

# Country profile 2026: Luxembourg

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## Introduction

According to the [Digital Decade 2025: Country reports](#), Luxembourg is a frontrunner in digital development, with exceptional infrastructure and highly developed digital public services, despite some challenges in the uptake of business technology. Luxembourg's connectivity is among the best in the EU, with 5G coverage at 99.6% and Very High-Capacity Network (VHCN) coverage reaching 95.2% of households, both significantly outperforming European averages. Economically, the ICT sector is a strong contributor, matching the EU average of 6% of gross value added and maintaining a high density of ICT specialists at 8% of total employment. However, the digital transition among small and medium enterprises (SMEs) is slower; only 70.3% reach a basic level of digital intensity, and just over half of all enterprises have integrated advanced technologies such as AI, cloud computing, or data analytics. While 60% of the population possesses basic digital skills – above the EU average – the country faces a significant 7% gender gap in digital proficiency and a declining share of women in ICT roles.

According to the [State of the Digital Decade Eurobarometer 2025](#), public sentiment strongly supports further digitalisation, with 82% of citizens reporting that it simplifies daily life, yet there is a near-universal demand for public authorities to prioritise child safety, cyberbullying prevention, and the mitigation of online disinformation. Luxembourg has a comprehensive policy framework, including the "Digital Tech Fund" for AI and cybersecurity investment, the "Zesummendigital" platform for digital inclusion, and the national "sécher.digital" action plan to foster a responsible digital culture.

## BIK policies

### Policy frameworks

Policy frameworks describe the overarching goals that shape policies for a better internet for kids.

	High	Medium	Low	Not present
Policy priority		X		
Integrated policy		X		
Influence of the BIK+ strategy		X		
Recognition of children's rights	X			

Table 1: Policy frameworks - Luxembourg

- **This topic is an important and emerging policy priority** partially covered in national/regional laws, regulations and policies.
- **There are separate, dedicated policies which address the topic of children and the digital environment (protection, empowerment, and participation).**
- **The BIK+ strategy is an important influence on policy development** on children and the digital environment.
- **National/regional policies and policy documents** explicitly recognise children's rights in the digital environment.

### Key developments and policy frameworks

- On 7 October 2025, the Minister for Media and Digital Connectivity, Elisabeth Margue, presented a **draft media bill**, which will replace the current 'Media Electronics' regulation, in force since 1991 (and which has undergone 13 adaptations).
- One of the main changes is that ALIA, the national audiovisual regulator, is to become the 'Autorité luxembourgeoise indépendante des médias' (Luxembourg Independent Media Authority, ALIM) with expanded

sanctioning powers (not only audiovisual, but also online media) and a new governance. According to the [draft law](#), the authority will not only monitor compliance with the law but also promote the development of a pluralistic and sustainable media environment.

- In 2024, the Ministry of Education, Children and Youth launched, within the framework of a national action plan, a new campaign called “[sëcher digital](#)” aiming to ensure a healthy balance between screen time and the “real” life of children, a campaign which will be developed in the months and years to come. A Screen-Life-Balance campaign had been launched, with recommendations for parents, and measures in this field were planned within educational structures.
- A new element is promoting “analogue” or “offline” activities to better balance screen time with everyday activities. As the second pillar of the national action plan, the [KI Kompass](#) provides guidance, practice, and exchange on artificial intelligence for schools in Luxembourg. Developed by the Ministry of Education, it provides a central framework to help schools use AI responsibly, manage risks, and promote innovation to deliver high-quality education.

## Policy design

Policy design asks whether evidence and research support BIK-related policies and whether systems are in place for monitoring and evaluating those policies.

	High	Medium	Low	Not present
Regular data collection	X			
Data on risks, harms, well-being	X			
Information systems		X		
National research fund		X		
Monitoring and evaluation		X		

*Table 2: Policy design - Luxembourg*

- **There is a regular (e.g., annual or bi-annual) nationally representative survey** specifically focused on children's digital activity, which informs national policies on BIK topics.
- **Regular (e.g., annual or bi-annual) surveys** include measures of children's experiences of risks, harms and digital well-being.
- **Information is regularly gathered to inform policies** on children and the digital environment. However, this relies primarily on third-party sources, and there are limited opportunities to commission new data on children's digital activity.
- **Existing regular national research funding is available** for research on children and the digital environment, but this is not explicitly specified.
- **Policies are regularly monitored and evaluated**, but not always systematically.

