#### Frequencies - DigI-VET Germany

		1	1			
	1	1				
	Valid	Missing	Mean	Median	Std. Deviation	Minimum
Country	115	0	58,00	58,00	33,342	1
Country	115	0	2,00	2,00	,000	2
Gender	115	0	1,57	2,00	,498	1
Age	115	0	3,39	3,00	1,049	1
Status - I am	115	0	2,11	1,00	1,700	1
Status – I am active	115	0	4,46	3,00	2,440	3
Definition: Digitisation is the process of converting information into a digital (i. e. computer-readable) format.	115	0	1,47	1,00	,501	1
Definition: Digitisation is the process of converting economic processes from an analog to a digital way of work.	115	0	1,43	1,00	,514	1
Definition: Digitisation is the process of digital change in society and the digital transformation which is recognized as the digital revolution.	115	0	1,43	1,00	,548	1
Definition: Digitisation the digital modification of instruments and tools.	115	0	1,71	2,00	,491	1
Definition: Digitisation means to compress data lossless or lossy.	115	0	2,54	3,00	,625	1
Definition: Digitisation means optimisation of business processes using information technology.	115	0	1,46	1,00	,535	1
Challenges: Digitisation is a process which challenges society.	115	0	1,32	1,00	,488	1
Challenges: Digitisation is a process which challenges enterprises / company	115	0	1,54	2,00	,518	1

	Maximum
Country	115
Country	2
Gender	2
Age	6
Status - I am	7
Status - I am active	12
Definition: Digitisation is the process of converting information into a digital (i. e. computer-readable) format.	2
Definition: Digitisation is the process of converting economic processes from an analog to a digital way of work.	3
Definition: Digitisation is the process of digital change in society and the digital transformation which is recognized as the digital revolution.	3
Definition: Digitisation the digital modification of instruments and tools.	3
Definition: Digitisation means to compress data lossless or lossy.	3
Definition: Digitisation means optimisation of business processes using information technology.	3
Challenges: Digitisation is a process which challenges society.	3
Challenges: Digitisation is a process which challenges enterprises / company	3

	1	N				
	Valid	Missing	Mean	Median	Std. Deviation	Minimum
Challenges: Digitisation is a process which challenges everyone.	115	0	1,60	2,00	,526	1
Challenges: Digitisation is a process which challenges teachers/trainers	115	0	1,56	2,00	,533	1
Challenges: Digitisation is a process which challenges learners.	115	0	1,64	2,00	,549	1
Challenges: Digitisation is a process which challenges teachers/trainers.	115	0	1,61	2,00	,508	1
Challenges: Digitisation is a process which challenges politics.	115	0	1,57	2,00	,515	1
Challenges: Digitisation is a process which challenges economy.	115	0	1,63	2,00	,519	1
Essential focus: Digitisation focusses essentially on data security and privacy.	115	0	1,70	2,00	,499	1
Essential focus: Digitisation focusses essentially on digital network infrastructure.	115	0	1,81	2,00	,560	1
Essential focus: Digitisation focusses essentially on enhancing processes.	115	0	1,50	1,00	,536	1
Essential focus: Digitisation focusses essentially on collecting data.	115	0	2,18	2,00	,696	1
Essential focus: Digitisation focusses essentially on offering information.	115	0	1,83	2,00	,529	1
Groups: Digitisation is a process which has to be handled by learners.	115	0	1,83	2,00	,591	1
Groups: Digitisation process which has to be handled by VET-provders.	115	0	1,46	1,00	,501	1

	Maximum
Challenges: Digitisation is a process which challenges everyone.	3
Challenges: Digitisation is a process which challenges teachers/trainers	3
Challenges: Digitisation is a process which challenges learners.	3
Challenges: Digitisation is a process which challenges teachers/trainers.	3
Challenges: Digitisation is a process which challenges politics.	3
Challenges: Digitisation is a process which challenges economy.	3
Essential focus: Digitisation focusses essentially on data security and privacy.	3
Essential focus: Digitisation focusses essentially on digital network infrastructure.	3
Essential focus: Digitisation focusses essentially on enhancing processes.	3
Essential focus: Digitisation focusses essentially on collecting data.	3
Essential focus: Digitisation focusses essentially on offering information.	3
Groups: Digitisation is a process which has to be handled by learners.	4
Groups: Digitisation process which has to be handled by VET-provders.	2

	1	N				
	Valid	Missing	Mean	Median	Std. Deviation	Minimum
Groups: Digitisation is process which has to be handled by politicians.	115	0	1,94	2,00	,582	1
Groups: Digitisation is process which has to be handled by technical experts.	115	0	1,43	1,00	,497	1
Groups: Digitisation is process which has to be handled by teachers and trainers.	115	0	1,40	1,00	,492	1
Groups: Digitisation is process which has to be handled by staff members in companies.	115	0	1,34	1,00	,475	1
Groups: Digitisation is process which has to be handled by business leaders.	113	2	1,80	2,00	,629	1
Do you know the term Industry 4.0?	115	0	1,33	1,00	,472	1
How important is digitisation today? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)	94	21	7,46	7,00	1,215	5
How important will be digitisation in five years? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)	61	54	8,61	8,00	1,320	5
How important is the change concerning industry 4.0 today? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)	87	28	7,60	8,00	1,368	4

	Maximum
Groups: Digitisation is process which has to be handled by politicians.	4
Groups: Digitisation is process which has to be handled by technical experts.	2
Groups: Digitisation is process which has to be handled by teachers and trainers.	2
Groups: Digitisation is process which has to be handled by staff members in companies.	2
Groups: Digitisation is process which has to be handled by business leaders.	3
Do you know the term Industry 4.0?	2
How important is digitisation today? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)	10
How important will be digitisation in five years? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)	10
How important is the change concerning industry 4.0 today? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)	10

	1	N				
	Valid	Missing	Mean	Median	Std. Deviation	Minimum
How important will be the change concerning industry 4.0 in five years? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)	60	55	8,82	10,00	1,347	5
Which competences are important for the digital change in society / industry 4.0? Social competences	115	0	2,01	2,00	,386	1
Which competences are important for the digital change in society / industry 4.0? Communicative competences	115	0	1,55	2,00	,500	1
Which competences are important for the digital change in society / industry 4.0? Methodological competences	115	0	1,65	2,00	,478	1
Which competences are important for the digital change in society / industry 4.0? Process-related competences	115	0	1,26	1,00	,441	1
Which competences are important for the digital change in society / industry 4.0? Research-related competences	115	0	2,57	3,00	,563	1
Which competences are important for the digital change in society / industry 4.0? Subject specific competences	115	0	1,45	1,00	,550	1
Which competences are important for the digital change in society / industry 4.0? Practice-related competences	115	0	1,92	2,00	,401	1

How important will be the change concerning industry 4.0 in five years? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)	Maximum 10
Which competences are important for the digital change in society / industry 4.0? Social competences	3
Which competences are important for the digital change in society / industry 4.0? Communicative competences	2
Which competences are important for the digital change in society / industry 4.0? Methodological competences	2
Which competences are important for the digital change in society / industry 4.0? Process-related competences	2
Which competences are important for the digital change in society / industry 4.0? Research-related competences	4
Which competences are important for the digital change in society / industry 4.0? Subject specific competences	3
Which competences are important for the digital change in society / industry 4.0? Practice-related competences	3

	1	N				
	Valid	Missing	Mean	Median	Std. Deviation	Minimum
Which competences are important for the digital change in society / industry 4.0? Managerial competences	115	0	2,01	2,00	,429	1
Which competences are important for the digital change in society / industry 4.0? Other	115	0	9,00	9,00	,000	9
Which competences are important for the digital change in society / industry 4.0? Other, please specify:	115	0				
Which skills are important for the digital change in society / industry 4.0? Basic IT skills	115	0	1,23	1,00	,426	1
Which skills are important for the digital change in society / industry 4.0? Deep IT skills	115	0	1,14	1,00	,348	1
Which skills are important for the digital change in society / industry 4.0? Technical skills	115	0	1,82	2,00	,388	1
Which skills are important for the digital change in society / industry 4.0? Organisational skills	115	0	1,48	1,00	,502	1
Which skills are important for the digital change in society / industry 4.0? Applying theoretical knowledge	115	0	2,29	2,00	,589	1
Which skills are important for the digital change in society / industry 4.0? Self- awareness and self- management	115	0	2,81	3,00	,395	2

	Maximum
Which competences are important for the digital change in society / industry 4.0? Managerial competences	3
Which competences are important for the digital change in society / industry 4.0? Other	9
Which competences are important for the digital change in society / industry 4.0? Other, please specify:	
Which skills are important for the digital change in society / industry 4.0? Basic IT skills	2
Which skills are important for the digital change in society / industry 4.0? Deep IT skills	2
Which skills are important for the digital change in society / industry 4.0? Technical skills	2
Which skills are important for the digital change in society / industry 4.0? Organisational skills	2
Which skills are important for the digital change in society / industry 4.0? Applying theoretical knowledge	3
Which skills are important for the digital change in society / industry 4.0? Self- awareness and self- management	3

	1	N				
	Valid	Missing	Mean	Median	Std. Deviation	Minimum
Which skills are important for the digital change in society / industry 4.0? Leadership skills	115	0	2,80	3,00	,443	2
Which skills are important for the digital change in society / industry 4.0? Team working skills	115	0	2,43	2,00	,498	2
Which skills are important for the digital change in society / industry 4.0? Planning skills	115	0	1,23	1,00	,420	1
Which skills are important for the digital change in society / industry 4.0? Implementation skills	115	0	1,70	2,00	,481	1
Which skills are important for the digital change in society / industry 4.0? Evaluation skills	115	0	2,04	2,00	,308	1
Which skills are important for the digital change in society / industry 4.0? Implementation skills	115	0	1,67	2,00	,491	1
Which skills are important for the digital change in society / industry 4.0? Ethical skills	115	0	2,27	2,00	,501	1
Which skills are important for the digital change in society / industry 4.0? Self- awareness and self- management skills	115	0	2,77	3,00	,420	2
Which skills are important for the digital change in society / industry 4.0? Problem solving skills	115	0	1,21	1,00	,408	1

	Maximum
Which skills are important for the digital change in society / industry 4.0? Leadership skills	4
Which skills are important for the digital change in society / industry 4.0? Team working skills	3
Which skills are important for the digital change in society / industry 4.0? Planning skills	2
Which skills are important for the digital change in society / industry 4.0? Implementation skills	3
Which skills are important for the digital change in society / industry 4.0? Evaluation skills	3
Which skills are important for the digital change in society / industry 4.0? Implementation skills	3
Which skills are important for the digital change in society / industry 4.0? Ethical skills	3
Which skills are important for the digital change in society / industry 4.0? Self- awareness and self- management skills	3
Which skills are important for the digital change in society / industry 4.0? Problem solving skills	2

	1	N				
	Valid	Missing	Mean	Median	Std. Deviation	Minimum
Which skills are important for the digital change in society / industry 4.0? Decision Making skills	115	0	1,54	2,00	,518	1
Which skills are important for the digital change in society / industry 4.0? Data analysis skills	115	0	1,94	2,00	,381	1
Which skills are important for the digital change in society / industry 4.0? Flexibiliy	115	0	1,88	2,00	,401	1
Which skills are important for the digital change in society / industry 4.0? Patience	115	0	1,96	2,00	,447	1
Which skills are important for the digital change in society / industry 4.0? Other	106	9	4,00	4,00	,000	4
Which skills are important for the digital change in society / industry 4.0? Other, please specify:	115	0				
Currently, digitization is important - unimportant	115	0	1,83	2,00	,620	1
Currently, digitization is interesting - uninteresting	115	0	1,81	2,00	,591	1
Currently, digitization is motivating - demotivating	115	0	1,90	2,00	,447	1
Currently, digitization is fun - boring	115	0	1,81	2,00	,494	1
Currently, digitization is innovative - old-fashioned	114	1	1,82	2,00	,502	1
Currently, digitization is helpful - not helpful	114	1	1,95	2,00	,513	1
Currently, digitization is useful - useless	115	0	2,03	2,00	,545	1

Which skills are important for the digital change in society / industry 4.0? Decision Making skills	Maximum 3
Which skills are important for the digital change in society / industry 4.0? Data analysis skills	3
Which skills are important for the digital change in society / industry 4.0? Flexibiliy	3
Which skills are important for the digital change in society / industry 4.0? Patience	4
Which skills are important for the digital change in society / industry 4.0? Other	4
Which skills are important for the digital change in society / industry 4.0? Other, please specify:	
Currently, digitization is important - unimportant	4
Currently, digitization is interesting - uninteresting	3
Currently, digitization is motivating - demotivating	3
Currently, digitization is fun - boring	3
Currently, digitization is innovative - old-fashioned	3
Currently, digitization is helpful - not helpful	3
Currently, digitization is useful - useless	4

	1	N				
	Valid	Missing	Mean	Median	Std. Deviation	Minimum
Currently, digitization is necessary - unnecessary	115	0	1,90	2,00	,536	1
Currently, digitization is easy to use in teaching - hard to use in teaching	113	2	1,99	2,00	,509	1
Currently, digitization is easy to use in learning - hard to use in learning	113	2	1,98	2,00	,654	1
In five year, digitization will be important - unimportant	115	0	1,46	1,00	,518	1
In five year, digitization will be interesting - uninteresting	113	2	1,54	2,00	,501	1
In five year, digitization will be motivating - demotivating	115	0	1,64	2,00	,565	1
In five year, digitization will be fun - boring	114	1	1,61	2,00	,507	1
In five year, digitization will be innovative - old-fashioned	112	3	1,52	2,00	,520	1
In five year, digitization will be helpful - not helpfu	113	2	1,45	1,00	,500	1
In five year, digitization will be useful - useless	114	1	1,46	1,00	,500	1
In five year, digitization will be necessary - unnecessary	113	2	1,75	2,00	,492	1
In five year, digitization will be easy to use in teaching - hard to use in teaching	115	0	1,67	2,00	,491	1
In five year, digitization will be easy to use in learning - hard to use in learning	115	0	1,50	1,00	,502	1
Should VET teachers and VET trainers support their students with digitisation to foster their learning processes?	115	0	1,21	1,00	,408	1

