

What if the EU ran on microelectronics?

Although microelectronics have a significant role in modern life, their low visibility and complex value chain have contributed to concealing a decline in EU industry in the field. It is broadly assumed that microelectronics are designed in California and manufactured in Taiwan. What if the EU could take a particularly strategic position in this technology?

When asked how many [microcontrollers](#) they have on their desk, most people would only consider the one in their laptop, whereas in fact, a laptop alone contains several. Besides the [microprocessor](#) hosting the Control Processing Unit (CPU), which is not a microcontroller properly speaking, microcontrollers govern laptop functions such as communications, drivers, the power supply, touchpad and screen. There may also be another microcontroller (or several) in their smartphone, plus those in their landline phone, watch, earphones, mouse, calendar, thermometer, printer, chargers, external screen – and even in the coffee machine and the desk lamp. Microelectronics technology is everywhere: it includes



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semiconductors and components, but is far broader than that. It ranges from the control units for cars, planes and [drones](#) to small appliances, medical equipment or mobile phones, reaching over [US\\$600 billion](#) in revenue, up by 19.7 % year-on-year, excluding software development for artificial intelligence (AI).

The microelectronics industry is a [strategic asset](#) for Europe, which the European Commission [ranks](#) as one of the most research and development (R&D) intensive sectors. The sector supports around 200 000 jobs directly and more than 1 000 000 indirect jobs in Europe. However, the EU [share in global chip capacity](#) has decreased from 13 % in 2010 to 7-8 % in 2025. This can be attributed to factors such as growing manufacturing costs – including energy – and low public investment in the required R&D to deploy the complex supply chain and to support initial investment in manufacturing equipment.

The major manufacturers of semiconductor chips are based in the USA (Intel, Micron), Taiwan (TSMC) and South Korea (Samsung, SK Hynix), and most designers (or [Fabless semiconductor companies](#)) are also based in the USA (NVIDIA, AMD). Nevertheless, the EU has traditionally been at the [forefront](#) of the global [semiconductor value chain](#), holding specific know-how, such as in the production of equipment for manufacturing semiconductors (e.g. [ASML](#) in the Netherlands). Furthermore, and although they are decreasing and insufficiently widespread, Europe [retains](#) the [basic skills](#) for non-advanced everyday (but highly strategic) versions of microelectronics technology.

Potential impacts and developments

Microelectronic components are complete miniaturised circuits composed of standard electronic parts, such as transistors, capacitors, diodes, and resistors, which operate at microscopic scale. These circuits are designed to perform specific functions and, therefore, are closely linked to optimisation in the assembly of



new products and devices. Modern versions of technological products rely on microelectronics technology to the extent that no product can compete in the market today without it, which risks excluding the small and medium-sized enterprises that are – and will [remain](#) – vital to the EU and usually lack the required skills and resources. This is not always about the newest technologies and the highest levels of integration for big production series, it is also about everyday components in a broad variety of industrial sectors. The competitive advantage of already strong microelectronic players has become overwhelming.

According to the European Semiconductor Industry Association ([ESIA](#)), in the EU this sector has a multiplier effect of around 2.5 (meaning that every euro invested in the industry generates an additional €2.5 in economic activity), whereas this same factor is 4.3 in the USA and 3.5 in China. Microelectronics accounts for around 1.4 % to 1.6 % of the EU's GDP (€230 billion to €250 billion), 2.2 % to 2.5 % of the USA's GDP (€380 billion to €440 billion) and 2.5 % to 3.0 % of China's GDP (€390 billion to €480 billion).

Strategic sectors such as the [automotive industry](#), [AI](#), [telecommunications](#) and [defence](#) are fast evolving to models that are ever more dependent on microelectronics to provide new functionalities, which are becoming key market assets. The [European Chips Act](#) entered into force on 21 September 2023, together with the [Critical Raw Materials Act](#); they have become key pillars for EU [open strategic autonomy](#), setting a reliable foundation for a [competitive EU](#).

Anticipatory policymaking

While addressing competitiveness in her 2025 [State of the Union speech](#), European Commission President Ursula von der Leyen stressed the need to 'keep up the speed'. The Commission will therefore 'propose an industrial accelerator act for key strategic sectors and technologies'. Von der Leyen concluded that, 'when it comes to digital and clean tech', the EU aims to be 'faster, smarter and more European'. However, and although she particularly referred to critical raw materials and this was implicit in her speech, she did not specifically mention microelectronics or semiconductors. However, they are fundamental to achieving the proposed goals of a competitive knowledge economy and enhanced [defence](#) capacity.

Pillar I of the European Chips Act establishes the [chips for Europe](#) initiative, which will support technological capacity building and innovation in the Union by bridging the gap between the Union's advanced research and innovation capabilities and their industrial (and [dual-use](#)) exploitation. [Horizon Europe](#) allocates significant funding for R&D in the microelectronics sector, while the Chips Joint Undertaking ([Chips JU](#)) aims to support its development. Related technologies such as the [internet of things](#), edge computing and AI benefit from complementary initiatives such as smart anything everywhere ([SAE](#)) and the European processor initiative ([EPI](#)). The EU is addressing the [skills shortage](#) through programmes such as the [digital education action plan](#) and the more specific large-scale partnership ([LSP](#)) in microelectronics, which promotes specialised training. Additionally, the Important Project of Common European Interest ([IPCEI](#)) in microelectronics allows EU Member States to support related projects with State aid, and initiatives such as [Eurostack](#) aim to improve the EU's strategic autonomy.

While the Chips Act is a definite step forward, the strong strategic aspect of this sector requires continued monitoring and [sustained action](#). Policymakers and industry leaders can work together to promote public and private investment and the development of a sustainable business environment suitable for the microelectronics industry, including to support the development of skills, talent, innovation and risk-taking that will bolster European prosperity and security.

What-ifs are two-page-long publications about new or emerging technologies aiming to accurately summarise the scientific state-of-the-art in an accessible and engaging manner. They further consider the impacts such technologies may have – on society, the environment and the economy, among others – and how the European Parliament may react to them. As such, they do not aim to be and cannot be prescriptive, but serve primarily as background material for the Members and staff of the European Parliament, to assist them in their parliamentary work. The content of the document is the sole responsibility of its author(s) and any opinions expressed herein should not be taken to represent an official position of the Parliament. Reproduction and translation for non-commercial purposes are authorised, provided the source is acknowledged and the European Parliament is given prior notice and sent a copy. © European Union, 2025.