

Country profile 2026: Romania

Introduction

According to the [Digital Decade 2025: Country reports](#), Romania has a very strong fixed connectivity infrastructure and a notable gender balance in the tech sector, though it continues to grapple with low levels of advanced technology adoption and basic digital literacy. The country is a European leader in high-speed internet, with Fibre-to-the-Premises (FTTP) coverage reaching 95.7% and Very High-Capacity Network (VHCN) coverage at 95.9%, both significantly outperforming EU averages. Despite this, 5G coverage is still lagging at 46.8%. The digital economy shows a narrowing gap in basic digital intensity among SMEs (69.1%), but the integration of advanced tools like AI, cloud computing, and data analytics remains among the lowest in the EU at just 28.7%. A strength is the participation of women in the ICT sector, where they represent 26% of specialists – well above the European average – even as the overall share of ICT specialists in the workforce remains stagnant at 2.8%. In terms of digital skills, just 30.1% of the population reported possessing basic digital skills, the lowest in the EU, and a significant 33-percentage-point gap between urban and rural areas. According to the [State of the Digital Decade Eurobarometer 2025](#), public sentiment reflects an urgent demand for digital safety, with 83% of citizens prioritising protecting children from cyberbullying and harmful content.

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 - Romania

- **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.
- **Children's rights in the digital environment are** implied rather than explicitly recognised in policies regarding children and the digital environment.

Key developments and policy frameworks

- Romania's BIK+ ecosystem comprises government strategies, EU-funded projects, NGO initiatives, and private-sector involvement. Implementation often depends on project-based funding, volunteer networks, and regional capacity, so coverage can vary by locality and socio-economic context. There are ongoing gaps in the institutionalisation of child-friendly policy publications, the visibility of positive digital content, and the nationwide coordination of digital literacy programmes.
- The issues covered by the BIK+ strategy are addressed through a set of sector-specific laws and initiatives rather than a single comprehensive national strategy. Children's protection from harmful and illegal content is regulated in the [Audiovisual Law no. 504/2002](#), as amended, which includes specific provisions on the protection of minors in linear and on-

demand audiovisual services and on video-sharing platforms, as well as a mandate to promote media education.

- At the horizontal level, Romania has recently adopted [Law no. 50/2024 implementing the Digital Services Act](#), which designates the Digital Services Coordinator and clarifies the roles of relevant sectoral authorities, including for the protection of minors online.
- The National Strategy for Protection and Promotion of Children’s Rights “[Protected Children, Safe Romania](#)” (2022-2027) and Operational Plan approved by Governmental Decision no 969/2023 have as one of the general objectives for the digital environment, respectively no 7 “Ensuring children's access to digital public services safely”.
- Romania has dedicated policies for the protection of children in the digital environment, recently reinforced by the [Digital Age of Majority Law](#), adopted only by the Senate in October 2025. The law sets 16 as the “digital maturity” threshold, stipulating that minors under 16 may create online accounts only with verifiable parental consent. Digital service providers must implement age filters, verify user identities, label content by age categories, and restrict personalised advertising for minors.
- In parallel, the National Strategy for the Protection and Promotion of Children’s Rights (“[Protected Children, Safe Romania](#)” 2022–2027) includes objectives for digital safety and for children's participation in decisions affecting them.
- These initiatives are complemented by educational and awareness programmes, such as “[Ora de Net](#)”, coordinated by the Safer Internet Centre Romania, which provides resources for children, parents, and teachers on safe internet use. Based on these recent developments, Romania is moving towards an integrated framework that combines digital legislation with child protection policy.
- Also, in Romania, issues related to children and the digital environment in the audiovisual field are mainly embedded in broader audiovisual regulation rather than in a dedicated policy framework on children’s online life. The Audiovisual Law and the secondary legislation adopted by

CNA (including the Regulatory Code on audiovisual content and specific rules for on-demand services and video-sharing platforms) contain detailed provisions on the protection of minors from harmful content, on the classification and scheduling of programmes, and on audiovisual commercial communications addressed to or involving children.