Currently, digitization is	Maximum 3
necessary - unnecessary	3
Currently, digitization is easy to use in teaching - hard to use in teaching	3
Currently, digitization is easy to use in learning - hard to use in learning	4
In five year, digitization will be important - unimportant	3
In five year, digitization will be interesting - uninteresting	2
In five year, digitization will be motivating - demotivating	3
In five year, digitization will be fun - boring	3
In five year, digitization will be innovative - old-fashioned	3
In five year, digitization will be helpful - not helpfu	2
In five year, digitization will be useful - useless	2
In five year, digitization will be necessary - unnecessary	3
In five year, digitization will be easy to use in teaching - hard to use in teaching	3
In five year, digitization will be easy to use in learning - hard to use in learning	2
Should VET teachers and VET trainers support their students with digitisation to foster their learning processes?	2

	N					
	Valid	Missing	Mean	Median	Std. Deviation	Minimum
Opportunities of digitisation	27	88	3,37	3,00	2,388	1
Opportunities of industry 4.0	26	89	5,54	4,50	3,723	1
Challenges of digitisation	27	88	2,63	2,00	2,078	1
Challenges of industry 4.0	27	88	2,15	2,00	1,610	1
Additional Comments	36	79	283,50	5,00	1665,519	1

#### Statistics

	Maximum
Opportunities of digitisation	9
Opportunities of industry 4.0	12
Challenges of digitisation	8
Challenges of industry 4.0	7
Additional Comments	9999

#### Frequency Table DigI-VET - Germany

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	1	1	,9	,9	,9
	2	1	,9	,9	1,7
	3	1	,9	,9	2,6
	4	1	,9	,9	3,5
	5	1	,9	,9	4,3
	6	1	,9	,9	5,2
	7	1	,9	,9	6,1
	8	1	,9	,9	7,0
	9	1	,9	,9	7,8
	10	1	,9	,9	8,7
	11	1	,9	,9	9,6
	12	1	,9	,9	10,4
	13	1	,9	,9	11,3
	14	1	,9	,9	12,2
	15	1	,9	,9	13,0
	16	1	,9	,9	13,9
	17	1	,9	,9	14,8
	18	1	,9	,9	15,7
	19	1	,9	,9	16,5
	20	1	,9	,9	17,4
	21	1	,9	,9	18,3
	22	1	,9	,9	19,1
	23	1	,9	,9	20,0
	24	1	,9	,9	20,9
	25	1	,9	,9	21,7
	26	1	,9	,9	22,6
	27	1	,9	,9	23,5
	28	1	,9	,9	24,3
	29	1	,9	,9	25,2
	30	1	,9	,9	26,1
	31	1	,9	,9	27,0
	32	1	,9	,9	27,8
	33	1	,9	,9	28,7
	34	1	,9	,9	29,6
	35	1	,9	,9	30,4
	36	1	,9	,9	31,3
	37	1	,9	,9	32,2
	38	1	,9	,9	33,0

	Frequency	Percent	Valid Percent	Cumulative Percent
39	1	,9	,9	33,9
40	1	,9	,9	34,8
41	1	,9	,9	35,7
42	1	,9	,9	36,5
43	1	,9	,9	37,4
44	1	,9	,9	38,3
45	1	,9	,9	39,1
46	1	,9	,9	40,0
47	1	,9	,9	40,9
48	1	,9	,9	41,7
49	1	,9	,9	42,6
50	1	,9	,9	43,5
51	1	,9	,9	44,3
52	1	,9	,9	45,2
53	1	,9	,9	46,1
54	1	,9	,9	47,0
55	1	,9	,9	47,8
56	1	,9	,9	48,7
57	1	,9	,9	49,6
58	1	,9	,9	50,4
59	1	,9	,9	51,3
60	1	,9	,9	52,2
61	1	,9	,9	53,0
62	1	,9	,9	53,9
63	1	,9	,9	54,8
64	1	,9	,9	55,7
65	1	,9	,9	56,5
66	1	,9	,9	57,4
67	1	,9	,9	58,3
68	1	,9	,9	59,1
69	1	,9	,9	60,0
70	1	,9	,9	60,9
71	1	,9	,9	61,7
72	1	,9	,9	62,6
73	1	,9	,9	63,5
74	1	,9	,9	64,3
75	1	,9	,9	65,2
76	1	,9	,9	66,1

	Frequency	Percent	Valid Percent	Cumulative Percent
77	1	,9	,9	67,0
78	1	,9	,9	67,8
79	1	,9	,9	68,7
80	1	,9	,9	69,6
81	1	,9	,9	70,4
82	1	,9	,9	71,3
83	1	,9	,9	72,2
84	1	,9	,9	73,0
85	1	,9	,9	73,9
86	1	,9	,9	74,8
87	1	,9	,9	75,7
88	1	,9	,9	76,5
89	1	,9	,9	77,4
90	1	,9	,9	78,3
91	1	,9	,9	79,1
92	1	,9	,9	80,0
93	1	,9	,9	80,9
94	1	,9	,9	81,7
95	1	,9	,9	82,6
96	1	,9	,9	83,5
97	1	,9	,9	84,3
98	1	,9	,9	85,2
99	1	,9	,9	86,1
100	1	,9	,9	87,0
101	1	,9	,9	87,8
102	1	,9	,9	88,7
103	1	,9	,9	89,6
104	1	,9	,9	90,4
105	1	,9	,9	91,3
106	1	,9	,9	92,2
107	1	,9	,9	93,0
108	1	,9	,9	93,9
109	1	,9	,9	94,8
110	1	,9	,9	95,7
111	1	,9	,9	96,5
112	1	,9	,9	97,4
113	1	,9	,9	98,3
114	1	,9	,9	99,1

	Frequency	Percent	Valid Percent	Cumulative Percent
115	1	,9	,9	100,0
Total	115	100,0	100,0	

#### Country

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	DE	115	100,0	100,0	100,0

#### Gender

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	female	50	43,5	43,5	43,5
	male	65	56,5	56,5	100,0
	Total	115	100,0	100,0	

#### Age

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	below 20	2	1,7	1,7	1,7
	21-30	20	17,4	17,4	19,1
	31-40	44	38,3	38,3	57,4
	41-50	32	27,8	27,8	85,2
	51-60	14	12,2	12,2	97,4
	over 60	3	2,6	2,6	100,0
	Total	115	100,0	100,0	

#### Status - I am ...

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	a trainer/teacher	67	58,3	58,3	58,3
	a student/learner	18	15,7	15,7	73,9
	a staff member of the Human Resources Management	7	6,1	6,1	80,0
	a business/company owner	8	7,0	7,0	87,0
	a VET-expert	6	5,2	5,2	92,2
	an Educational and Career Counsellor	6	5,2	5,2	97,4
	I am another type of educational expert	3	2,6	2,6	100,0
	Total	115	100,0	100,0	

#### Status - I am active ...

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	at a vocational school	76	66,1	66,1	66,1
	at a VET provider	3	2,6	2,6	68,7
	at a university	9	7,8	7,8	76,5
	at a company	15	13,0	13,0	89,6
	at the government	1	,9	,9	90,4
	at a teacher association	1	,9	,9	91,3
	at a chamber	6	5,2	5,2	96,5
	at an employers association	2	1,7	1,7	98,3
	at a trade union / employees association	2	1,7	1,7	100,0
	Total	115	100,0	100,0	

## Definition: Digitisation is the process of converting information into a digital (i.e. computer-readable) format.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	61	53,0	53,0	53,0
	agree	54	47,0	47,0	100,0
	Total	115	100,0	100,0	

### Definition: Digitisation is the process of converting economic processes from an analog to a digital way of work.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	67	58,3	58,3	58,3
	agree	47	40,9	40,9	99,1
	disagree	1	,9	,9	100,0
	Total	115	100,0	100,0	

# Definition: Digitisation is the process of digital change in society and the digital transformation which is recognized as the digital revolution.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	68	59,1	59,1	59,1
	agree	44	38,3	38,3	97,4
	disagree	3	2,6	2,6	100,0
	Total	115	100,0	100,0	

### Definition: Digitisation the digital modification of instruments and tools.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	35	30,4	30,4	30,4
	agree	78	67,8	67,8	98,3
	disagree	2	1,7	1,7	100,0
	Total	115	100,0	100,0	

#### Definition: Digitisation means to compress data lossless or lossy.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	8	7,0	7,0	7,0
	agree	37	32,2	32,2	39,1
	disagree	70	60,9	60,9	100,0
	Total	115	100,0	100,0	

## Definition: Digitisation means optimisation of business processes using information technology.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	64	55,7	55,7	55,7
	agree	49	42,6	42,6	98,3
	disagree	2	1,7	1,7	100,0
	Total	115	100,0	100,0	

#### Challenges: Digitisation is a process which challenges society.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	79	68,7	68,7	68,7
	agree	35	30,4	30,4	99,1
	disagree	1	,9	,9	100,0
	Total	115	100,0	100,0	

## Challenges: Digitisation is a process which challenges enterprises / company

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	54	47,0	47,0	47,0
	agree	60	52,2	52,2	99,1
	disagree	1	,9	,9	100,0
	Total	115	100,0	100,0	

#### Challenges: Digitisation is a process which challenges everyone.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	48	41,7	41,7	41,7
	agree	65	56,5	56,5	98,3
	disagree	2	1,7	1,7	100,0
	Total	115	100,0	100,0	

### Challenges: Digitisation is a process which challenges teachers/trainers

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	53	46,1	46,1	46,1
	agree	60	52,2	52,2	98,3
	disagree	2	1,7	1,7	100,0
	Total	115	100,0	100,0	

#### Challenges: Digitisation is a process which challenges learners.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	45	39,1	39,1	39,1
	agree	66	57,4	57,4	96,5
	disagree	4	3,5	3,5	100,0
	Total	115	100,0	100,0	

### Challenges: Digitisation is a process which challenges teachers/trainers.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	46	40,0	40,0	40,0
	agree	68	59,1	59,1	99,1
	disagree	1	,9	,9	100,0
	Total	115	100,0	100,0	

#### Challenges: Digitisation is a process which challenges politics.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	51	44,3	44,3	44,3
	agree	63	54,8	54,8	99,1
	disagree	1	,9	,9	100,0
	Total	115	100,0	100,0	

#### Challenges: Digitisation is a process which challenges economy.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	44	38,3	38,3	38,3
	agree	69	60,0	60,0	98,3
	disagree	2	1,7	1,7	100,0
	Total	115	100,0	100,0	

### Essential focus: Digitisation focusses essentially on data security and privacy.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	37	32,2	32,2	32,2
	agree	76	66,1	66,1	98,3
	disagree	2	1,7	1,7	100,0
	Total	115	100,0	100,0	

### Essential focus: Digitisation focusses essentially on digital network infrastructure.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	31	27,0	27,0	27,0
	agree	75	65,2	65,2	92,2
	disagree	9	7,8	7,8	100,0
	Total	115	100,0	100,0	

### Essential focus: Digitisation focusses essentially on enhancing processes.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	59	51,3	51,3	51,3
	agree	54	47,0	47,0	98,3
	disagree	2	1,7	1,7	100,0
	Total	115	100,0	100,0	

### Essential focus: Digitisation focusses essentially on collecting data.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	19	16,5	16,5	16,5
	agree	56	48,7	48,7	65,2
	disagree	40	34,8	34,8	100,0
	Total	115	100,0	100,0	

### Essential focus: Digitisation focusses essentially on offering information.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	27	23,5	23,5	23,5
	agree	80	69,6	69,6	93,0
	disagree	8	7,0	7,0	100,0
	Total	115	100,0	100,0	

### Groups: Digitisation is a process which has to be handled by learners.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	30	26,1	26,1	26,1
	agree	75	65,2	65,2	91,3
	disagree	9	7,8	7,8	99,1
	strongly disagree	1	,9	,9	100,0
	Total	115	100,0	100,0	

### Groups: Digitisation process which has to be handled by VET-provders.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	62	53,9	53,9	53,9
	agree	53	46,1	46,1	100,0
	Total	115	100,0	100,0	

### Groups: Digitisation is process which has to be handled by politicians.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	22	19,1	19,1	19,1
	agree	79	68,7	68,7	87,8
	disagree	13	11,3	11,3	99,1
	strongly disagree	1	,9	,9	100,0
	Total	115	100,0	100,0	

### Groups: Digitisation is process which has to be handled by technical experts.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	66	57,4	57,4	57,4
	agree	49	42,6	42,6	100,0
	Total	115	100,0	100,0	

### Groups: Digitisation is process which has to be handled by teachers and trainers.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	69	60,0	60,0	60,0
	agree	46	40,0	40,0	100,0
	Total	115	100,0	100,0	

### Groups: Digitisation is process which has to be handled by staff members in companies.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	76	66,1	66,1	66,1
	agree	39	33,9	33,9	100,0
	Total	115	100,0	100,0	

### Groups: Digitisation is process which has to be handled by business leaders.

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	strongly agree	36	31,3	31,9	31,9
	agree	64	55,7	56,6	88,5
	disagree	13	11,3	11,5	100,0
	Total	113	98,3	100,0	
Missing	9	1	,9		
	System	1	,9		
	Total	2	1,7		
Total		115	100,0		