### Key national research studies

#### 1. Studies and Surveys on AI and Digital Behaviour in Luxembourg

- **SCRIPT AI Survey (2025)**: Conducted by Luxembourg's Service de Coordination de la Recherche et de l'Innovation pédagogiques et technologiques (SCRIPT), this survey involved 240 teachers and 4,000 students in primary and secondary education. It explored AI's opportunities and risks, basic AI knowledge, AI tasks in schools, availability, and school rules. The National Observatory for Childhood, Youth, and School Quality (OEJQS) analysed the results and compared them with international findings. A repeat survey is planned.
- **PISA 2025**: Luxembourg participates in the international PISA study, which includes digital literacy assessments.
- **OEJQS (National Observatory of Childhood, Youth and School Quality) AI Project (from 2027)**: A study on the impact of AI on learning, teaching, and assessment is planned as part of the project "The impact of rapidly emerging AI technologies on learning, teaching, and assessment." Collaboration with SCRIPT is under discussion.

## 2. Regular Surveys on Children's Digital Behaviour

- **HBSC Study** (Health Behaviour in School-aged Children): Conducted every four years (2006, 2010, 2014, 2018, 2022). It monitors problematic social media use, gaming, screen time, and cyberbullying among 11- to 18-year-olds in ~50 countries, including Luxembourg.
- **Youth Survey Luxembourg (YS)**: Conducted every five years (2019, 2024, planned for 2029). It includes questions on digital behaviour, screen time, and cyberbullying. The 2024 survey focused on digitalization for the Youth Report.
- **ESPAD Study** (European School Survey Project on Alcohol and Other Drugs): Conducted every four years (2024, 2028...). It tracks substance use and risk behaviours, including problematic social media use, gaming, and cyberbullying among 15- to 16-year-olds. Luxembourg joined in 2025 with a pilot study and will fully participate from 2028.

## 3. Current Measures and Specific Surveys

- **Smartphone Rules in Schools** (since 2025): Annual surveys by OEJQS monitor the effectiveness of new smartphone regulations.
- **Screen-Life-Balance Survey** (annual, OEJQS): Collects data on students' screen use during school, including smartphones.
- **Cyberbullying Module** (2024): Developed by OEJQS and STATEC as part of the European survey on internet use. It focuses on cyberbullying among 12- to 29-year-olds, with a repeat planned for 2027.

## 4. International Studies with Luxembourg's Participation

- **ICILS 2023**: International study on computer and information literacy. Luxembourg's results were published in 2024.
- **EU Kids Online**: University of Luxembourg participates in the current phase of EU Kids Online. The research is being carried out by the University of Luxembourg (in collaboration with the National Youth Service (Service national de la jeunesse)), and findings will be published in 2026.

- In a collaboration with BEE SECURE, the University of Luxembourg Institute for Digital Ethics (ULIDE) is currently working on a White Paper on Children and AI with an ethical perspective on related risks. A respective publication is expected in early January 2026.
- The Observatoire (OEJQS - EN Namen noch checken) published a study on [Cyberbullying amongst children and young people in Luxembourg](#).

### Other updates

- In Luxembourg, a Youth Pact is presented every five years, outlining the country's youth strategy; the next edition is planned for 2026. The Youth Pact is built on three main perspectives: the findings of scientific studies, the views of young people themselves (gathered through structured dialogue), and input from the youth sector (including youth workers). For the 2026 Youth Pact, particular attention will be given to the impact of digitalisation on young people. Each edition addresses current issues and examines how developments across various areas affect youth, ensuring that policies and measures can be appropriately adapted.
- The Ministry of Education has a cooperation agreement with the [Centre for Childhood and Youth Research \(CCY\)](#) at the University of Luxembourg and co-finances several of the University's studies and research projects, including the Youth Report, the Youth Survey, HBSC, ESPAD, and various qualitative studies. This co-financing structure enables the definition of specific thematic priorities – currently digitalisation – and the request for targeted fact sheets and analyses on particular sub-topics.
- Every five years, the Ministry publishes the [National Report on the Situation of Youth in Luxembourg](#). The next edition, to be released in 2026, will focus on digitalisation and its implications for young people. The report is based on the highly representative Youth Survey Luxembourg, and an additional qualitative study carried out specifically for the Youth Report.
- The OEJQS monitors the new rules on smartphone usage introduced to schools in 2025 for their effectiveness on an annual basis. Since 2025, the new smartphone regulations in secondary schools have formed part

of a broader effort to strengthen Screen-Life-Balance among students. Each year, the OEJQS conducts dedicated surveys to evaluate how Screen-Life-Balance evolves within schools. These surveys gather information on how students and teachers perceive its influence on well-being, classroom climate, motivation and everyday school life. The collected data support a continuous overview of how Screen-Life-Balance practices relate to the learning environment across schools.