- Empowerment and participation are addressed more indirectly, through CNA's legal mandate to promote media education and through its media literacy activities and projects, including work to develop online educational resources for children, parents and teachers. These instruments constitute sector-specific contributions but do not constitute a single, standalone national policy framework on children and the digital environment.
- The [National Authority for the Protection of Children's Rights and Adoption](#) participates, alongside other central authorities such as the Ministry of Internal Affairs (MAI), the Ministry of Justice, the National Cybersecurity Directorate (DNSC), the National Authority for Administration and Regulation in Communications (ANCOM), and others, in the ongoing process of aligning national legislation with European legislation in the field of children's online safety, child protection in relation to digital services, cyberbullying, harmful content, illegal content, and combating online sexual abuse of children, contributing to the initiation, amendment, and/or supplementation of highly relevant normative acts.
- In Romanian audiovisual legislation, children's rights in relation to the digital environment are not explicitly framed as "children's digital rights" or with direct references to instruments such as the UN Committee on the Rights of the Child General Comment No. 25 (2021). Instead, the Audiovisual Law and CNA's secondary legislation treat minors as a category requiring special protection and impose detailed obligations on audiovisual media service providers and video-sharing platforms regarding harmful content, programme classification and scheduling, parental controls and the labelling of advertising addressed to or involving children. These rules implicitly support key aspects of children's rights in the digital audiovisual environment (protection,

access to appropriate information, opportunities for expression and participation), but they are not articulated in an explicit, rights-based framework.

Other relevant frameworks

1. **National Digital Education Strategy and SMARTedu 2021–2027:** This is a national strategy that covers digital skills, digital literacy and inclusion at all levels of education. It includes components directly linked to BIK+ objectives, such as digital skills for children and teachers, safe online practices, and access to digital technologies in disadvantaged communities. Implementation is coordinated by the Ministry of Education and Research and supported by EU funds (National Recovery and Resilience Plan/NextGenerationEU).
2. **National Recovery and Resilience Plan digitalisation projects:** These include major investments in school digital infrastructure, teacher training and ICT equipment. Supports BIK+ priorities such as bridging the digital divide, promoting safe digital learning environments and expanding digital skills for children and educators. Some delays have been reported, but the plan aligns with BIK+ goals.
3. **Development of Child-Friendly Digital Policy Resources:** Efforts are ongoing to produce child-friendly versions of policies, awareness campaigns and guidance documents related to online safety, media literacy and children's rights in digital environments. These initiatives are partially NGO-led ([Save the Children Romania](#), [SIC Romania](#)), with pilot collaborations with government bodies to integrate child-friendly resources in schools and communities.
4. **Digital Inclusion/ National Equity Initiatives:** National and regional programmes target disadvantaged children and communities and include digital skills hubs in libraries, community digital workshops, and rural broadband expansion. NGOs such as Fundatia EOS and Accenture's Digital Skills Academy support underprivileged children, promoting equitable access to online resources.
5. **Media Literacy & Critical Thinking projects** such as InMedia, Media Literacy Booster, and CIJ initiatives promote children's media literacy, critical thinking, and resilience to disinformation, supporting BIK+ goals on informed digital participation.

6. Youth Participation & Civic Engagement projects beyond online safety, initiatives exist to foster youth civic engagement, active participation in democratic processes, and peer-led campaigns. Examples include GEYC GenerationEU, World Vision’s #YoungDemo, and EmpowerYouth by CRPE. These programmes help young people participate responsibly in digital and social life, aligning with BIK+ objectives on civic digital literacy.

7. Emerging policy proposals and draft laws, such as the “Digital Age of Majority Law”, aim to protect children online by regulating account creation for minors and online consent. These legislative initiatives complement BIK+ priorities on children’s rights, safety, and age-appropriate access to digital platforms.

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 - Romania

- **There is no data collection on children’s digital activity at the country level.**
- **Surveys of children’s experiences of risks, harms and digital well-being** are undertaken on an ad-hoc and irregular basis.
- **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:

- In February 2025, Save the Children Romania conducted a sociological study entitled “The Effects of Cyberbullying on Children’s Emotional Well-Being – A National Quantitative Sociological Research Report”, along with the launch of the Resource Centre for the Protection of Children on the Internet.
- UNICEF Romania & Ministry of Education and Research (2025) – “Report on child well-being and digital behaviour in schools”.
- The official page of the [Ministry of Education](#) provides details on procedures and case management for violence (including cyber violence), including ministerial orders and resources for schools on bullying/cyberbullying. Further academic research is available in the 2024 report “[Study on national situation of cyberbullying in Romania](#)”, which provides a detailed analysis of the impact, aggressor–victim profiles, distribution channels, and intervention strategies.
- DigiGen: “[The Impact of Technological Transformations on Children and Youth](#)”. This European project, with the participation of Babes-Bolyai University Cluj-Napoca (UBB), focused on investigating the effects of ICT (information and communication technologies) on the lives of children and youth: education, family, leisure, and civic participation.
- [National Institute of Public Health](#) (2017–2024) reports on child health and behavioural risk factors” - INSP/ CNEPSS Reports (National Institute of Public Health). It hosts an archive of national reports on children’s health (including general data on mental health and some references to risk factors), historical reports (e.g., 2017), and useful longitudinal data.