#### Do you know the term Industry 4.0?

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Yes	77	67,0	67,0	67,0
	No	38	33,0	33,0	100,0
	Total	115	100,0	100,0	

# How important is digitisation today? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	5	4	3,5	4,3	4,3
	6	15	13,0	16,0	20,2
	7	29	25,2	30,9	51,1
	8	36	31,3	38,3	89,4
	important	10	8,7	10,6	100,0
	Total	94	81,7	100,0	
Missing	9	21	18,3		
Total		115	100,0		

# How important will be digitisation in five years? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	5	1	,9	1,6	1,6
	6	1	,9	1,6	3,3
	7	10	8,7	16,4	19,7
	8	23	20,0	37,7	57,4
	important	26	22,6	42,6	100,0
	Total	61	53,0	100,0	
Missing	9	54	47,0		
Total		115	100,0		

#### How important is the change concerning industry 4.0 today? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	4	2	1,7	2,3	2,3
	6	16	13,9	18,4	20,7
	7	23	20,0	26,4	47,1
	8	32	27,8	36,8	83,9
	important	14	12,2	16,1	100,0
	Total	87	75,7	100,0	
Missing	9	28	24,3		
Total		115	100,0		

# How important will be the change concerning industry 4.0 in five years? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	5	1	,9	1,7	1,7
	6	2	1,7	3,3	5,0
	7	6	5,2	10,0	15,0
	8	20	17,4	33,3	48,3
	important	31	27,0	51,7	100,0
	Total	60	52,2	100,0	
Missing	9	55	47,8		
Total		115	100,0		

### Which competences are important for the digital change in society / industry 4.0? Social competences

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	8	7,0	7,0	7,0
	important	98	85,2	85,2	92,2
	less important	9	7,8	7,8	100,0
	Total	115	100,0	100,0	

### Which competences are important for the digital change in society / industry 4.0? Communicative competences

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	52	45,2	45,2	45,2
	important	63	54,8	54,8	100,0
	Total	115	100,0	100,0	

### Which competences are important for the digital change in society / industry 4.0? Methodological competences

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	40	34,8	34,8	34,8
	important	75	65,2	65,2	100,0
	Total	115	100,0	100,0	

#### Which competences are important for the digital change in society / industry 4.0? Process-related competences

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	85	73,9	73,9	73,9
	important	30	26,1	26,1	100,0
	Total	115	100,0	100,0	

### Which competences are important for the digital change in society / industry 4.0? Research-related competences

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	1	,9	,9	,9
	important	50	43,5	43,5	44,3
	less important	61	53,0	53,0	97,4
	unimportant	3	2,6	2,6	100,0
	Total	115	100,0	100,0	

### Which competences are important for the digital change in society / industry 4.0? Subject specific competences

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	66	57,4	57,4	57,4
	important	46	40,0	40,0	97,4
	less important	3	2,6	2,6	100,0
	Total	115	100,0	100,0	

### Which competences are important for the digital change in society / industry 4.0? Practice-related competences

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	14	12,2	12,2	12,2
	important	96	83,5	83,5	95,7
	less important	5	4,3	4,3	100,0
	Total	115	100,0	100,0	

### Which competences are important for the digital change in society / industry 4.0? Managerial competences

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	10	8,7	8,7	8,7
	important	94	81,7	81,7	90,4
	less important	11	9,6	9,6	100,0
	Total	115	100,0	100,0	

### Which competences are important for the digital change in society / industry 4.0? Other

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	9	115	100,0	100,0	100,0

#### Which competences are important for the digital change in society / industry 4.0? Other, please specify:

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid 99	115	100,0	100,0	100,0

#### Which skills are important for the digital change in society / industry 4.0? Basic IT skills

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	88	76,5	76,5	76,5
	important	27	23,5	23,5	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Deep IT skills

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	99	86,1	86,1	86,1
	important	16	13,9	13,9	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Technical skills

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	21	18,3	18,3	18,3
	important	94	81,7	81,7	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Organisational skills

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	60	52,2	52,2	52,2
	important	55	47,8	47,8	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Applying theoretical knowledge

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	8	7,0	7,0	7,0
	important	66	57,4	57,4	64,3
	less important	41	35,7	35,7	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Self-awareness and self-management

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	important	22	19,1	19,1	19,1
	less important	93	80,9	80,9	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Leadership skills

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	important	25	21,7	21,7	21,7
	less important	88	76,5	76,5	98,3
	unimportant	2	1,7	1,7	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Team working skills

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	important	65	56,5	56,5	56,5
	less important	50	43,5	43,5	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Planning skills

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	89	77,4	77,4	77,4
	important	26	22,6	22,6	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Implementation skills

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	36	31,3	31,3	31,3
	important	78	67,8	67,8	99,1
	less important	1	,9	,9	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Evaluation skills

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	3	2,6	2,6	2,6
	important	104	90,4	90,4	93,0
	less important	8	7,0	7,0	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Implementation skills

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	39	33,9	33,9	33,9
	important	75	65,2	65,2	99,1
	less important	1	,9	,9	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Ethical skills

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	3	2,6	2,6	2,6
	important	78	67,8	67,8	70,4
	less important	34	29,6	29,6	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Self-awareness and self-management skills

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	important	26	22,6	22,6	22,6
	less important	89	77,4	77,4	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Problem solving skills

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	91	79,1	79,1	79,1
	important	24	20,9	20,9	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Decision Making skills

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	54	47,0	47,0	47,0
	important	60	52,2	52,2	99,1
	less important	1	,9	,9	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Data analysis skills

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	12	10,4	10,4	10,4
	important	98	85,2	85,2	95,7
	less important	5	4,3	4,3	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Flexibiliy

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	17	14,8	14,8	14,8
	important	95	82,6	82,6	97,4
	less important	3	2,6	2,6	100,0
	Total	115	100,0	100,0	

### Which skills are important for the digital change in society / industry 4.0? Patience

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	very important	12	10,4	10,4	10,4
	important	98	85,2	85,2	95,7
	less important	3	2,6	2,6	98,3
	unimportant	2	1,7	1,7	100,0
	Total	115	100,0	100,0	

## Which skills are important for the digital change in society / industry 4.0? Other

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	unimportant	106	92,2	100,0	100,0
Missing	9	9	7,8		
Total		115	100,0		

## Which skills are important for the digital change in society / industry 4.0? Other, please specify:

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	99	115	100,0	100,0	100,0

#### Currently, digitization is ... important - unimportant

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	important	32	27,8	27,8	27,8
	2	71	61,7	61,7	89,6
	3	11	9,6	9,6	99,1
	4	1	,9	,9	100,0
	Total	115	100,0	100,0	

#### Currently, digitization is $\ \dots \ interesting$ - uninteresting

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	interesting	33	28,7	28,7	28,7
	2	71	61,7	61,7	90,4
	3	11	9,6	9,6	100,0
	Total	115	100,0	100,0	

#### Currently, digitization is ... motivating - demotivating

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	motivating	18	15,7	15,7	15,7
	2	91	79,1	79,1	94,8
	3	6	5,2	5,2	100,0
	Total	115	100,0	100,0	

#### Currently, digitization is ... fun - boring

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	fun	27	23,5	23,5	23,5
	2	83	72,2	72,2	95,7
	3	5	4,3	4,3	100,0
	Total	115	100,0	100,0	

#### Currently, digitization is ... innovative - old-fashioned

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	innovative	26	22,6	22,8	22,8
	2	82	71,3	71,9	94,7
	3	6	5,2	5,3	100,0
	Total	114	99,1	100,0	
Missing	9	1	,9		
Total		115	100,0		

#### Currently, digitization is ... helpful - not helpful

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	helpful	18	15,7	15,8	15,8
	2	84	73,0	73,7	89,5
	3	12	10,4	10,5	100,0
	Total	114	99,1	100,0	
Missing	9	1	,9		
Total		115	100,0		

#### Currently, digitization is ... useful - useless

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	useful	14	12,2	12,2	12,2
	2	84	73,0	73,0	85,2
	3	16	13,9	13,9	99,1
	4	1	,9	,9	100,0
	Total	115	100,0	100,0	

#### **Currently, digitization is ... necessary - unnecessary**

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	necessary	23	20,0	20,0	20,0
	2	81	70,4	70,4	90,4
	3	11	9,6	9,6	100,0
	Total	115	100,0	100,0	

# Currently, digitization is ... easy to use in teaching - hard to use in teaching

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	easy to use in teaching	15	13,0	13,3	13,3
	2	84	73,0	74,3	87,6
	3	14	12,2	12,4	100,0
	Total	113	98,3	100,0	
Missing	9	1	,9		
	System	1	,9		
	Total	2	1,7		
Total		115	100,0		

# Currently, digitization is ... easy to use in learning - hard to use in learning

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	easy to use in learning	22	19,1	19,5	19,5
	2	74	64,3	65,5	85,0
	3	14	12,2	12,4	97,3
	4	3	2,6	2,7	100,0
	Total	113	98,3	100,0	
Missing	System	2	1,7		
Total		115	100,0		

#### In five year, digitization will be ... important - unimportant

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	important	63	54,8	54,8	54,8
	2	51	44,3	44,3	99,1
	3	1	,9	,9	100,0
	Total	115	100,0	100,0	

#### In five year, digitization will be ... interesting - uninteresting

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	interesting	52	45,2	46,0	46,0
	2	61	53,0	54,0	100,0
	Total	113	98,3	100,0	
Missing	9	1	,9		
	System	1	,9		
	Total	2	1,7		
Total		115	100,0		

#### In five year, digitization will be ... motivating - demotivating

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	motivating	46	40,0	40,0	40,0
	2	64	55,7	55,7	95,7
	3	5	4,3	4,3	100,0
	Total	115	100,0	100,0	

#### In five year, digitization will be ... fun - boring

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	fun	45	39,1	39,5	39,5
	2	68	59,1	59,6	99,1
	3	1	,9	,9	100,0
	Total	114	99,1	100,0	
Missing	9	1	,9		
Total		115	100,0		

#### In five year, digitization will be ... innovative - old-fashioned

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	innovative	55	47,8	49,1	49,1
	2	56	48,7	50,0	99,1
	3	1	,9	,9	100,0
	Total	112	97,4	100,0	
Missing	9	2	1,7		
	System	1	,9		
	Total	3	2,6		
Total		115	100,0		

#### In five year, digitization will be ... helpful - not helpfu

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	helpful	62	53,9	54,9	54,9
	2	51	44,3	45,1	100,0
	Total	113	98,3	100,0	
Missing	9	1	,9		
	System	1	,9		
	Total	2	1,7		
Total		115	100,0		

#### In five year, digitization will be ... useful - useless

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	useful	62	53,9	54,4	54,4
	2	52	45,2	45,6	100,0
	Total	114	99,1	100,0	
Missing	System	1	,9		
Total		115	100,0		

#### In five year, digitization will be ... necessary - unnecessary

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	necessary	31	27,0	27,4	27,4
	2	79	68,7	69,9	97,3
	3	3	2,6	2,7	100,0
	Total	113	98,3	100,0	
Missing	System	2	1,7		
Total		115	100,0		

# In five year, digitization will be $\dots$ easy to use in teaching - hard to use in teaching

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	easy to use in teaching	39	33,9	33,9	33,9
	2	75	65,2	65,2	99,1
	3	1	,9	,9	100,0
	Total	115	100,0	100,0	

# In five year, digitization will be ... easy to use in learning - hard to use in learning

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	easy to use in learning	58	50,4	50,4	50,4
	2	57	49,6	49,6	100,0
	Total	115	100,0	100,0	

## Should VET teachers and VET trainers support their students with digitisation to foster their learning processes?

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	yes	91	79,1	79,1	79,1
	rather yes	24	20,9	20,9	100,0
	Total	115	100,0	100,0	

#### Opportunities of digitisation

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	speeding up information	7	6,1	25,9	25,9
	knowledge is increasing	6	5,2	22,2	48,1
	processes are quicker	4	3,5	14,8	63,0
	cost reduction	3	2,6	11,1	74,1
	more automation	1	,9	3,7	77,8
	Everybody can get information easily	2	1,7	7,4	85,2
	better life standard	2	1,7	7,4	92,6
	more content	1	,9	3,7	96,3
	less problems	1	,9	3,7	100,0
	Total	27	23,5	100,0	
Missing	999	88	76,5		
Total		115	100,0		

### Opportunities of industry 4.0

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	easier work	3	2,6	11,5	11,5
	processes are much smoother	4	3,5	15,4	26,9
	speeding up production	3	2,6	11,5	38,5
	more interaction	3	2,6	11,5	50,0
	better overview	2	1,7	7,7	57,7
	clear informtion on work structures	2	1,7	7,7	65,4
	smart products	1	,9	3,8	69,2
	services can be increased	1	,9	3,8	73,1
	new markets	2	1,7	7,7	80,8
	better in competition	1	,9	3,8	84,6
	workfoce is better involved	1	,9	3,8	88,5
	new possibilities	3	2,6	11,5	100,0
	Total	26	22,6	100,0	
Missing	999	89	77,4		
Total		115	100,0		

### Challenges of digitisation

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	too much work	11	9,6	40,7	40,7
	data security	7	6,1	25,9	66,7
	information losses	2	1,7	7,4	74,1
	no concept	2	1,7	7,4	81,5
	different approaches	1	,9	3,7	85,2
	cost intensive	2	1,7	7,4	92,6
	content not only created by experts	1	,9	3,7	96,3
	financing is complicated	1	,9	3,7	100,0
	Total	27	23,5	100,0	
Missing	999	88	76,5		
Total		115	100,0		

