**

# building e-skills capacity



**Supports the priority areas of the national HRD strategy work plan**



Examples		Western Cape KPCH	Eastern Cape KPCH	KZN KPCH	Gauteng KPCH	Northern Cape KPCH
<b>e-Leaders</b> 	ICT as a Strategic Enabler Decision makers, Executives, CIO's	- e-business skills - e-leadership skills	- e-business skills - e-leadership skills	- e-business skills - e-leadership skills	- e-business skills - e-leadership skills	- e-business skills - e-leadership skills
<b>Practitioners</b> 	Use ICT as a Tool In Work to Develop/ Enable Developers, programmers, etc.	- e-business skills - e-practitioner skills Aimed at ability to create community skills	- e-business skills - e-practitioner skills	- e-participation/democracy skills - e-government skills - e-business skills - e-practitioner skills - e-literacy skills	- e-business skills - e-user skills - e-practitioner skills	- e-literacy (Open source knowledge specific) - e-participation/democracy - e-government - e-business skills - e-user skills - e-practitioner skills
<b>Users</b> 	Use ICT In Service Delivery Government, Kids, Call Centre Operator, Educators, Shop Owners, Farmer, Health Practitioners Goals: Make Employee Employable and Perform Life-long Learning		- e-user skills - e-literacy skills - e-business skills	- e-user skills - e-community skills - e-literacy skills - e-participation/democracy skills - e-government skills	- e-literacy skills - e-business skills - e-user skills - e-practitioner skills - e-community skills	- e-literacy skills - e-participation/democracy skills - e-user skills - e-government skills
<b>Communities</b> 	Benefit from ICT Community Centre, Clinics, SALGA, General Public, Rural Area People	- e-literacy skills - e-participation/democracy skills - e-user skills - e-community skills - e-government skills - e-security skills	- e-community skills - e-security skills	- e-participation/democracy skills - e-user skills - e-community skills - e-government skills - e-security skills	- e-security skills	- e-literacy skills - e-user skills - e-security skills

Provide Services Nationally at e-SI and Through/At Existing Institutions and Facilities  
 (Community Centres, Schools, Halls, Universities, FET Colleges, Etc.)

**e-Skill Sets**  
 e-Literacy Skills: aimed at employment readiness, particularly targeting unemployed and unskilled youth and rural society (including starting own small business)  
 e-Participation and e-Democracy Skills: focus on enhancing citizen interactive engagement with communities, local, provincial and national governance processes to increase participation, self-reliance and equity.  
 e-Government/Governance Skills: focus on increasing efficiency and productivity interactive bimodal approaches to service delivery of governments and its agencies across all ICT platforms including new call phone technology, community radio, and the like  
 e-Business Skills: aimed at increasing organisational efficiency productivity.  
 e-User Skills: focus on enhancing efficiency of public and private sector knowledge workers.  
 e-Practitioner Skills: aimed at enhancing capacity of public and private sector to manage, support and service ICT.  
 e-Community Skills: aimed at increasing self-reliance, participation and community support in a socio-economic setting to build social cohesion in ways that can better build local solutions to societal matters such as crime, health, education and the like.

**Anticipated Impact - MTRF 2009 - 2014; MDGs and WSIS Plan of Action**  
 - 100% increase of short courses, undergraduates, post graduates and open and distance learning courses relevant to e-skills needs  
 - 50% increase of University, FET, Training Agency intakes in relevant e-skills aligned to and accepted by industry, Government and Educational needs.  
 - At least five new industry and/or service provision options developed that will create sustainable employment, increase focus on national goals and provide national, continental and international leadership in equity of opportunity and global competitiveness in Information Society and Knowledge based economies.  
 - 100% increase of the number of substantive and targeted e-skills research programmes  
 - Major contribution to the country's global e-readiness indicator rankings  
 - 100% increase of the number of international research leaders, government leaders undertaking substantive collaborative e-skills

