



The impact of the EULEP project on the Italian VET strategy

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Italian VET system's governance

Short description

Vocational education and training (VET) in Italy is characterized by multilevel governance with broad involvement of **national, regional** and **local stakeholders**.

Ministry of Education and Merit and **Ministry of Labour and Social policies** sets general rules and common principles for the system, while the **Regions** hold primary responsibility for managing most VET programs, apprenticeships, and financing.

Social partners, such as employer and worker representatives, play a key role in defining skills and promoting company-level training.

The Eulep project's impact at national level

INAPP, in agreement with the other Italian partners – IFOA, Unioncamere, Università di Genova - presented the EULEP project to the Ministry of Labour in April 2024.

The Ministry included the proposed **learning outcomes developed by the EULEP Project** in '**Fondo Nuove Competenze**' (FNC, New Skills Fund), a public training call.

The FNC is an Italian public fund, co-financed by the ESF+.

It enables companies to update workers' skills by allocating a portion of their working hours to training.



The **learning outcomes identified by the EULEP Project** during its initial phases—particularly through Work Package 2 on market analysis—**have been incorporated into the descriptions contained in the Atlante del Lavoro e delle Qualificazioni** (Atlas of Work and Qualifications).

The Atlas of Work and Qualifications is a public tool, developed and managed by INAPP in cooperation with institutions and stakeholders.

It is a key reference for the description, classification, and mapping of work activities and the skills required in the Italian labour market.

With the Interministerial Decree of January 5, 2021, the Atlas became the technical tool for managing the National Register of Qualifications and Competences.

The EULEP's AI and VR learning outcomes, were included in the “Common Area” sector and form a new specific process entitled: *Digital Transition, Artificial Intelligence (AI), and Virtual Reality (VR)*.

You can see them here <https://www.inapp.gov.it/atlantelavoro/esplora-atlante-lavoro/>

Filtri

Seleziona Processo

LAYOUT

 Blocchi

 Lista

SEP

24. Area comune

**Affari generali, segreteria
e facilities management**

**Amministrazione, finanza
e controllo di gestione**

**Organizzazione, gestione
delle risorse umane e
sicurezza**

**Marketing, sviluppo
commerciale e pubbliche
relazioni**

**Gestione del processo
produttivo, qualità,
funzioni tecniche e
logistica interna**

**Interpretariato e
Traduzione**

**Transizione digitale,
intelligenza artificiale (AI)
e realtà virtuale (VR)**

**Transizione ecologica,
riduzione dei consumi
energetici, circolarità e
contenimento degli
impatti ambientali**

The process *Digital Transition, Artificial Intelligence (AI), and Virtual Reality (VR)* gives rise to two process sequences

Filtri Seleziona Sequenza LAYOUT Bloccchi Lista

SEP	PROCESO	Sequenza 1	Sequenza 2
24. Area comune	Transizione digitale, intelligenz	Analisi, progettazione e implementazione di soluzioni di AI e VR nei processi lavorativi	Monitoraggio, valutazione e proposte di aggiornamento e miglioramento in continuo delle soluzioni di AI e VR adottate

The two sequences led to the creation of four new Activity Areas within the first sequence, *Analysis, design, and implementation of AI and VR solutions in work processes*

Filtri Selezione ADA LAYOUT Blocchi Lista

SEP 24. Area comune	ADA.24.07.01 Analisi dei processi lavorativi e degli output finalizzata ad individuare ambiti di applicazione dell'IA e della VR
PROCESSO Transizione digitale, intelligente	ADA.24.07.02 Individuazione delle opportunità offerte dall'AI e dalla VR applicabili alla trasformazione dei processi lavorativi e ai prodotti/servizi
SEQUENZA Analisi, progettazione e implementazione	ADA.24.07.03 Progettazione e implementazione di soluzioni di AI e VR nei processi lavorativi e negli output finali e intermedi
	ADA.24.07.04 Comunicazione e formazione interna delle soluzioni di AI e VR adottate

and two new Activity Areas within the second sequence, *Monitoring, evaluation, and continuous proposals for updating and improving the adopted AI and VR solutions*

Filtri Seleziona ADA LAYOUT Blocchi Lista

SEP 24. Area comune	ADA.24.07.05 Monitoraggio e valutazione delle soluzioni di AI e VR adottate
PROCESSO Transizione digitale, intelligenz	ADA.24.07.06 Identificazione e sostegno dei cambiamenti necessari all'adozione di soluzioni di AI e VR nei processi lavorativi e negli output
SEQUENZA Monitoraggio, valutazione e	

Conclusion

The inclusion of learning outcomes identified by the EULEP Project in AI and VR in the Atlas of Work and Qualification means they can be used in the future not only by the Ministry of Labour's FNC initiative but also by **all education and training systems recognized within the National Competence Certification framework**, both at national and regional level.



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Thank you



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