

IoE: Internet of Everything

IoT has been limited to only machines thus achieving Machine Machine Communication but IoE brings together people, processes, data, and things and adds them into the network therefore not just phones/tablets and PCs but people.

The IoE Economy will profoundly affect four major Aspects of our lives:

- **People:** People will be connected to the internet in more relevant ways and will be generating data and interacting with devices not only through Mobile's/Tablet's, PC's, and Social networks but also through Sensors placed on human skins or sewn into clothing which will provide a person's vital signs. In this way, people will themselves becomes Nodes on the internet.
A good example is Nike's wearable fitness band's which read a person's vital signs and sports apparel and gears embedded with chips that track the performance of Athletes.
- **Things:** Things and physical items such as sensors, industry devices, consumer products, and enterprise assets will be connected to the internet or to each other, also fetching information from their surroundings, will be more context-aware, more cognitive, more intelligent, often so-called the internet of things.