- Recent surveys from [Save the Children Romania](#) (2023–2025) show that approximately 40%–50% of Romanian children have been victims of online harassment, with a continuing upward trend. While boys report being cyberbullying victims more frequently, girls tend to be twice as emotionally affected (53% vs 24%). One-third of children have witnessed online bullying in the past year - ranging from 21% of those aged 9–10 to 45% of those aged 15–17. Among witnesses, about half tried to help the victim, 45% did nothing, and 7% encouraged the aggressor. Common online risks include insults, spreading rumours, and sharing personal images or data without consent. Around 28% of parents and 17% of teachers admit to sharing children’s personal information online without permission, exposing minors to further emotional harm and public embarrassment.
- In the audiovisual field, the [National Audiovisual Council](#) (Consiliul Național al Audiovizualului) (CNA) regularly monitors the implementation of rules that are relevant for children and the digital environment, including provisions on the protection of minors in linear and on-demand services and on video-sharing platforms. This is done through continuous content monitoring and the analysis of viewer complaints (including those concerning minors and harmful content). Where appropriate, the findings from this supervisory work are considered when the CNA considers updating its secondary legislation and when planning awareness-raising and media literacy activities.
- CNA regularly gathers information relevant to policy and regulatory decisions concerning children in the audiovisual and online environments. This includes monitoring of audiovisual content (linear and on-demand), statistics on viewer complaints – including those related to minors and harmful content –, and internal analyses that support the revision of CNA secondary legislation on the protection of minors and media literacy. At the same time, CNAs’ capacity to commission dedicated, large-scale research on children’s digital activities is limited.

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			

Table 3: Policy governance - Romania

- **Policy development sits across different ministries** with leadership officially distributed according to the area of specialisation.
- **Policy coordination and implementation are spread across multiple entities** without a clear central coordination mandate or mechanism.
- **There is a defined national action plan on children and the digital environment** with accountabilities such as defined timelines, assigned responsibilities or key performance indicators (KPIs).

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 - Romania

- **Stakeholder participation in policy discussion and development is infrequent or informal.** Opportunities to contribute exist occasionally but lack regularity, transparency, or meaningful impact on decision-making.
- **There are no formal mechanisms or practices for consulting the public** on BIK topics.
- **Children are listened to directly in the policy development process** (for example, through hearings, consultations, specific surveys) but are not formally involved in decision-making.

Stakeholder mechanisms

- There is no formal, government-led multi-stakeholder forum specifically dedicated to children and the digital environment, nor is there a structured platform that regularly brings together public authorities, industry, civil society, and academia on this topic.

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 - Romania

Implementing EU laws

- Romania does not have its own system or distinct law regulating the rating of video games as a content classification, distinct from the PEGI system. Romania recognises and uses the PEGI system for video game

ratings, even though it is an industry self-regulation system supported by publishers and players

- In its role as Digital Services Coordinator, [ANCOM](#) has been actively promoting a better understanding of the DSA rules governing the online protection of minors. To support this objective, ANCOM has engaged with a wide range of national authorities by participating in meetings, working groups, and events dedicated to child online safety. These activities have included exchanges with institutions such as the [National Authority for the Protection of Children’s Rights and Adoption](#), as well as participation in various round-table discussions focused on safeguarding children in the digital environment
- There is an effective professional relationship, based on availability and communication when necessary, and maintained through cooperation between the national Digital Services Coordinator (DSC) and the SIC in Romania.

Addressing online harms

- In the audiovisual field, CNA’s secondary legislation defines harmful content. The new CNA Decision no. 573/2025 on the Regulatory Code on Audiovisual Content expressly defines “harmful content” as any content, information or action capable of inducing fear, intimidation, horror, psychological terror or similarly intense states, including, for example, pornography or unjustified violence. This Code applies to linear and on-demand audiovisual media services, as well as to user-generated videos on video-sharing platforms under Romanian jurisdiction, thereby covering relevant forms of harmful online audiovisual content. It complements the provisions of the Audiovisual Law on the protection of minors and programme classification.
- Since the last BIK Policy Monitor submission, the main development from CNA’s perspective is precisely the adoption of Decision no. 573/2025, which introduces an explicit legal definition of harmful content in the audiovisual domain.
- Romania does not have a dedicated “cyberbullying law,” but the phenomenon is addressed by Law no. 221/2019, which amends the

