



Study to support and design skills development in the blue economy

UFM Regional platform for a sustainable blue economy
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Objectives

01

Comprehensive skills analysis

Conduct an in-depth assessment of current and future skill requirements across blue economy sectors, ensuring alignment with sustainable growth and addressing skill gaps through quantitative and qualitative research methodologies.



02

Educational programmes inventory

Create a detailed inventory of existing educational and training programmes relevant to the blue economy, identifying strengths and weaknesses to facilitate targeted enhancements in workforce development initiatives.



03

Policy recommendations

Develop actionable policy recommendations based on study findings to enhance training opportunities, support emerging sectors, and attract new talent, ultimately fostering economic growth and sustainability in the blue economy.

Results & Deliverables

Broad stakeholder engagement

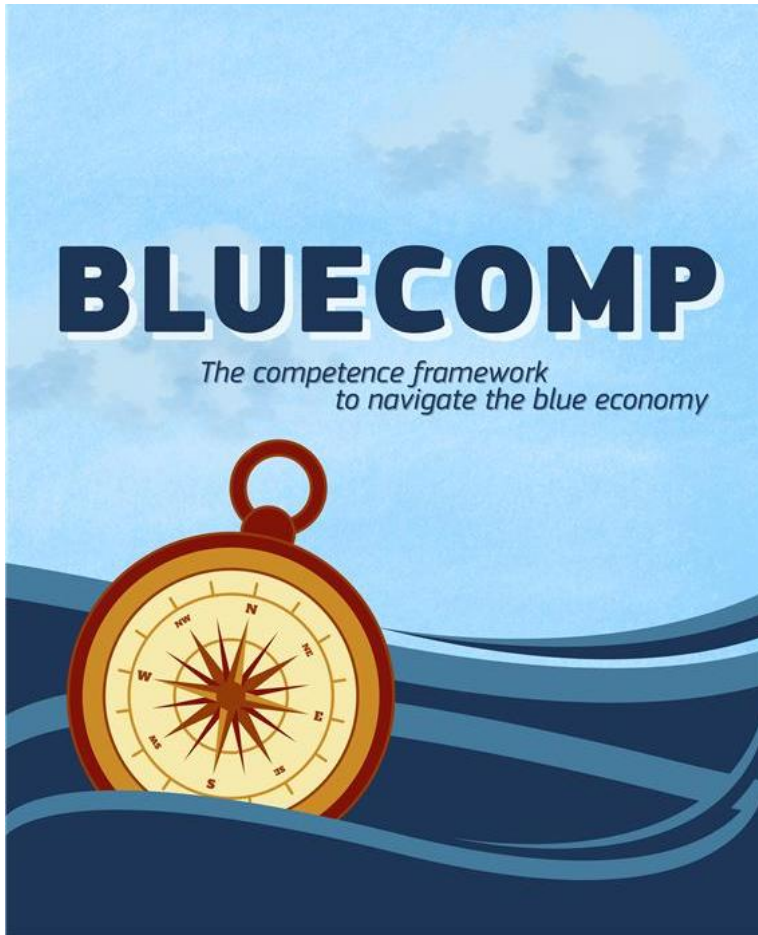
Mapping of current and future skills needs

Consolidated definition of “blue skills”

BlueComp competence framework

Recommendations for EU and Member States

The BlueComp competence framework



- Defines the **knowledge, skills, and attitudes needed to work in the blue economy**, in alignment with sustainability, digitalisation, and resilience goals.
- For **education providers** to design new curricula and vocational training; for **policy-makers** to support workforce transition; for **employers** to guide HR strategies and upskilling/reskilling; and for **learners** to plan their careers and personal development.
- Designed to evolve over time and to allow for customisation by region or subsector.