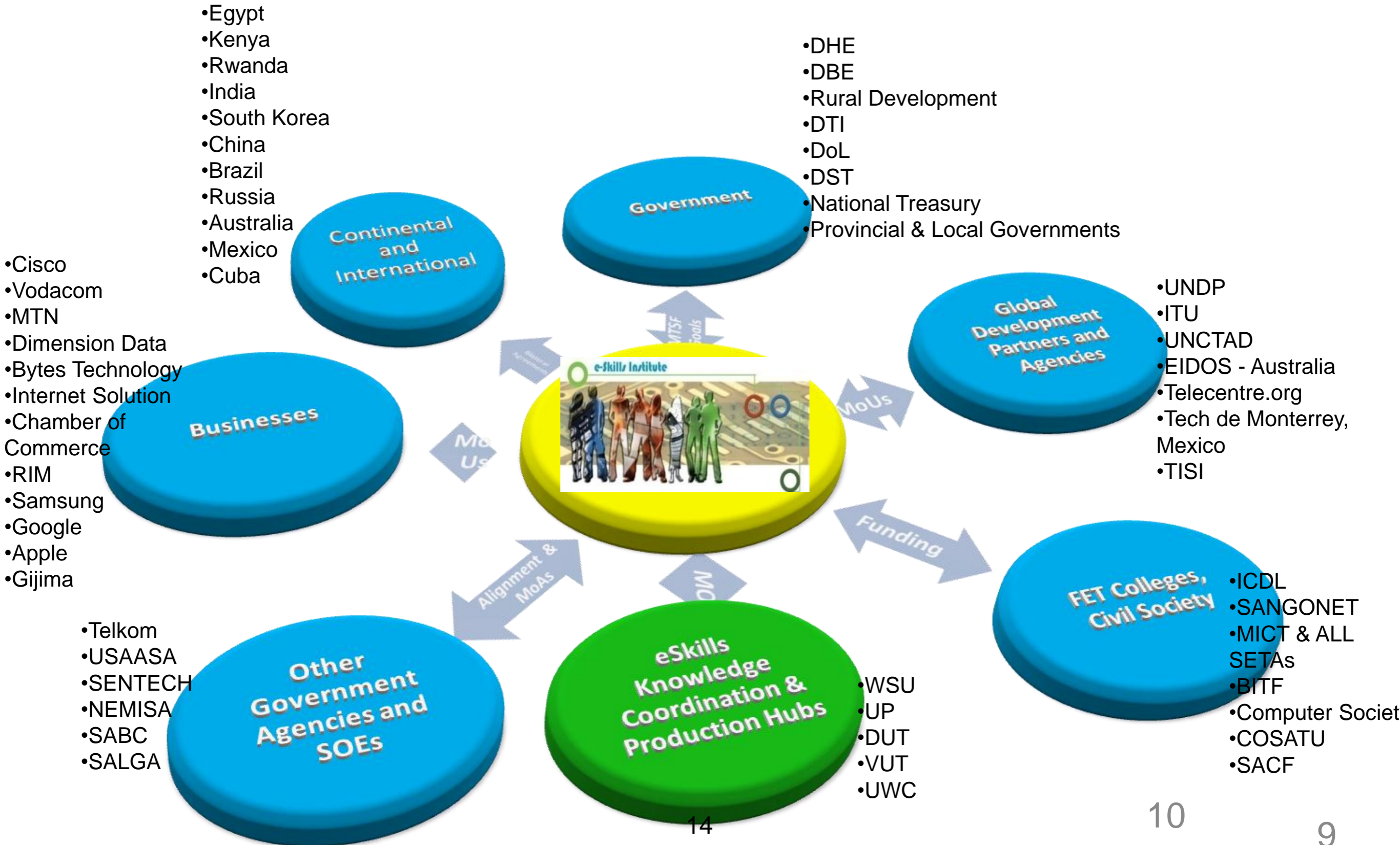
**In order to accommodate the beneficiaries mentioned, the following assumptions apply:**  
 - Have the accommodation nationally and through it's provincial presence train communities, users and practitioners  
 - Provincial e-Skills knowledge production & coordination hubs must be capacitated to perform the required training and to collaborate with partners  
 - Full complement of staff must be available  
 - Required funding must be secured  
 - The relevant curricula must be developed and accredited  
 - The administrative capability must be established and staffed  
 - Selected community e-centres must be capacitated  
 - A Marketing and communications plan must be executed  
 - Contractual agreements must be signed and implemented