National Education Law no. 1/2011 and explicitly defines and prohibits bullying – including cyberbullying – as a form of psychological violence among students, requiring schools to implement prevention and intervention mechanisms. These provisions were further operationalised through Order 4343/2020, which approved the Methodological Norms of 27 May 2020 for applying Article 7(11), Article 56¹, and point 6¹ of the annex to Law no. 1/2011, establishing detailed procedures for preventing, identifying, and responding to psychological violence (bullying).

Age assurance

- Discussions are currently taking place at the inter-institutional level on how to implement the age verification solution.

Supporting digital well-being

- In the audiovisual field, influencer marketing and other online commercial practices targeting or involving children are addressed through the Audiovisual Law and CNA's secondary legislation on audiovisual commercial communications. These rules apply to linear and on-demand audiovisual media services and to video-sharing platforms under Romanian jurisdiction, including when influencers qualify as audiovisual media services or when their content contains audiovisual commercial communications.
- The framework requires clear labelling of advertising, prohibits surreptitious and misleading advertising, and contains specific protections for minors, for example, regarding the promotion of certain products (such as alcohol, gambling or unhealthy foods) and the exploitation of children's credulity or inexperience.
- In addition, Article 428 of the Audiovisual Law obliges video-sharing platforms to inform users when content contains audiovisual commercial communications. CNA is also reflecting, including through exploratory work such as a sandbox approach, on possible further guidance regarding influencers and commercial communications addressed to minors.

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 - Romania

Digital empowerment in formal education

- There is a formal national framework for students' digital competences: [DigCompRo](#) (based on the EU-wide DigComp 2.2) was adopted in Romania in 2024 via Ministerial Order no. 6.466/30.08.2024. This defines a digital-competence profile for students with six main competence areas: use of digital devices, information/data literacy, digital communication & collaboration, digital content creation, cyber-safety, and responsible/ethical use of technology.
- The formal curriculum reflects that, as per the national curriculum document for upper-secondary schools, there is a discipline [Educație digitală și abilități media](#) (“Digital Education and Media Skills”) which, at least for those schools/pupils who choose it, aims to develop digital competences, media literacy, and critical thinking about media content.
- In lower secondary/compulsory education, the main mandatory subject is Informatics/ICT, which remains part of the standard curriculum and helps build foundational digital literacy.

- At the same time, there are supporting initiatives beyond mandatory classes: for instance, the national strategy [SMART-Edu 2021–2027](#) aims to “develop digital skills at all levels of cross-curricular education, through specialised subjects, through formal and non-formal activities” and to support the digital training of teachers.
- Further, the recent national programme [4E-Education \(e-Evaluare, e-Examinare\)](#) – part of the Romanian reforms within the National Recovery and Resilience Plan – includes the deployment of digital evaluation/examination systems and the development of digital content, signalling an institutional commitment to embedding digital competences in the schooling process.
- Smartphone/ mobile-device restrictions in schools: Under the recently updated [Legea învățământului preuniversitar 198/2023](#) (part of the “România Educată” package), there is a nationwide regulation that prohibits the use of mobile phones (or any electronic communication device) by students during class time in preschool, primary and gymnasium levels except when used for educational purposes or in spaces authorised by the school’s internal regulation.
- In high schools (liceu), schools have the discretion, under their internal regulations, to adopt stricter rules, including a total ban or limited use.
- Online-safety / digital-behaviour & anti-cyberbullying policies: The national Romanian Safer Internet Centre (SIC Romania), coordinated by Save the Children Romania, works systematically with schools to promote safe internet use, digital literacy, online-safety awareness, cyberbullying prevention and responsible online behaviour.
- In 2025, SIC Romania launched a national-level educational initiative, endorsed by the Ministry of Education and Research, that provides resources (lesson plans, activities, interactive exercises) for preschool through high school to integrate online safety and digital rights education into classrooms.
- There is also a regulatory framework for responding to online abuse and cyberbullying: under an official procedure (as of 2023), the definition of

cyberbullying is included, along with guidelines for identification and support, including for preschool, primary, and secondary students.

- Moreover, a recent project, the [Policies and Resources for Safe and Supportive Schools](#), started in July 2024 (in collaboration between the Ministry of Education, UNICEF and the European Commission) aims to strengthen whole-school approaches to social and emotional learning, psychosocial support, well-being and mental health. This covers online-related risks as part of a broader supportive school environment.