The BlueComp competence framework

Dimensions	Subcategories
Understanding the blue economy	Ocean literacy
	Blue systems thinking
	Blue economy regulations
Digital and technological skills	Data & digital proficiency
	Digital communication
	Cybersecurity & maritime safety
	Open science & data sharing

Dimensions	Subcategories
Sustainability and resilience in blue economy sectors	Sustainable resource management
	Circular economy principles
	Climate adaptation & coastal resilience
	Ecosystem-based management (EBM)
Business innovation & governance	Value chain thinking
	Leadership & blue innovation
	Blue finance & investment
	Ethical & participatory governance

- + **Practical examples** from real projects and industry practices
- + **Use cases** illustrating how each competence is applied

Preliminary recommendations

Institutionalise and localise BlueComp

Develop sector-specific competence frameworks

Build a BlueComp community of practice (and repository)

Strengthen skills intelligence systems

Promote dual education and blue VET

Mainstream blue careers awareness

Expand mobility and career pathways

Streamline certification and recognition

Ongoing

Blue careers projects - EMFAF

Blue Career Centre for Aquaculture Education supported by a gamification approach and distance learning platform | [BlueAquaEdu](#)

Blue jobs through blue careers | [BOUTCAR](#)

The Next Blue Generation | [NextBlueGeneration](#)

Unlocking Transversal and Entrepreneurial Skills for the Blue Bioeconomy | [BlueBioTechpreneurs](#)

Training framework on Underwater Tecs as key enabler for blue careers development | [uBlueTec](#)

Blue careers in net-zero energy ports | [BLUE PORTS](#)

Integrating young offenders through the blue economy | [Turning Blue](#)

Game-based Learning of Entrepreneurship and Next-Generation Skills in Coastal Tourism | [COASTAL PRO](#)

More information [here](#).

Blue Skills – BlueAquaEdu

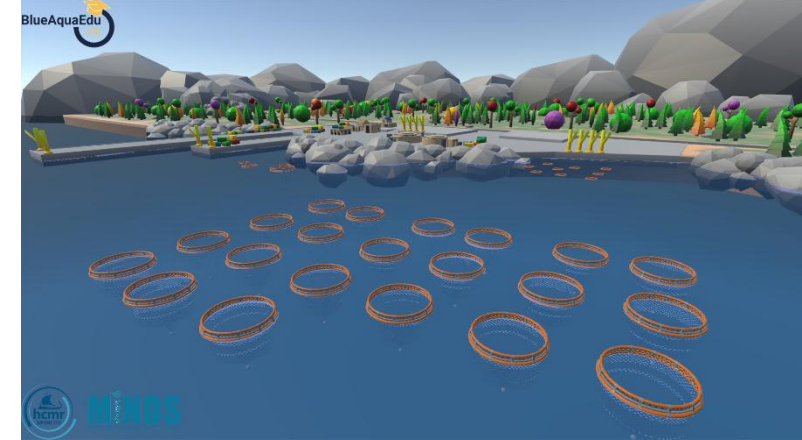
CALL - EMFAF-2023-Blue Careers for a sustainable blue economy - EUR 7 500 000

OBJECTIVES - Promoting green and digital blue skills, professions and careers; Reskilling and upskilling schemes & cooperation between education and industry and increasing Blue careers awareness & attractiveness for students and young professionals.

PROJECT – [News / Agenda - BlueAquaEdu - Distance learning platform](#)

OBJECTIVES - Gamification as a pedagogic approach to motivate teenagers and students to learn about aquaculture, post-harvesting value chain and by-products valorisation. Key activities:

- ✓ Develop a **gamification application** for sustainable aquaculture
- ✓ Develop 5 **aquaculture training programmes** (cage farming, hatcheries, RAS, post-harvesting, by-products valorisation)
- ✓ Attract competent trainers and **mentors**
- ✓ Establish a virtual aquaculture **educational network**
- ✓ Develop an **e-learning platform** for mentoring and for hosting training material
- ✓ Organise workshops, summer schools & apprenticeships in EL, FR and PT



Project duration: 1 Sep 2023 - 28 Feb 2026

Budget: € 1.247.416 (80% EU contribution)

Countries: EL, FR, PT

Thank you

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