- The OEJQS is also working on an AI project, “The impact of rapidly emerging artificial intelligence technologies on learning, teaching and assessment,” which addresses the objectives, challenges, and components of a national AI strategy for education. Furthermore, the project examines which factors favour a successful transfer of the strategy to the field, and the project findings are compared with the implementation of the Luxembourg “AI Compass”.
- Through the convention between the National Youth Service and the University of Luxembourg, and the implementation of representative surveys at national, European, and international levels, it is possible to systematically monitor the impact of measures on young people across various areas, including digitalisation.
- Through the national TIC Survey on cyberbullying, intended to be conducted regularly, the aim is to provide a better understanding and monitoring of cyberbullying among the target population of children and young people aged 12 to 29.

## Policy governance

Policy governance examines how policies are coordinated at the governmental level, whether other implementation bodies are involved in their delivery and coordination.

	High	Medium	Low	Not present
Lead ministry for policy development		X		
National coordination body		X		

National action plan or strategy	X
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*Table 3: Policy governance - Luxembourg*

- **Policy development sits across different ministries** with leadership officially distributed according to the area of specialisation.
- **Coordination occurs across relevant departments and stakeholders through more informal arrangements.**
- **There is no action plan available or under development.**

## Stakeholder involvement

Stakeholder involvement enquires how different stakeholders can participate in policy development.

	High	Medium	Low	Not present
Stakeholder forum				X
Public consultation on BIK topics				X
Youth involvement in policy		X		

*Table 4: Stakeholder involvement - Luxembourg*

- **There is no structured or recognised mechanism at the government level** for stakeholder groups to participate in policy discussion or development. Stakeholder input is absent or excluded from policy-making processes.
- **There are no formal mechanisms or practices** for consulting the public on BIK topics.
- **Children are listened to directly in the policy development process** but are not formally involved in decision-making.

## BIK+ actions

### Pillar 1 – Safe digital experiences

Actions to promote a safe, age-appropriate digital environment that respects children’s best interests.

	In place	In development	Other activity	Not present
Content rating systems for online/video games				X
DSC measures protection of minors	X			
DSC-SIC working relationship	X			
Definition of harmful online content			X	
Complaints handling mechanism			X	
Intimate image abuse laws			X	
Cyberbullying laws		X		
Age verification requirements		X		
Digital wallet for minors		X		
EU harmonised age verification		X		
Laws on online marketing		X		
Protecting mental health and well-being	X			

Table 5: Safe digital experiences - Luxembourg

### Implementing EU laws

- The Digital Services Coordinator (DSC) for Luxembourg is the **Autorité de la concurrence (Luxembourg Competition Authority)**. The LU DSC is the only authority competent for the enforcement of the DSA.

Cooperation mechanisms with other national authorities are established. A thematic group on child protection has been established as part of its cooperation agreement with the national authorities responsible for implementing the DSA. For example, the media, law enforcement, consumer and data protection are part of this group. BEE SECURE is invited to the group when deemed necessary by the DSC.

- The [LU DSC](#) specifically informed platforms established in Luxembourg about the Commission guidelines on Article 28 of the DSA and the pilot phase of the age verification blueprint. Through guides and news publications, the LU DSC also disseminates and explains the obligations applicable to platforms, including those aimed at protecting minors.
- The DSC is a member of the SIC Advisory Board, which meets biannually. Further, the SIC regularly collaborates with the DSC, in its capacity as a national trusted flagger, on awareness-raising topics related to the respective competence fields. Through its monitoring activities, BEE SECURE is well placed to inform the DSC and the European Commission of systemic online risks for minors.

### ***Addressing online harms***

- The NGO KJT, responsible for the BEE SECURE Helpline and the BEE SECURE Stoptline (which is the SIC helpline and SIC hotline LU), has been granted the status of a national trusted flagger.
- The [Competition Authority](#), as Digital Services Coordinator, monitors compliance with the obligations incumbent on intermediary service providers established in Luxembourg which fall under the DSA. The DSC has set a public complaint system in place via [MYGuichet.lu](#)
- ALIA, in its role as audiovisual media regulator, also receives and addresses complaints concerning potentially harmful online content (VODs within ALIA's competence).
- Two members of Parliament introduced, in May 2024, [a bill](#) proposing the addition of a single article to the Penal Code to allow a lawsuit for cyberbullying. Currently, courts can take action, but only on the basis of a more general provision, which is called obsessive harassment and

serves as a catch-all tool where cyberbullying can also be included. The legislative process is still ongoing.