Digital empowerment and lifelong learning

- Save the Children Romania runs the “Ora de Net” programme, the national Safer Internet Centre (SIC) for Romania. Through this, they organise awareness campaigns, training sessions and workshops targeted at children, adolescents, parents, teachers and other specialists.
- The programme offers a helpline ([CTRL_AJUTOR](#)) for children, teens and parents who encounter online risks (cyberbullying, harmful content, privacy violations, etc.), providing counselling and advice. Through 2024, the “Ora de Net” efforts reached tens of thousands: according to their latest report, in that year, 37,540 children and 13,757 adults (parents, teachers, education-specialists) participated in educational activities about safe Internet use.
- The project [#SigurantaOnline](#), coordinated by the National Police (IGPR) together with national cybersecurity and banking partners, includes an online-safety education component targeting children and wider internet users; it publishes interactive content (comics, quizzes) and reaches out to children, parents and educators beyond formal school curricula.
- There are also youth-oriented or community events – for instance, the 2025 project Beyond the Screen (Erasmus+), which brought together adolescents from Romania and Hungary for non-formal workshops on digital safety, cyber-risks, data privacy, and online identity protection.
- The [Centre for Independent Journalism](#) (CIJ) and [UNICEF Romania](#) have partnered to develop media literacy education for children and teenagers, including courses, teaching materials, and teacher training to

help young people build resilience against disinformation and learn to critically evaluate media content.

- **InMedia** – “**Inclusive Media Literacy Curricula for Youth**” is an Erasmus+ strategic partnership project involving Romania (among other countries) that develops media literacy curricula, lessons, interactive exercises, and tools, specifically targeting youth (including those from disadvantaged backgrounds). Its resources are freely available and explicitly include modules on disinformation, hate speech, stereotypes, and media manipulation.
- **Media Literacy Booster** (2025) is a more recent initiative that aims to train young people (and, by extension, high school students) to be “media literate”: participants learn to spot and address misinformation, and some become peer trainers for their peers. The project includes workshops, training of trainers (ToT), educational materials, and aims to build civic engagement and resilience against disinformation.
- **Mediawise Society** is a civil society organisation in Romania offering media education resources and training for children, youth, teachers, librarians and other professionals. They run workshops, mentoring and educational activities focused on media literacy, critical thinking about media content, and responsible digital media consumption/creation.
- There are recent community-level partnerships targeting parents: e.g. a 2025 initiative by HILS Development together with Save the Children called “Communities safe for parents and children, in the digital age”, comprising a series of debates and information sessions directed at parents and families to raise awareness about online risks, how to create a safe digital environment, and how to guide and educate children.
- Non-formal programmes and public campaigns also address parents and families: for instance, a 2025 campaign by Telefonul Copilului (in partnership with Orange Romania) aims to raise awareness about children’s rights online, offering counselling, free anonymous helpline (116 111), informational resources, aimed at supporting vulnerable children and advising parents/families on safe internet usage and cyberbullying prevention.

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 - Romania

Active participation

- There are several national and regional-level activities in Romania (beyond the programmes of the national Safer Internet Centre or standard youth-internet awareness) that aim to promote youth civic engagement, active participation in democratic and community life, and youth participation in public decision-making.
- “GenerationEU: Promotori ai democrației europene” (GEYC): Through this project (supported by the European Parliament Liaison Office in Romania), GEYC engages young people (roughly 18–30) who are members of youth organisations, student associations or informal groups, as “promoters” of democracy and European values in their local communities. The programme supports them in carrying out local-level actions, outreach, and community engagement.
- World Vision Romania, “#YoungDemo / Young Leaders United for Democracy”: This project works with young people aged approx. 12–26 and includes an advocacy-mentoring programme, online workshops, and training in civic engagement, critical thinking, European democratic processes and youth activism. It especially encourages first-time voters and young people to become socially and politically active.

- Romanian Centre for European Policies (RCEP) - “EmpowerYouth” project: A more recent initiative (started 2024) aiming to strengthen youth organisations, support local youth-led initiatives (especially on environment/climate), and facilitate dialogue between youth and decision-makers. The project offers training resources, mentoring, funding and organisational support for youth-led civic initiatives.