Result of Upgrading



## created a national multi-stakeholder network model

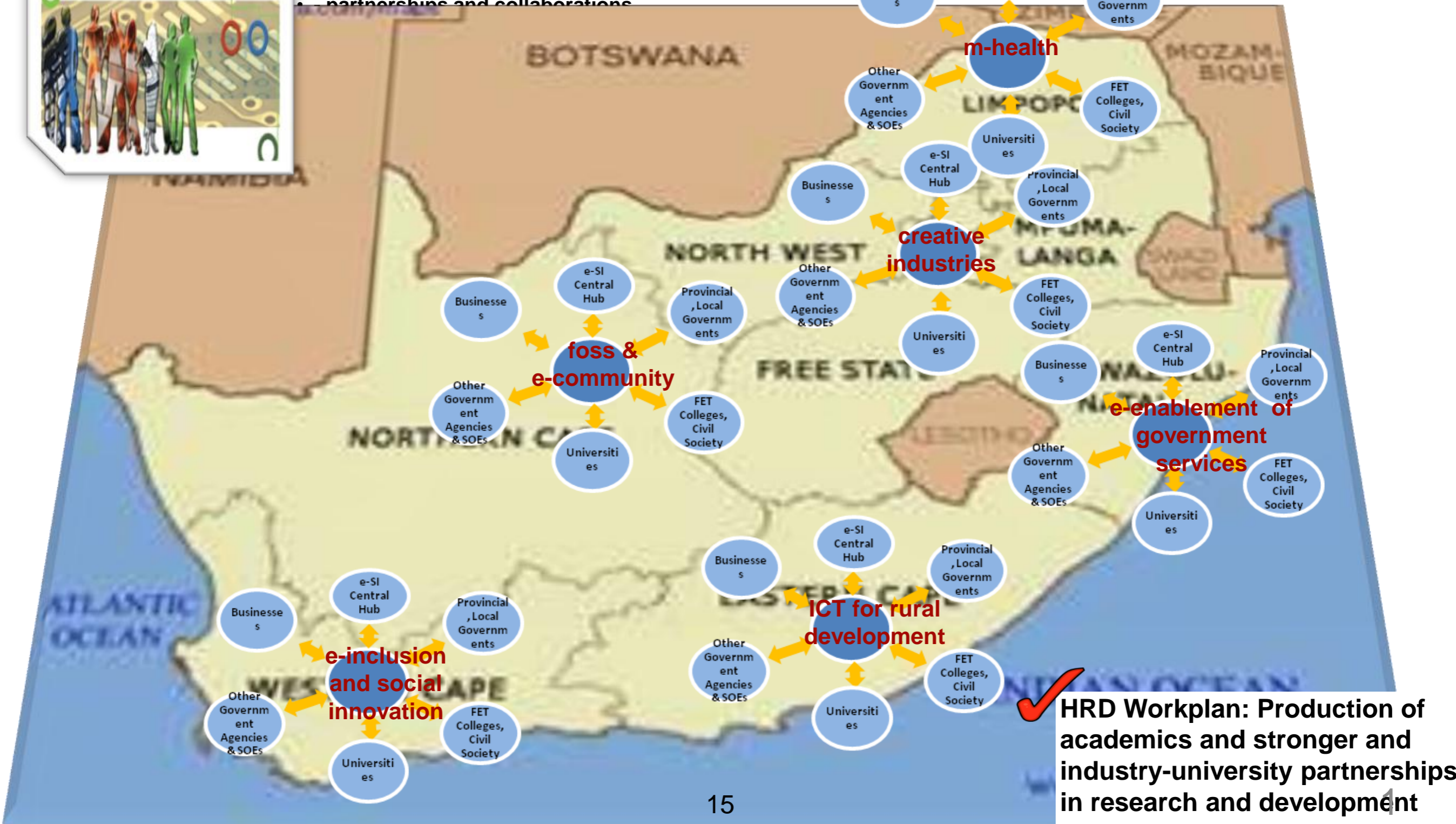




# e-skills delivery model

**national & decentralised e-skills model for impact (coordination, aggregation of demand and supply)**

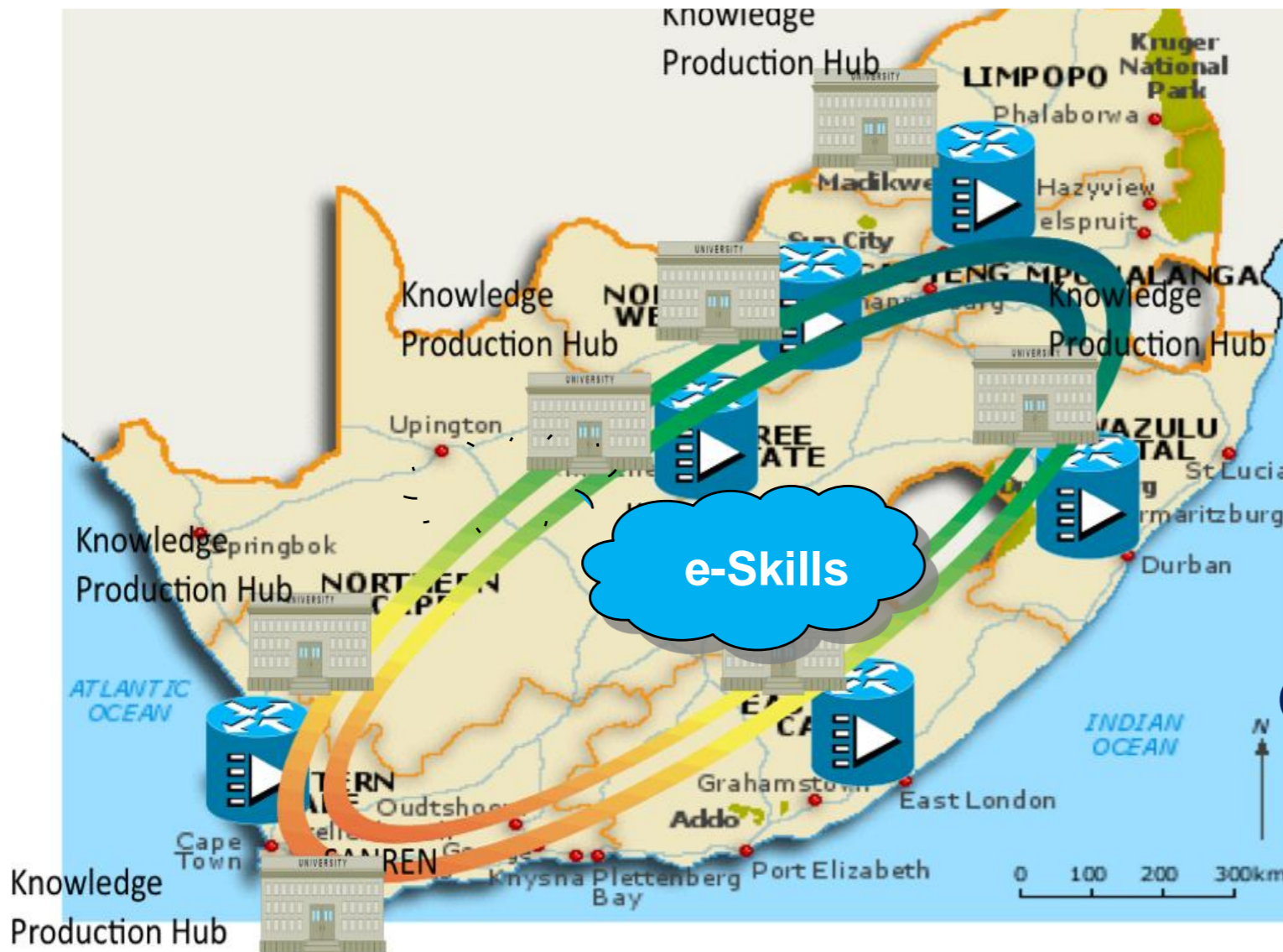
partnerships and collaborations



**✓ HRD Workplan: Production of academics and stronger and industry-university partnerships in research and development**

# e-skills delivery model supported by ICT

## 21st century e-skills virtual network for knowledge production & transfer



within a developmental context: There is a key role for ICT & the ICT sector



capacity development and human resource development towards a digital and knowledge economy and an e-literate society by 2030

## Over the next 5 years, the e-Skills Institute aims to deliver on:

### **1. Thought Leaders (across business, government, education, civil society including labour)**

- 120 post-graduate students
- 4200 targeted seminars lectures aimed at senior decision- makers, researchers
- 400 e-skills researchers (ReSNeS)
- 1 000 e-Skills Summit (NeSPA)

### **2. Creative industries & ICT sector (practitioners)**

- 45 PhD students
- 90 Honours & Masters degree students
- 900 B Degree students
- 10 international visiting scholars
- Recognised, Certificated Industry-related Qualifications (short-courses)

### **3. Users across key sectors i.e. government, health, education (FETs), business**

- 1 million recognised, certificated industry-related qualifications (short-courses) targeted at business, government (including local government) , education, health and private sector

### **4. Communities (citizens, unemployed, women, youth, physically disabled)**

- 10 million basic e-literacy skilled citizens (social appropriation of technology)
- 20% Civil society organisations capacitated to delivery on social appropriation skills