### Challenges of industry 4.0

		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	data security	12	10,4	44,4	44,4
	workload	9	7,8	33,3	77,8
	no process overview	2	1,7	7,4	85,2
	high costs	1	,9	3,7	88,9
	only experts are aware of industry 4.0	1	,9	3,7	92,6
	different in every enterprise	1	,9	3,7	96,3
	need to teach idustry 4.0 and digitisation	1	,9	3,7	100,0
	Total	27	23,5	100,0	
Missing	999	88	76,5		
Total		115	100,0		

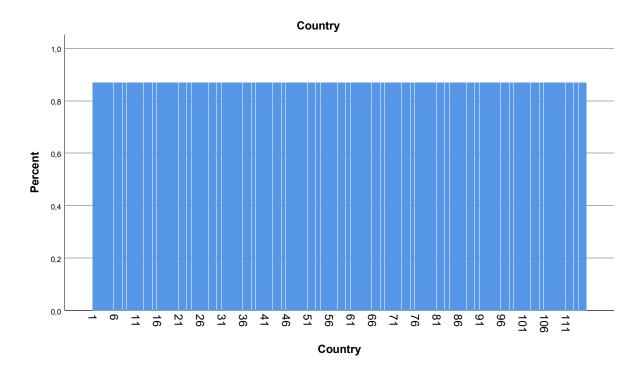
#### **Additional Comments**

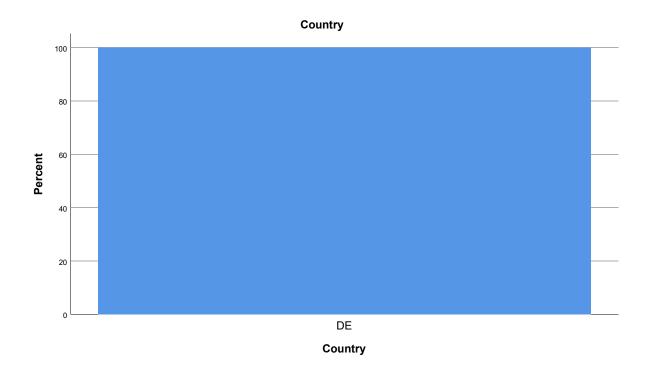
		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	a lot of work to do	4	3,5	11,1	11,1
	cost effectiveness is needed	5	4,3	13,9	25,0
	cooperation between schools and enterprises is needed	5	4,3	13,9	38,9
	more finances by the state	1	,9	2,8	41,7
	teachers are not aware of the topic	5	4,3	13,9	55,6
	government should support	2	1,7	5,6	61,1
	More materials needed	1	,9	2,8	63,9
	EU should support	1	,9	2,8	66,7
	discussions in the institution is useful	2	1,7	5,6	72,2
	too much work	2	1,7	5,6	77,8
	the teachers don't know Industry 4.0	3	2,6	8,3	86,1
	is there a common idea behind this?	2	1,7	5,6	91,7
	no time for teaching digitisation	1	,9	2,8	94,4
	the local enterprises are often small, they can't afford it	1	,9	2,8	97,2

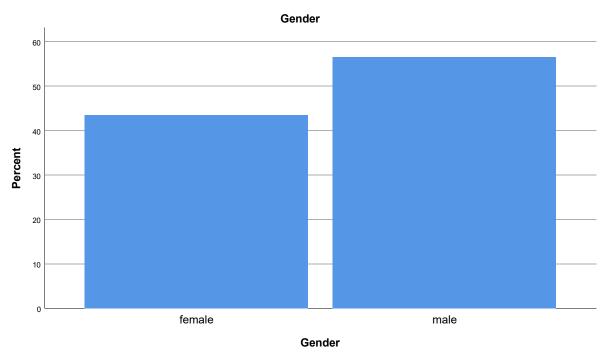
#### **Additional Comments**

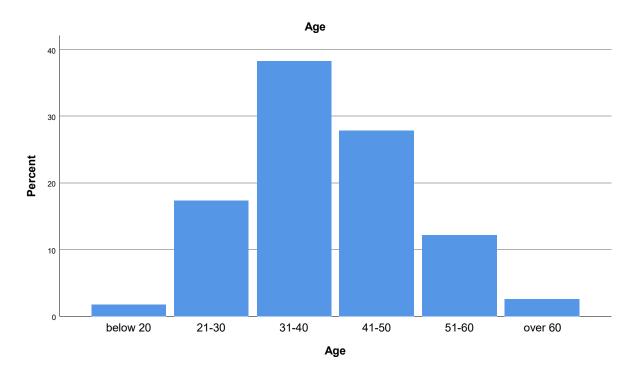
		Frequency	Percent	Valid Percent	Cumulative Percent
	9999	1	,9	2,8	100,0
	Total	36	31,3	100,0	
Missing	999	79	68,7		
Total		115	100,0		

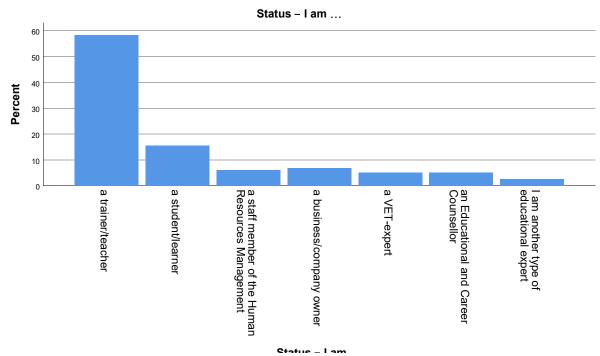
### **Bar Chart**

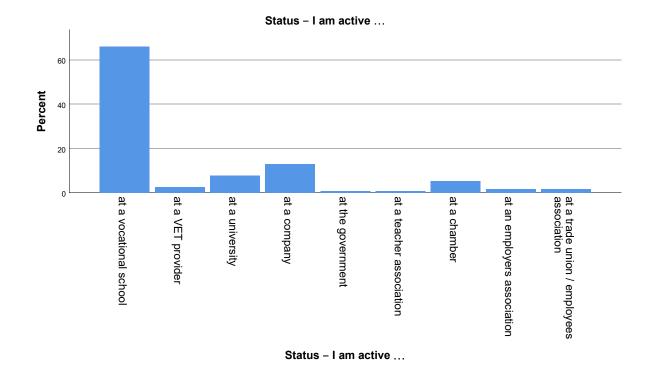




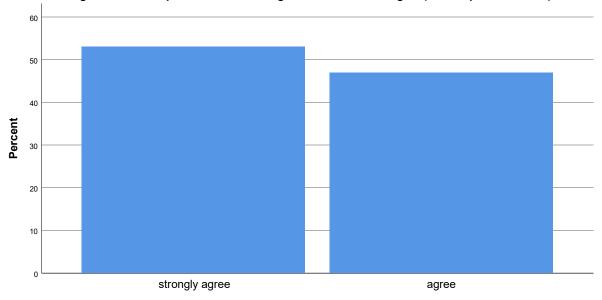






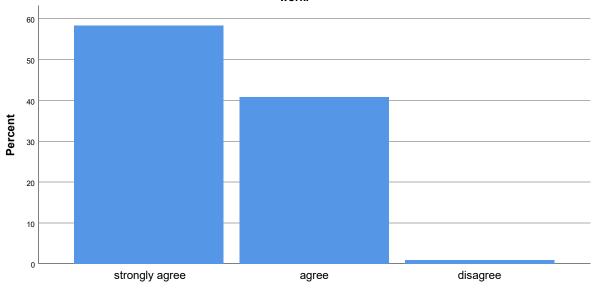


Definition: Digitisation is the process of converting information into a digital (i.e. computer-readable) format.



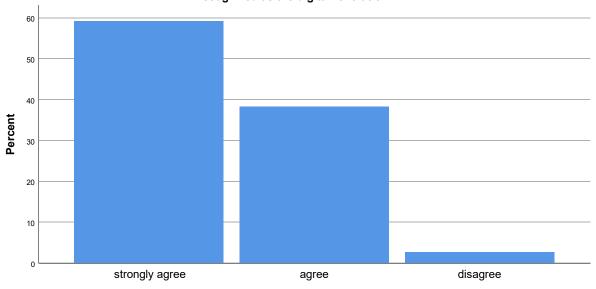
Definition: Digitisation is the process of converting information into a digital (i.e. computer-readable) format.

Definition: Digitisation is the process of converting economic processes from an analog to a digital way of work.



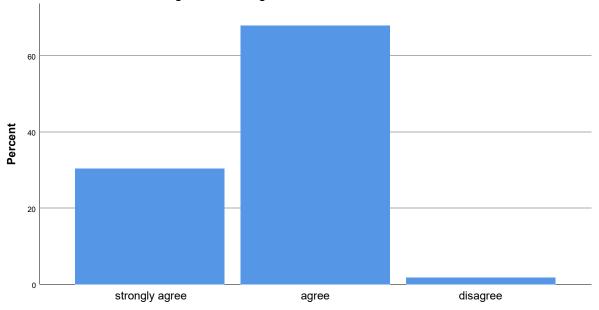
Definition: Digitisation is the process of converting economic processes from an analog to a digital way of work.

Definition: Digitisation is the process of digital change in society and the digital transformation which is recognized as the digital revolution.

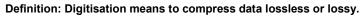


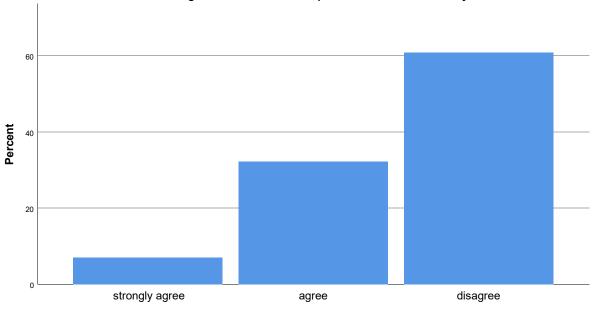
Definition: Digitisation is the process of digital change in society and the digital transformation which is recognized as the digital revolution.





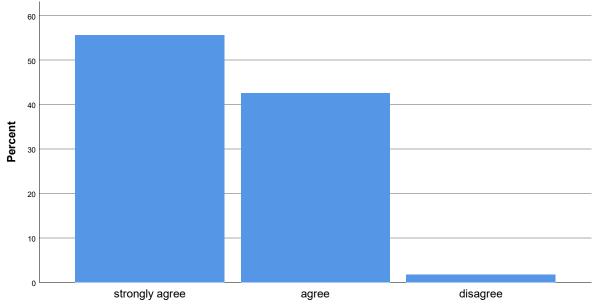
Definition: Digitisation the digital modification of instruments and tools.





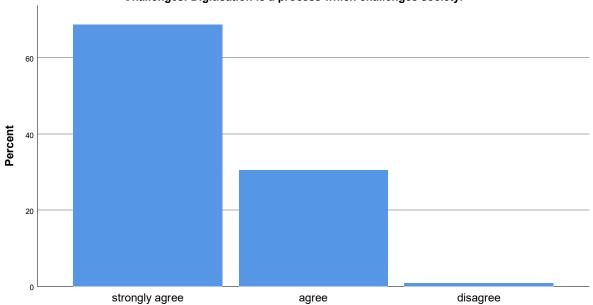
Definition: Digitisation means to compress data lossless or lossy.



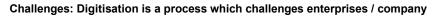


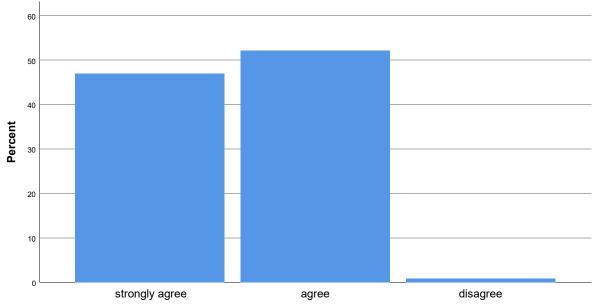
Definition: Digitisation means optimisation of business processes using information technology.

Challenges: Digitisation is a process which challenges society.

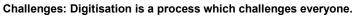


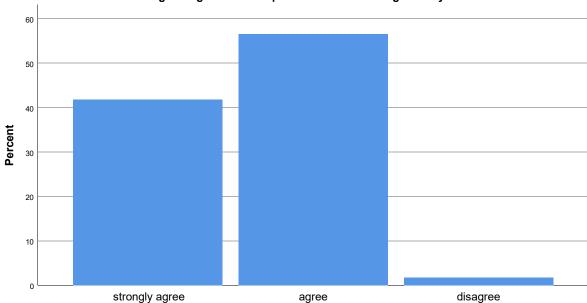
Challenges: Digitisation is a process which challenges society.



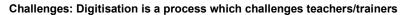


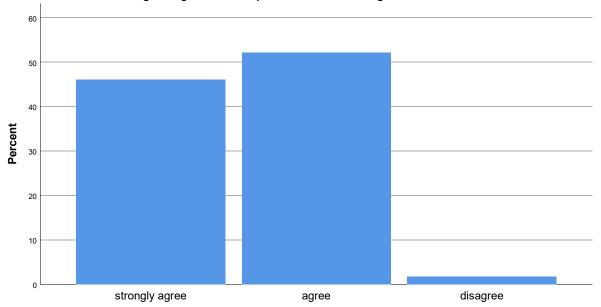
Challenges: Digitisation is a process which challenges enterprises / company





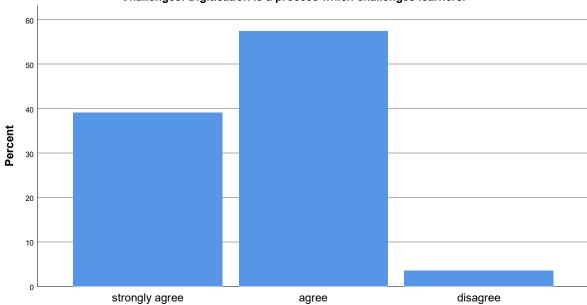
Challenges: Digitisation is a process which challenges everyone.





