

## Digital Single Market - country sheet

The European Commission has made it a priority to create a Digital Single Market by breaking down barriers for citizens and businesses. In order to achieve this, the Digital Single Market Strategy is built on three pillars:

1. Better access for consumers and businesses to digital goods and services across Europe
2. Creating the right conditions for digital networks and services to flourish
3. Maximising the growth potential of the Digital Economy

## KEY FACTS AND FICURES

1. Better access for consumers and businesses to digital goods and services across Europe

## CONSUMERS

$\square$
EE $\square \mathrm{E}$
Using the Internet 75\% / 82\%


To access audiovisual content
Music, Videos and Games
\% of Internet users
80 [




To access audiovisual content
Video on Demand \% households that have a TV


Citizens interested in receiving content from other EU countries when at home


## EE Digital Single Market - country sheet

## BUSINESSES

$\square$ EE $\square$ EU


Problems for selling online:

Delivery costs are too high


Guarantees and returns too expensive


Don't know the rules to be followed


If eCommerce rules were the same throughout the EU..

Would you start or increase your online sales to other EU countries?

2. Creating the right conditions for digital networks and services to flourish


Fast Broadband (Next-Generation Access) Coverage 62\% / 74\% \% households, out of all households


## EE Digital Single Market - country sheet

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## TRUST AND SECURITY

$\square$ EE $\square \mathrm{EU}$

What concern do you have when using the Internet for things like banking or shopping online?

You are concerned about someone misusing your personal data
34
43
You are concerned about the security of online payments


You prefer conducting the transaction in person e.g. so you can inspect the product yourself or ask a real person about it

## 26

26
You are concerned about not receiving
the goods or services that you buy online


Other
2
3
None


## 3. Maximising the growth potential of the Digital Economy

## DIGITAL SKILLS AND JOBS

Basic Digital Skills - People able to send emails, use editing tools, install new devices, etc.



## BUSINESSES USING ICT

$\square$ EE $\square$

Businesses that use an Enterprise Resource Planning (ERP) software package, to share information between different functional areas (e.g. accounting, planning, production, marketing)

31\% / 17\%


## PUBLIC SERVICES

$\square \mathrm{EE} \square \mathrm{EU}$
eGovernment Users
returning filled forms to public authorities,
out of Internet users


Businesses that purchase cloud computing services, to host the enterprise's database or for accounting software applications for example

ePrescription
General practitioners who use electronic networks to transfer prescriptions to pharmacists