## Age assurance

- The [proposed legislation](#) stipulates that video platforms must introduce age verification systems and mechanisms to protect children from harmful content:
- In Luxembourg, minors aged 15 and over have (and are even required to have) an ID card with a chip that can be used to feed personal identification data into a wallet app downloaded to a cell phone. The corresponding draft law does not restrict the wallet to persons aged 18 and over. This is not expected to become a reality until December 24, 2026, when the wallet is launched.
- There is general support in Luxembourg for introducing digital age verification, and the Luxembourg EUDI Wallet is likely one of the most suitable means to do so. It is also possible that a separate “Age Verification App” could be made available in parallel, but this would then be outside the wallet.

## Pillar 2 – Digital empowerment

	In place	In development	Other activity	Not present
Teaching online safety	X			
Digital skills training	X			
Policies on digital use in schools	X			
Adequate teacher training	X			
Non-formal online safety education	X			
Critical media literacy	X			
Creative digital skills	X			
Supports for parents			X	

Table 6: Digital empowerment - Luxembourg

### **Digital empowerment in formal education**

- Online safety is part of the national media competence framework (Medienkompass.lu) in primary education. Online safety is also part of the national media competence framework (Medienkompass.lu) in primary education. In the frame of the school subject "digital sciences" in secondary schools, internet safety training is an integral part, including AI literacy.
- As of May 2025, Luxembourg introduced national rules regulating the use of digital devices in schools. Under the Screen-Life-Balance initiative, the Ministry of Education launched measures to protect students' well-being and promote responsible media use.
- Smartphones are now banned during lessons in all secondary schools, with institutions choosing between three levels of restriction - from mandatory separation during class to a complete ban on school grounds. In primary schools and daycare centres, smartphones are fully prohibited.
- Additional measures include content filters, age-restricted Wi-Fi access (from age 15), and awareness programmes such as Digital Well-being am Lycée, focusing on balanced and safe use of digital media.
- Within the framework of the [KI Kompass](#), the Ministry of Education, Children and Youth will offer strategic advice, develop concrete learning and sensitisation materials, and tackle pupils' challenges related to disinformation and foster critical thinking.

### **Digital empowerment and lifelong learning**

- For the non-formal education sector, the national resource centre "digiloom" was inaugurated in September 2025. Operated by arcus a.s.b.l. on behalf of the Ministry of Education, Children and Youth, digiloom supports educators in integrating reflective, practical and child-centred media education into their daily work.
- With professional expertise, inspiring materials and creative learning environments, [digiloom](#) provides opportunities to explore, question and

actively use digital media. Its facilities include makerspaces, audiovisual studios, coding and gaming zones, as well as training sessions, workshops and lending media boxes on various topics.

- As part of the national initiative “Screen-Life-Balance”, digiloom aims to strengthen educators’ digital competences and promote a conscious, hands-on approach to media use among children and young people.
- The **Art Challenge by BEE SECURE** is a creative initiative launched in late 2025 by Luxembourg’s national cybersecurity and digital safety organisation. It was specifically designed to engage secondary school students (from 7e to 1ère) in the fight against cyberbullying through artistic expression. Art Challenge was organised by the SIC BEE SECURE for Safer Internet Day 2025

### Pillar 3 – Active participation, respecting children’s rights

	In place	In development	Other activity	Not present
Promoting civic engagement	X			
Promoting children’s rights	X			
Child-friendly policy documents			X	
Addressing digital inequalities	X			
Positive digital content				X

*Table 7: Active participation, respecting rights - Luxembourg*

#### Active participation

- BEE SECURE Kids (eight to 12 years old) and Youth Panel (13 to 18 years old) share their opinions on current issues (trends, policies) to BEE SECURE. BEE SECURE, as the Safer Internet Centre, may bring views to the attention of policymakers if requested.
- The **Jugend Parlament** (Youth Parliament) is a platform for young people aged 14 to 24 living in Luxembourg to discuss and debate certain

subjects in regular hearings with other young people. The government asks the platform for advice on youth-related topics.

- CGJL (Le Conseil National de la Jeunesse du Luxembourg/de Jugendrot)/National Youth Council of Luxembourg) represents and raises awareness among all youth organisations in Luxembourg, specifically by defending the interests of young people within all bodies established by the political powers.
- At the school level, tools for promoting youth participation include student committees and the CNEEL. The CNEEL is the platform for national student representation; it submits opinions and proposals to the Minister of National Education on all matters concerning students' lives and work in secondary education. However, it has no corollary in basic education.
- Regular consultations are also carried out within the "[Structured Dialogue](#)" process. The Structured Dialogue is an instrument for involving young people in European and Luxembourg politics. Set up in Luxembourg in 2013, its aim is to enable young people to have their say on the political decisions that concern them and for Luxembourg's political players to hear them.