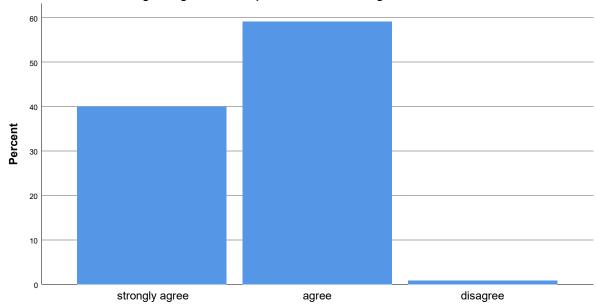
Challenges: Digitisation is a process which challenges teachers/trainers





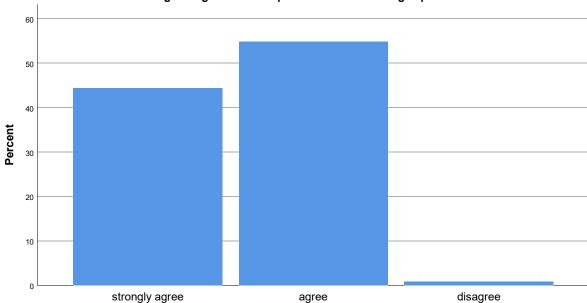
Challenges: Digitisation is a process which challenges learners.





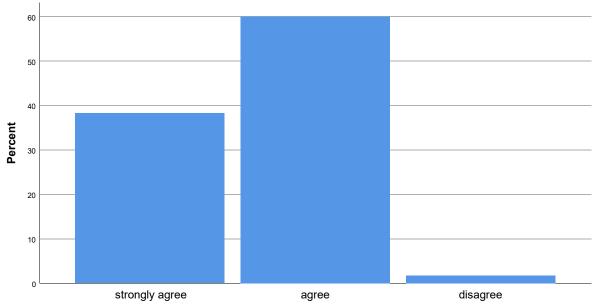
Challenges: Digitisation is a process which challenges teachers/trainers.

Challenges: Digitisation is a process which challenges politics.

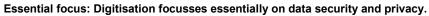


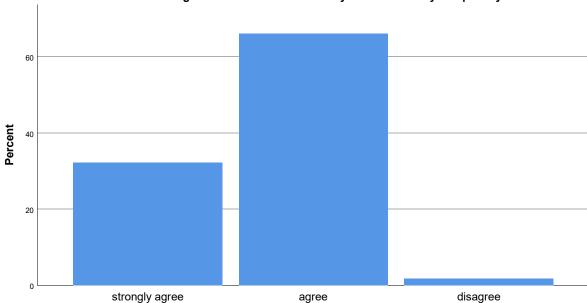
Challenges: Digitisation is a process which challenges politics.





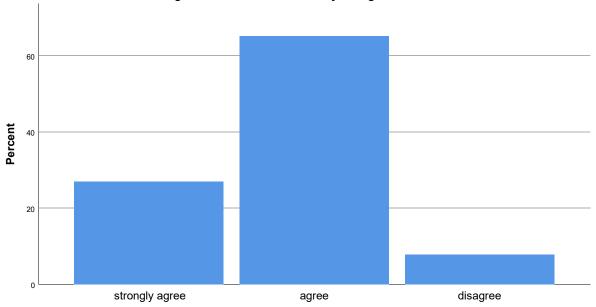
Challenges: Digitisation is a process which challenges economy.





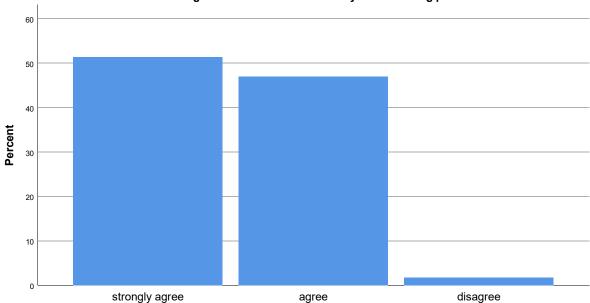
Essential focus: Digitisation focusses essentially on data security and privacy.





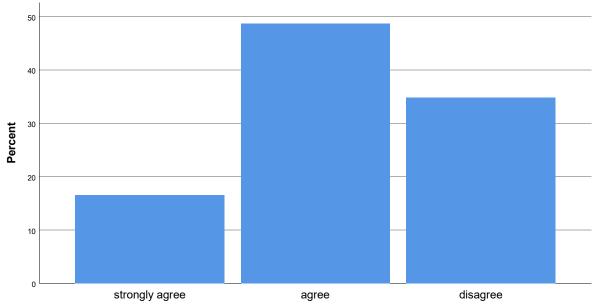
Essential focus: Digitisation focusses essentially on digital network infrastructure.

Essential focus: Digitisation focusses essentially on enhancing processes.



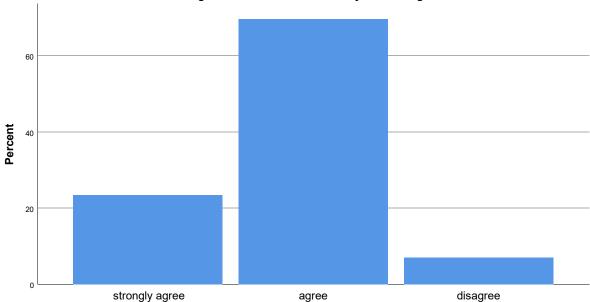
Essential focus: Digitisation focusses essentially on enhancing processes.





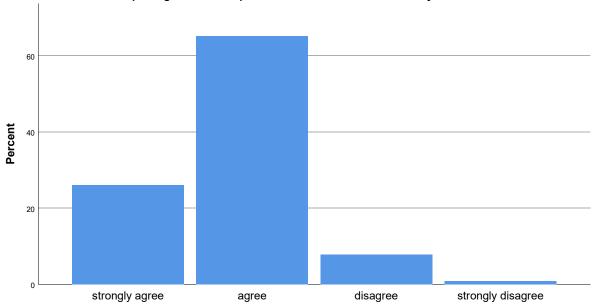
Essential focus: Digitisation focusses essentially on collecting data.





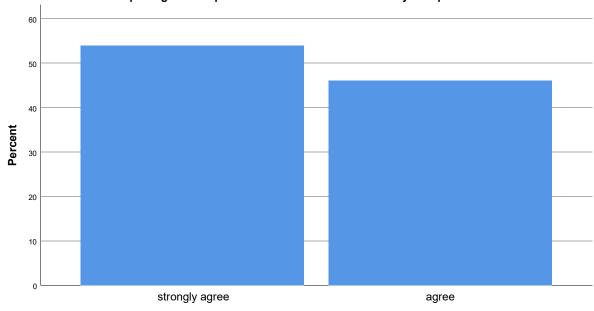
Essential focus: Digitisation focusses essentially on offering information.





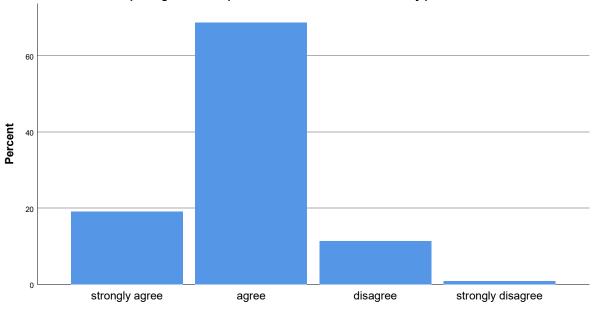
Groups: Digitisation is a process which has to be handled by learners.

Groups: Digitisation process which has to be handled by VET-provders.



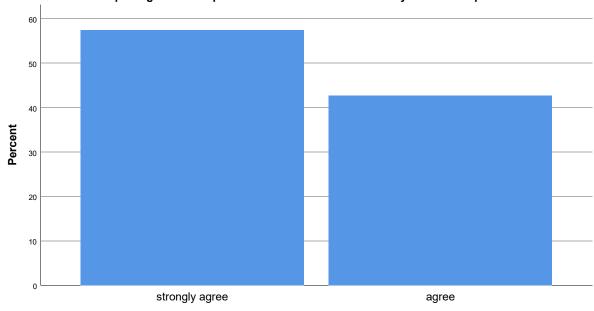
Groups: Digitisation process which has to be handled by VET-provders.





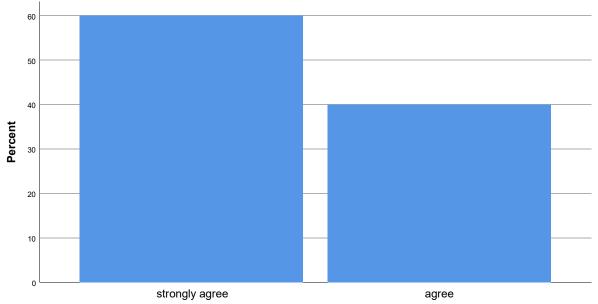
Groups: Digitisation is process which has to be handled by politicians.

Groups: Digitisation is process which has to be handled by technical experts.



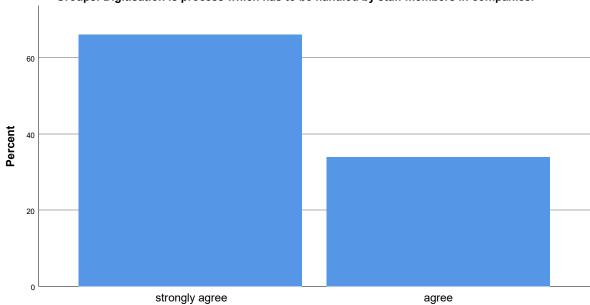
Groups: Digitisation is process which has to be handled by technical experts.



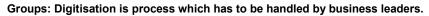


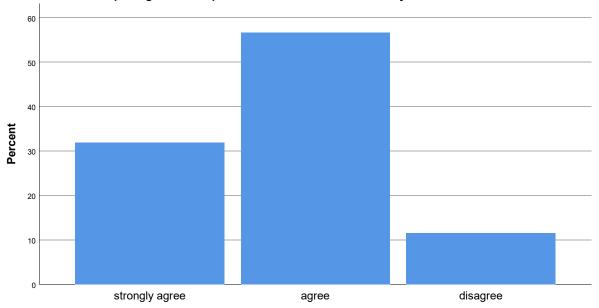
Groups: Digitisation is process which has to be handled by teachers and trainers.



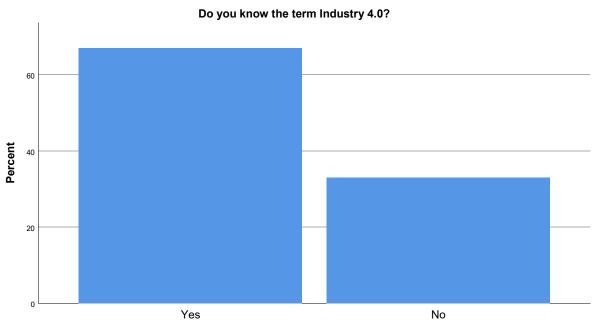


Groups: Digitisation is process which has to be handled by staff members in companies.



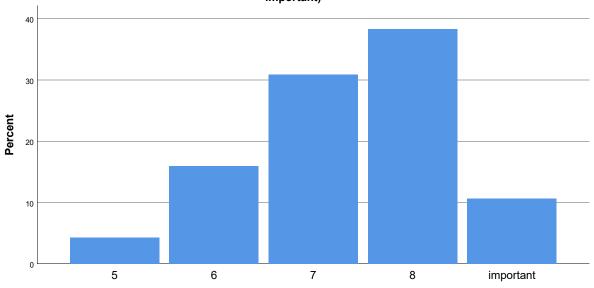


Groups: Digitisation is process which has to be handled by business leaders.



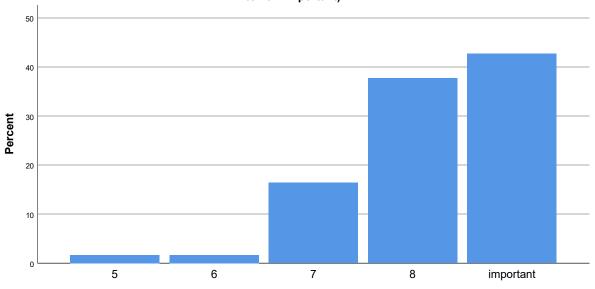
Do you know the term Industry 4.0?

