

The EU strategy on virtual worlds highlights the value of digital training fostered by the 5G-DiGITS project



Cross-sectorial education and talent development for beyond 5G Digital and Green Industrial Technologies



The Erasmus+ project 5G-DiGITS trains future professionals to lead the transition toward open, interoperable and sustainable digital environments

Brussels, 7th August 2025. The European Commission has unveiled its roadmap to strengthen the EU's leadership in the development of virtual worlds and Web 4.0. According to the official communication, this ecosystem could generate up to €800 billion in economic value by 2030 and create around 860,000 new jobs by 2025.

The strategy focuses on three pillars: investment in European technology, reducing global dependencies, and developing digital skills. In this last area, the Erasmus+ project **5G-DiGITS** plays a key role by training the professionals who will lead this digital and green transformation.

5G-DiGITS brings together universities, vocational training centres and companies from seven European countries. The goal is clear: to design innovative education programmes that combine 5G technology, sustainability and entrepreneurship. In doing so, the project supports the EU's vision of open, safe and interoperable virtual worlds.

With a 36-month duration and a total budget of €1,745,421, the project is coordinated by Envolve Entrepreneurship and involves Universitat Politècnica de València, the National and Kapodistrian University of Athens, Infolytis, Karlstad University, Technical University of Crete, Inercia Digital, CNC, Finnova, A8, Techin and F6S.

“Europe cannot lead the next digital revolution without skilled talent. Projects like 5G-DiGITs are essential to connecting innovation, education and sustainability,” says the project coordination team.

More

information:

<https://5g-digits.eu>

<https://digital-strategy.ec.europa.eu/en/news/eus-strategic-role-virtual-worlds-innovation-investment-and-global-dependencies>