Addressing digital inequalities

- There are national and regional activities aimed at tackling the digital divide and reducing digital inequalities in Romania, including initiatives that could improve children’s access to the digital environment.
- **SMART-Edu 2021-2027:** this national initiative (coordinated by the Ministry of Education) aims explicitly to reduce digital gaps and increase socio-economic inclusion. Its pillars include providing digital skills education at all levels and equipping all educational units with appropriate infrastructure and technological resources.
- Digital-skills hubs in public libraries/ community spaces: There is a funding scheme in Romania to transform a number of libraries into “digital skills hubs,” including the replacement or upgrading of IT equipment. This aims to give people from disadvantaged or underserved communities access to digital literacy training and digital tools.
- **EOS Foundation/ Together in a Digital Romania:** This civil society initiative focuses on digital inclusion by building a network of local centres (aimed at disadvantaged people) and offering training and resources to adults and children alike to improve digital skills and reduce inequalities. (www.incluziunedigitala.ro)
- The national connectivity strategy includes measures to expand broadband/internet access in underserved or “white/grey” areas (rural, remote, or under-connected localities), which is essential to closing the rural/urban digital divide.
- **Vodafone România Foundation:** Through its programme Skills Upload Jr, Vodafone supports the development of youth digital skills and well-being. In 2025, they extended the programme with a component dedicated to children's digital well-being aged 9–16. That includes designing

educational content, digital skills modules, and encouraging responsible, balanced use of digital technologies among children.

- [Skills Upload Jr](#) also runs a competition, Skills Upload Jr Challenge, which invites pupils (and their teachers) to develop digital solutions aimed at social good, inclusion, and community betterment. This encourages children to engage creatively with digital technologies, not just as consumers but as content and solution creators.
- In the area of media literacy and digital media skills, the project Youth, coordinated by the [Centre for Independent Journalism](#) (CIJ) together with several NGOs, aims to support young people's digital media skills. This potentially includes creating or promoting positive, informed digital media content.

BIK+ index 2026: Romania

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 Romania compared to the EU27+2 average. Values are shown in per cent.

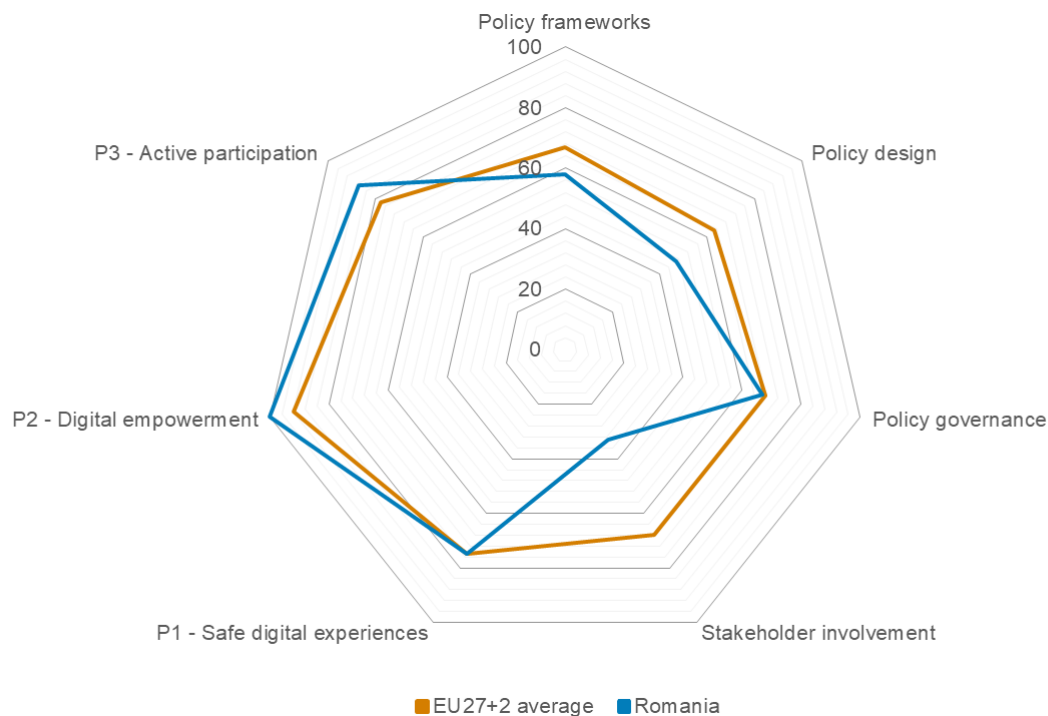


Figure 1: BIK+ index 2026: Romania - EU27+2 average comparison