How important is digitisation today? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)



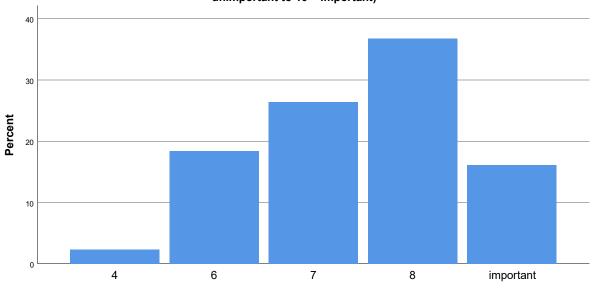
How important is digitisation today? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)

How important will be digitisation in five years? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)



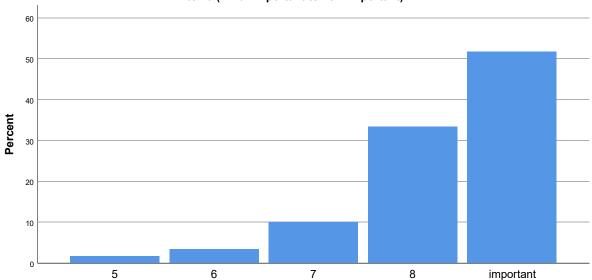
How important will be digitisation in five years? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)

How important is the change concerning industry 4.0 today? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)



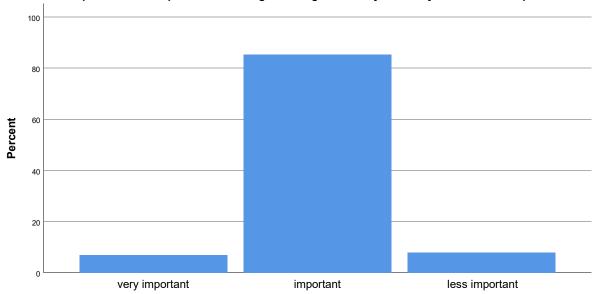
How important is the change concerning industry 4.0 today? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)

How important will be the change concerning industry 4.0 in five years? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)

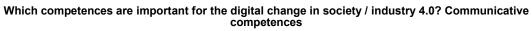


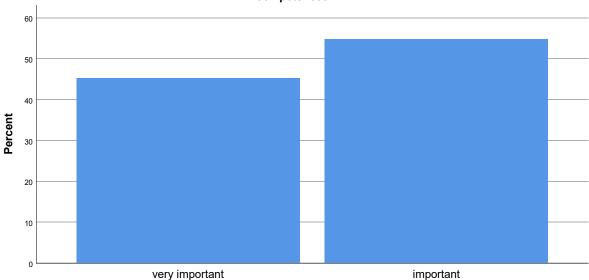
How important will be the change concerning industry 4.0 in five years? Rate with one cross on a scale from 1 to 10 (1 – unimportant to 10 – important)



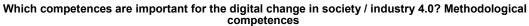


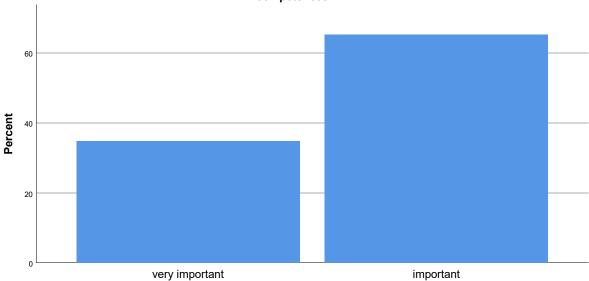
Which competences are important for the digital change in society / industry 4.0? Social competences





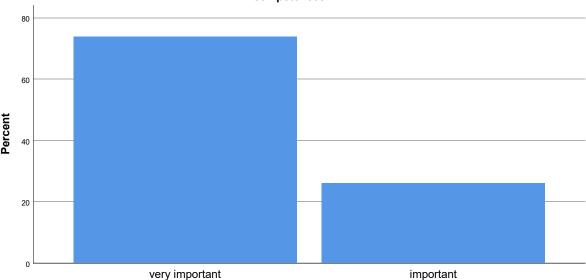
Which competences are important for the digital change in society / industry 4.0? Communicative competences





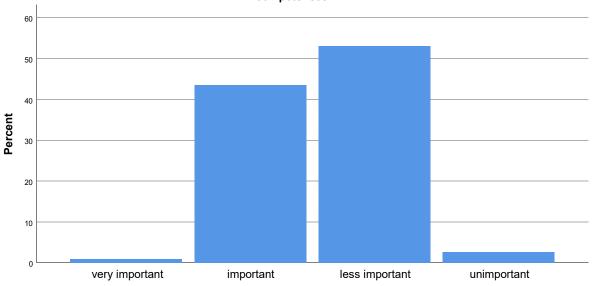
Which competences are important for the digital change in society / industry 4.0? Methodological competences

### Which competences are important for the digital change in society / industry 4.0? Process-related competences



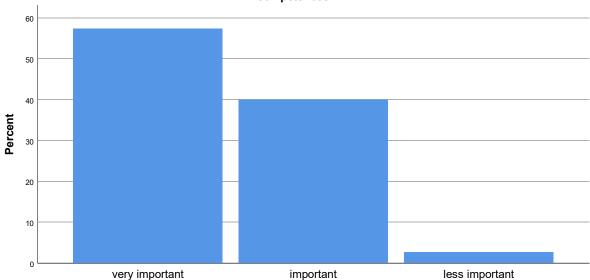
Which competences are important for the digital change in society / industry 4.0? Process-related competences

### Which competences are important for the digital change in society / industry 4.0? Research-related competences

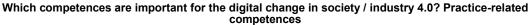


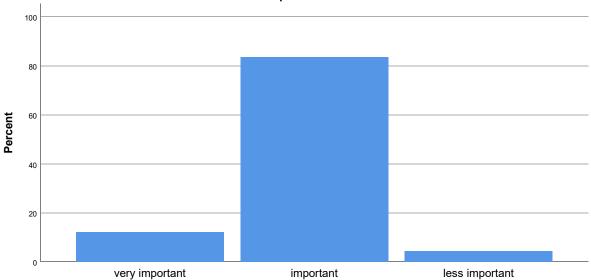
Which competences are important for the digital change in society / industry 4.0? Research-related competences

Which competences are important for the digital change in society / industry 4.0? Subject specific competences



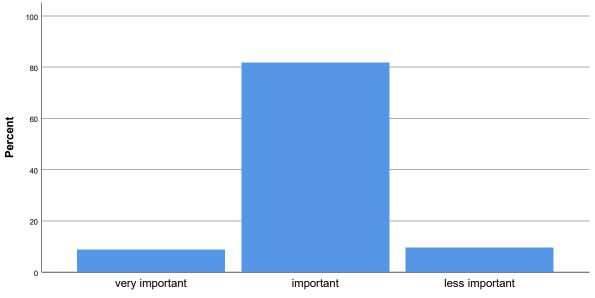
Which competences are important for the digital change in society / industry 4.0? Subject specific competences





Which competences are important for the digital change in society / industry 4.0? Practice-related competences

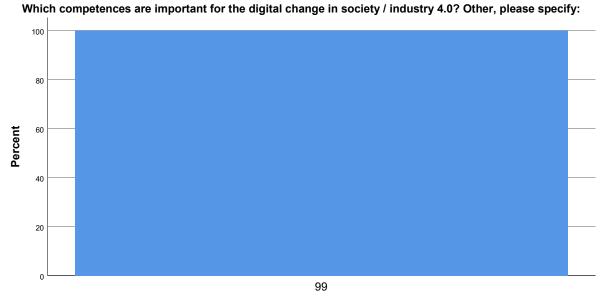




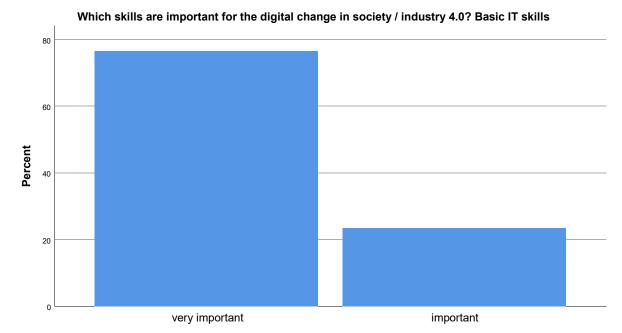
Which competences are important for the digital change in society / industry 4.0? Managerial competences



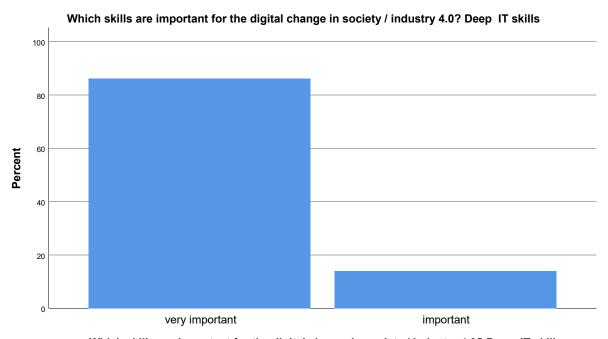
Which competences are important for the digital change in society / industry 4.0? Other



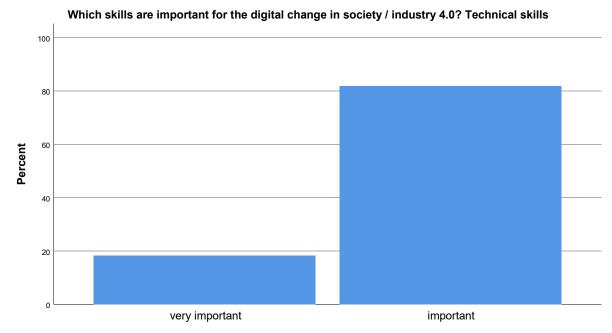
Which competences are important for the digital change in society / industry 4.0? Other, please specify:



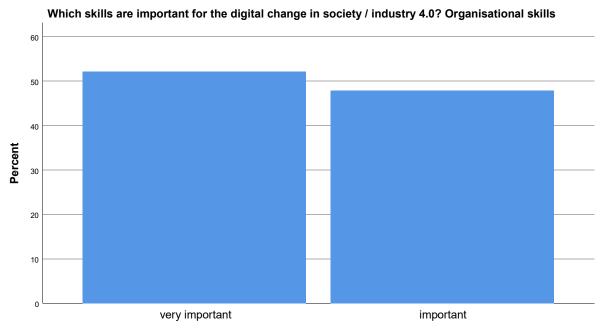
Which skills are important for the digital change in society / industry 4.0? Basic IT skills



Which skills are important for the digital change in society / industry 4.0? Deep IT skills

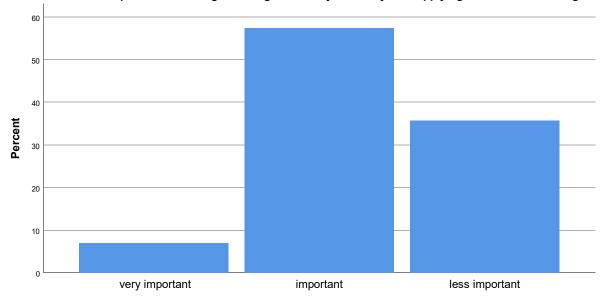


Which skills are important for the digital change in society / industry 4.0? Technical skills

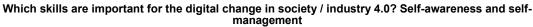


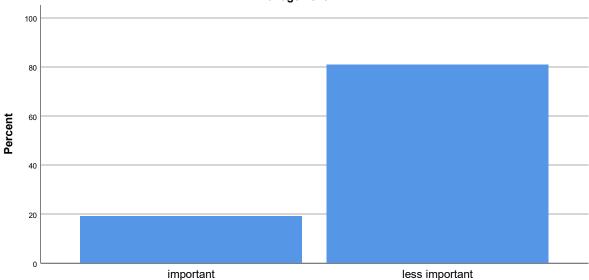
Which skills are important for the digital change in society / industry 4.0? Organisational skills



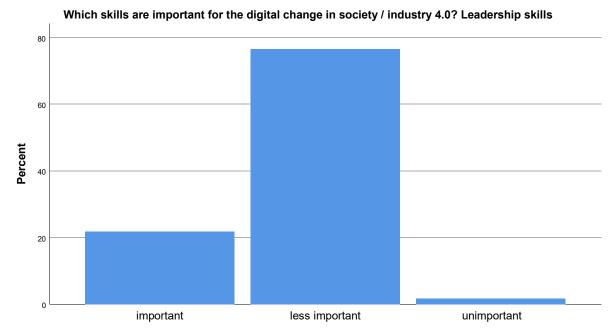


Which skills are important for the digital change in society / industry 4.0? Applying theoretical knowledge

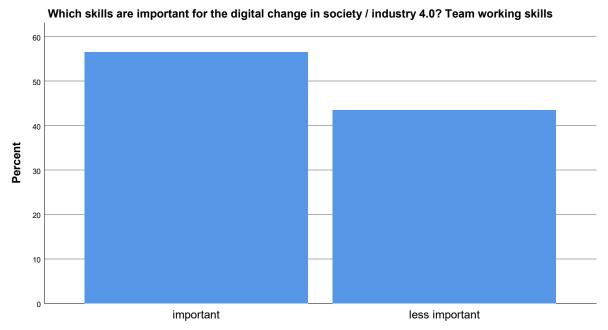




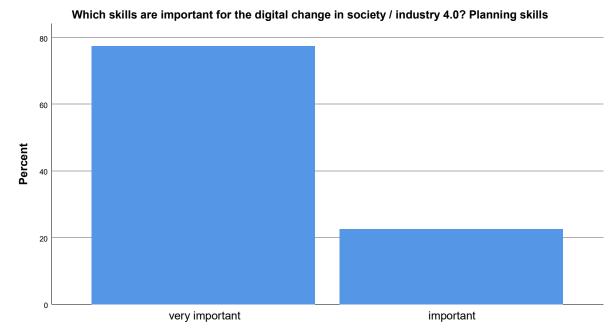
Which skills are important for the digital change in society / industry 4.0? Self-awareness and selfmanagement