### ***Addressing digital inequalities***

- The National Youth Service's (SNJ) "[Makerspace Base1](#)" fosters digital skills (non-formal education) with a makerspace and respective activities open to young people aged between eight and 30. By empowering children and young people to be not only consumers but also creators of the digital environment in the frame of the Makerspace Base1 offer, they learn from the point of view of designers and creators about protection and safety in the digital environment as they are inherently confronted to related questions in their respective projects.

## Best practices

### Example 1

#### ***Digital Language Tools***

This [initiative](#), presented by the Luxembourg Ministry of Culture and the Centre for the Luxembourgish Language (ZLS), aims to modernise and promote the Luxembourgish language in the digital age. By introducing a suite of four primary digital tools, the government seeks to improve linguistic accessibility, simplify learning, and ensure the language remains a vibrant part of everyday digital communication.

### Example 2

#### ***Hot Topic awareness campaign***

BEE SECURE launched its 2024/25 [Hot Topic awareness campaign](#) addressing four major online risks: deepfakes, pornography, sextortion, and romance scams. The campaign raised awareness of emerging digital issues around disinformation under the slogan "Gleef net alles am Netz" ("Don't believe everything online"). Using artificial intelligence to produce visuals and videos, BEE SECURE brought these complex topics to life through the playful Cyberjungle universe – featuring distinctive ape characters that guide audiences through the jungle of online manipulation and digital risks. One of the campaign's highlights, the video "CORNHUB ≠ REALITY" won the "Insafe resource competition" 2025.

## BIK+ index 2026: Luxembourg

The BIK+ index has been developed to provide an aggregated at-a-glance overview of the levels of implementation across the two dimensions, BIK policies and BIK+ actions, in Luxembourg compared to the EU27+2 average. Values are shown in per cent.

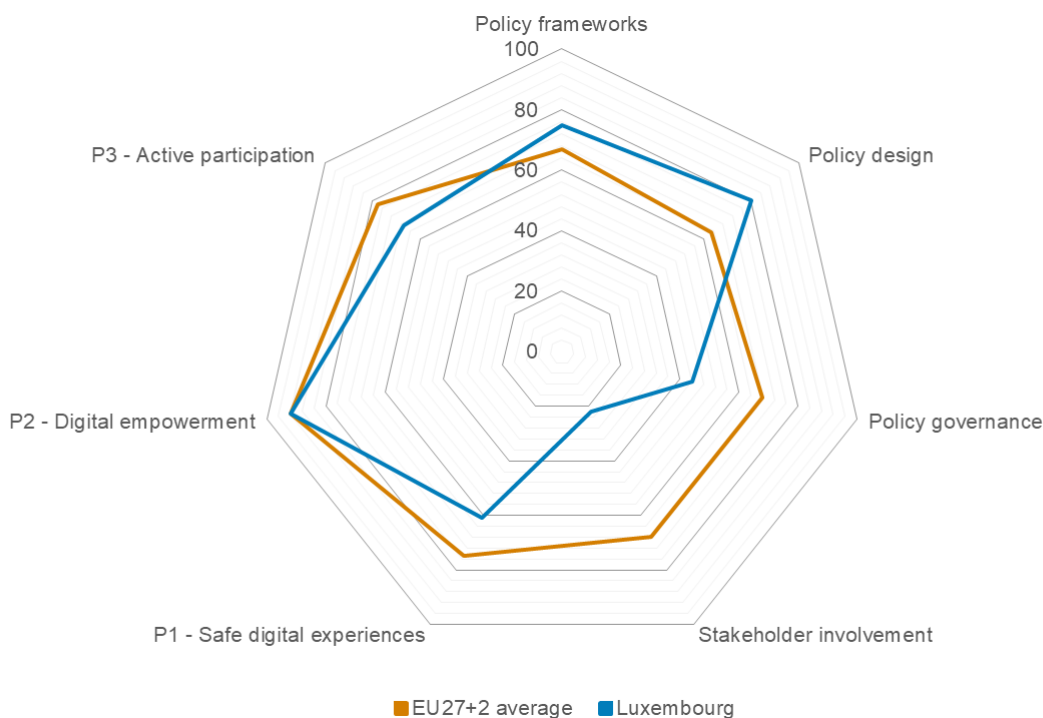


Figure 1: BIK+ index 2026: Luxembourg - EU27+2 average comparison