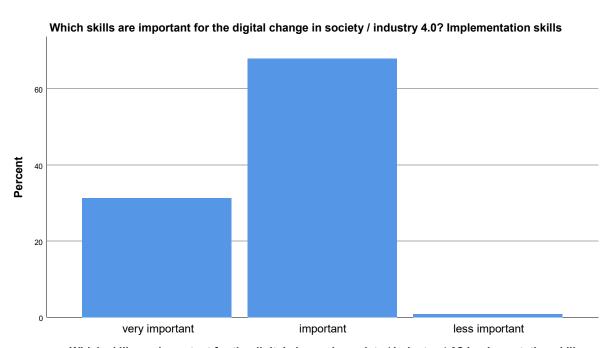
Which skills are important for the digital change in society / industry 4.0? Leadership skills



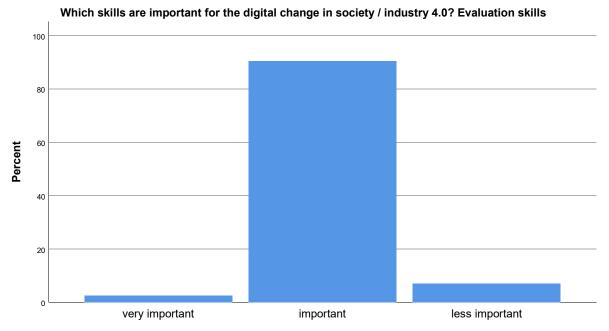
Which skills are important for the digital change in society / industry 4.0? Team working skills



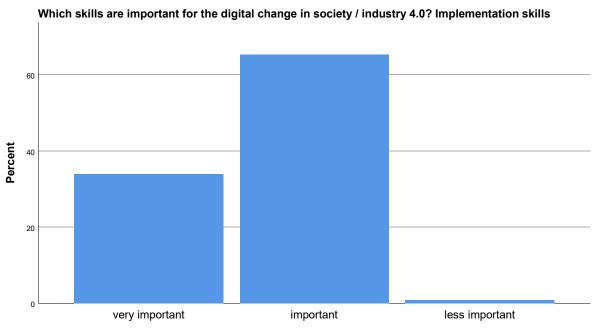
Which skills are important for the digital change in society / industry 4.0? Planning skills



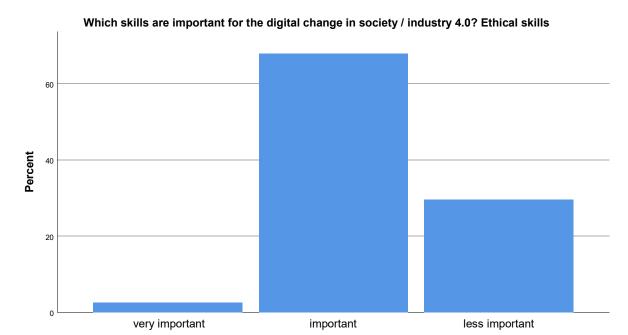
Which skills are important for the digital change in society / industry 4.0? Implementation skills



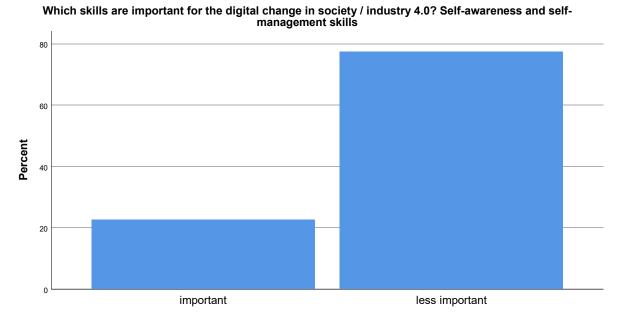
Which skills are important for the digital change in society / industry 4.0? Evaluation skills



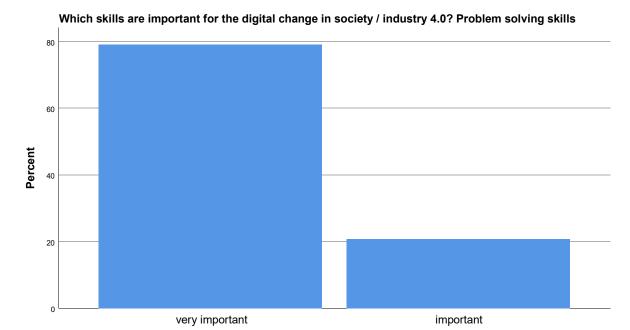
Which skills are important for the digital change in society / industry 4.0? Implementation skills



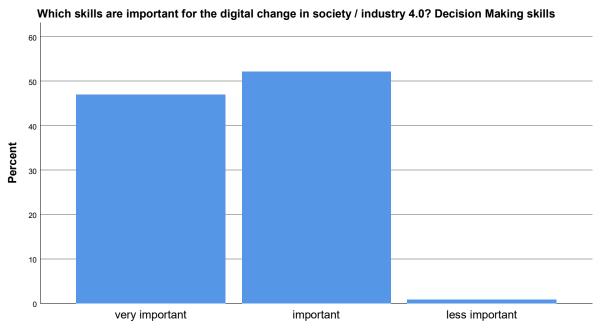
Which skills are important for the digital change in society / industry 4.0? Ethical skills



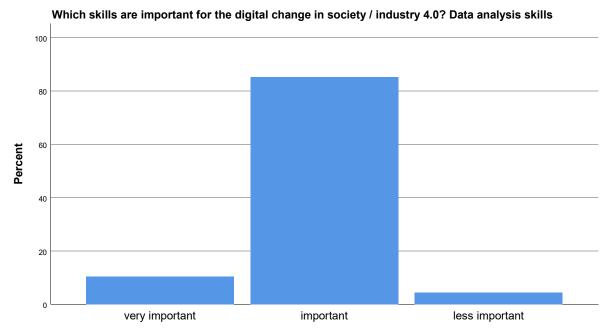
Which skills are important for the digital change in society / industry 4.0? Self-awareness and self-management skills



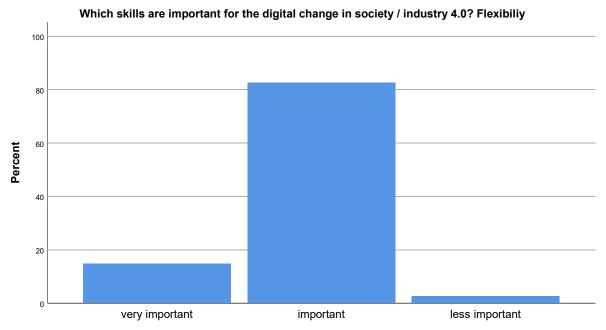
Which skills are important for the digital change in society / industry 4.0? Problem solving skills



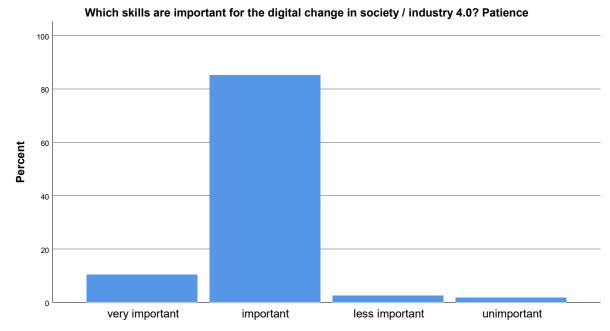
Which skills are important for the digital change in society / industry 4.0? Decision Making skills



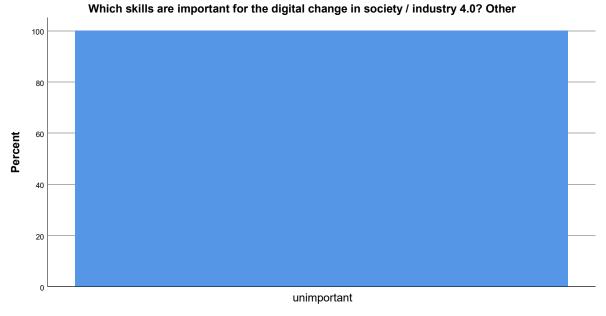
Which skills are important for the digital change in society / industry 4.0? Data analysis skills



Which skills are important for the digital change in society / industry 4.0? Flexibiliy

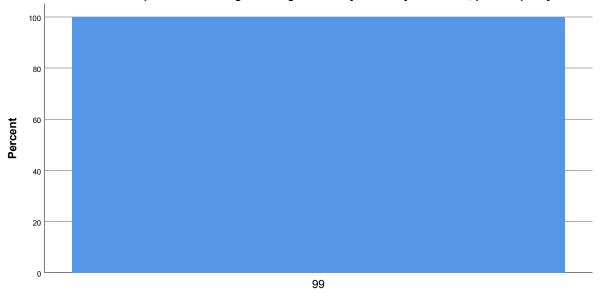


Which skills are important for the digital change in society / industry 4.0? Patience

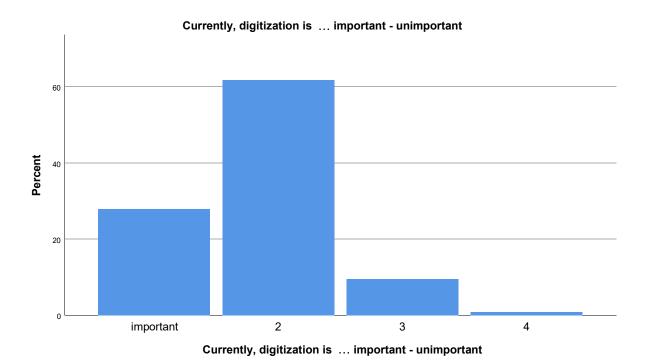


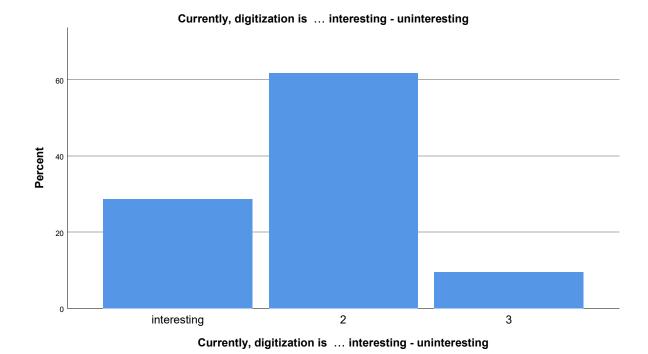
Which skills are important for the digital change in society / industry 4.0? Other

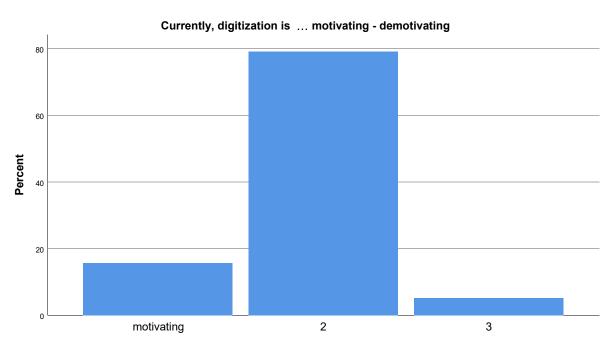




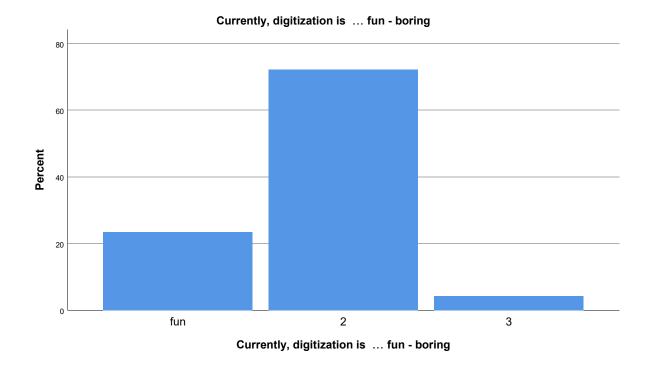
Which skills are important for the digital change in society / industry 4.0? Other, please specify:

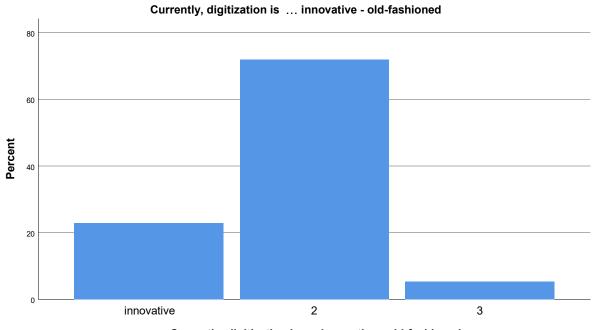


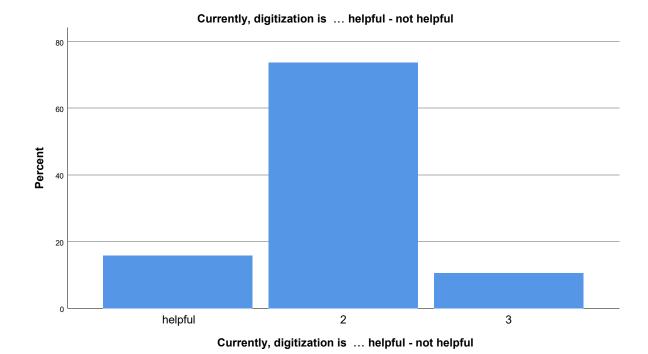


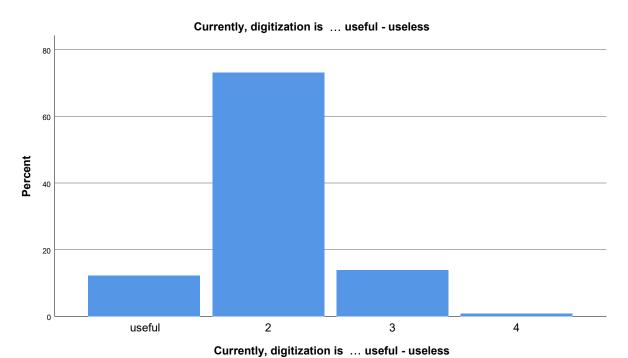


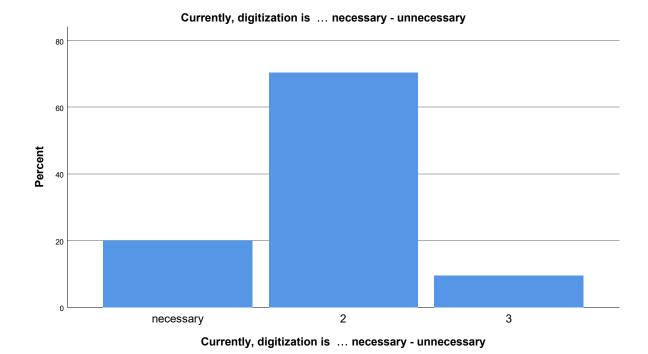
Currently, digitization is  $\ \dots \$ motivating - demotivating

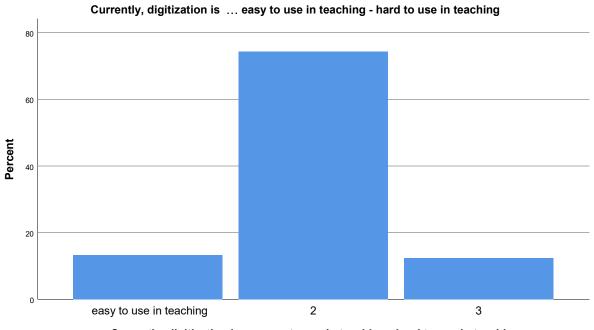




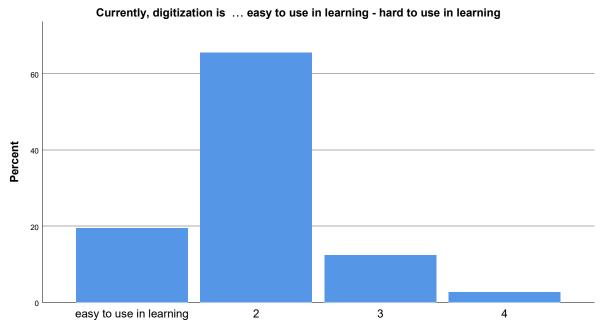




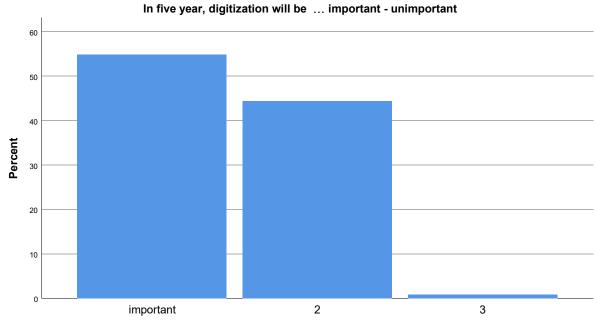




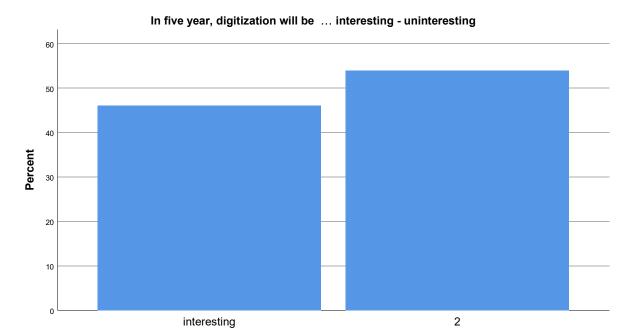
Currently, digitization is  $\ \dots \$ easy to use in teaching - hard to use in teaching



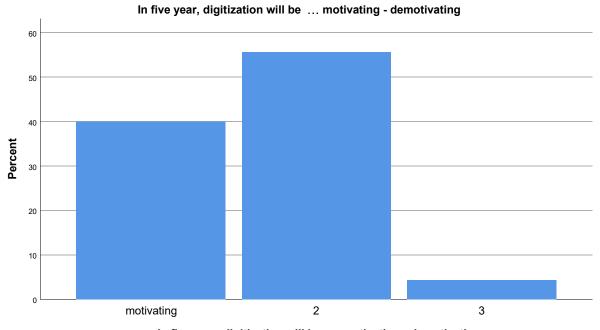
Currently, digitization is  $\dots$  easy to use in learning - hard to use in learning



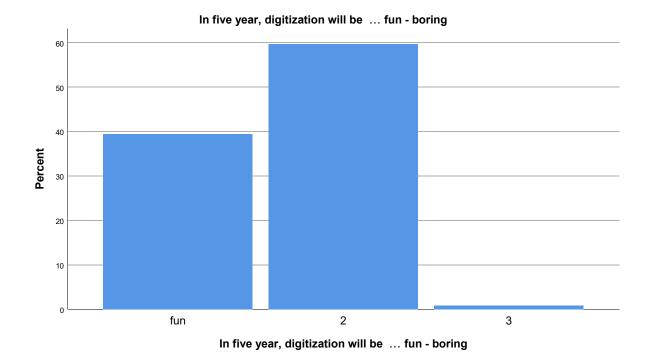
In five year, digitization will be  $\ \dots \ \text{important}$  - unimportant

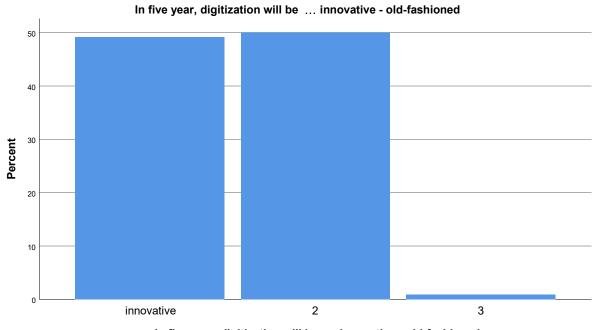




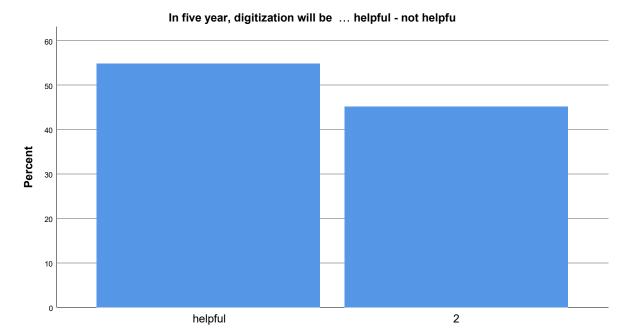


In five year, digitization will be  $\,\dots\,$  motivating - demotivating

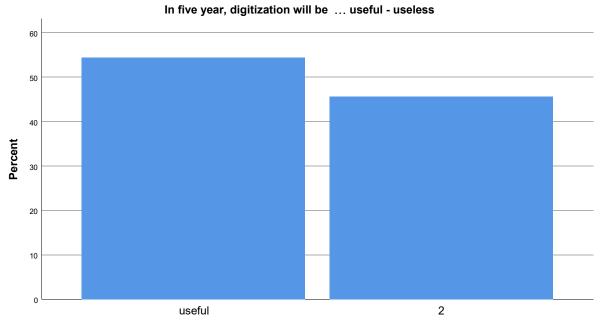




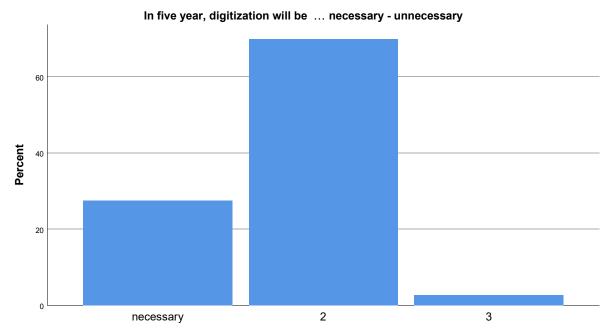
In five year, digitization will be  $\ \dots \$ innovative - old-fashioned

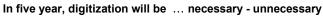


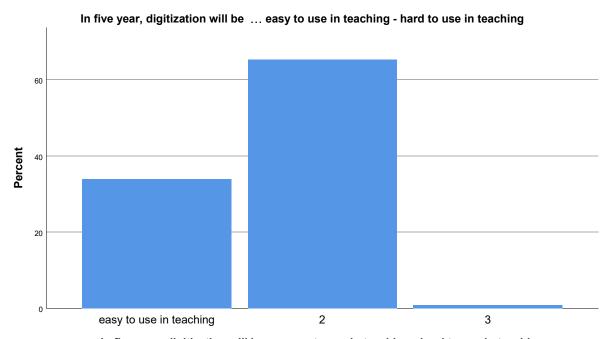




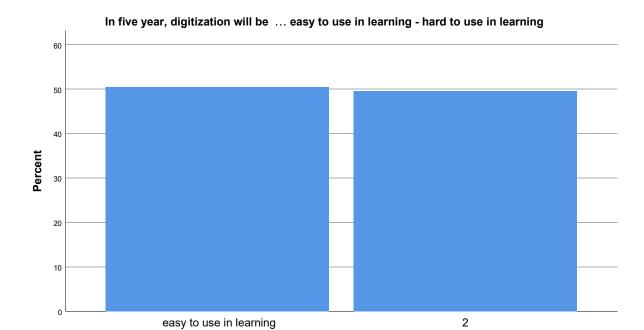
In five year, digitization will be ... useful - useless



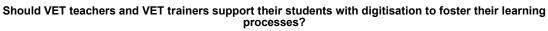


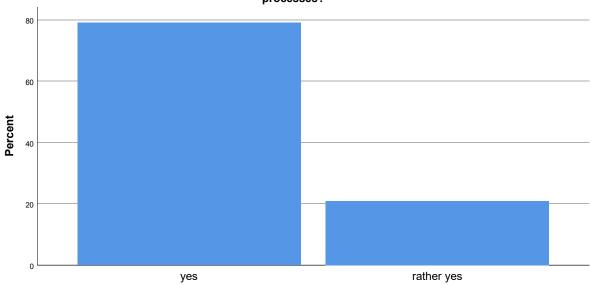


In five year, digitization will be  $\,\dots\,$  easy to use in teaching - hard to use in teaching

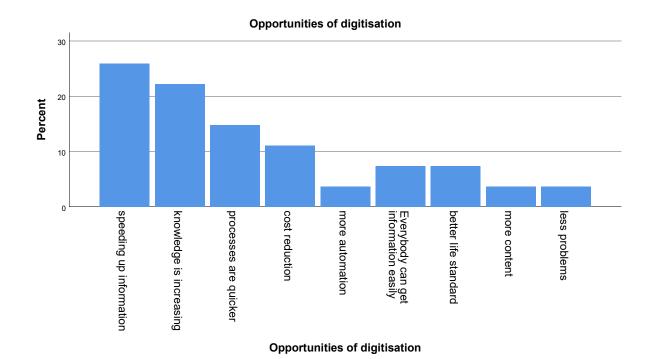


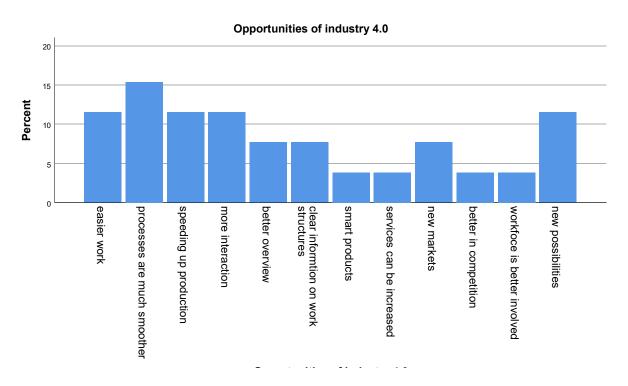
In five year, digitization will be ... easy to use in learning - hard to use in learning

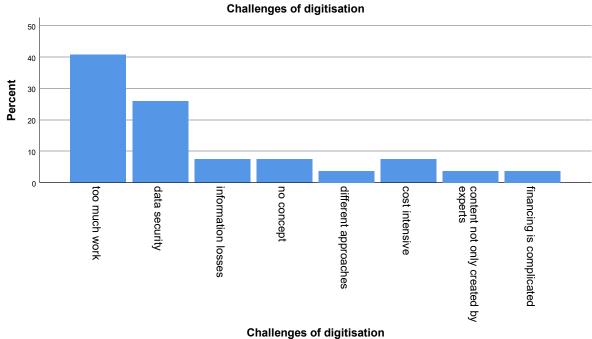


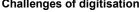


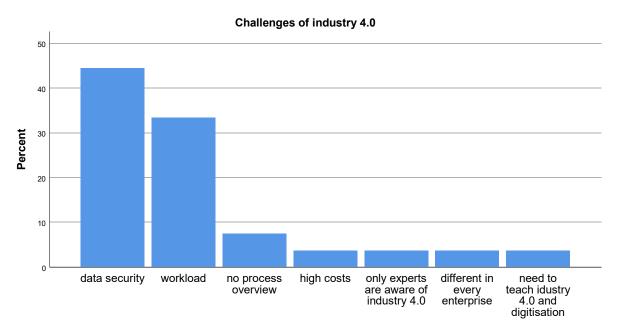
Should VET teachers and VET trainers support their students with digitisation to foster their learning processes?











Challenges of industry 4.0

