

# Tot Privacy & Searmy

## The 10 most popular Internet of Things applications A ranking based on web analytics



## Augment Existing Things

















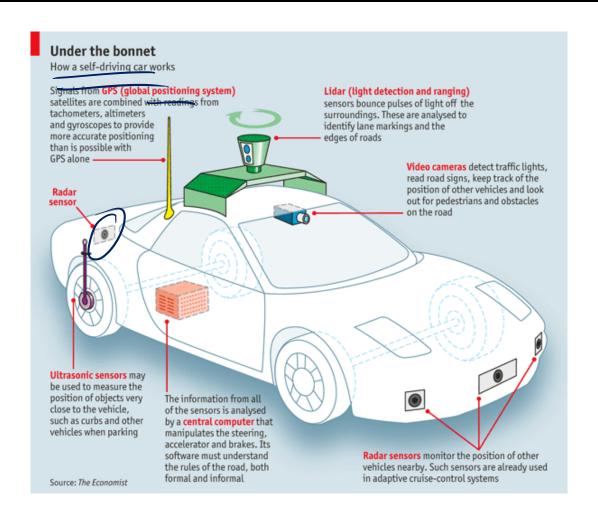




# Augmenting Life With New Things

- Smart City
- Smart Car
- Smart Me (healthcare, fitness, wellness)

#### Example: Connected Roadways





# Industrial Tol ( Ito)

# The Connected Factory in Action

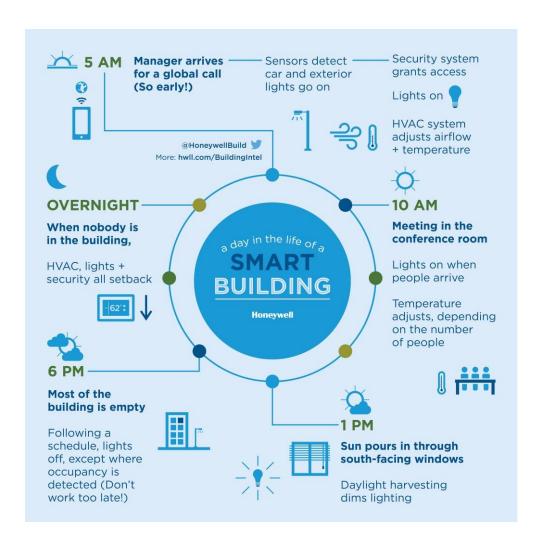


# Example: Connected Factory

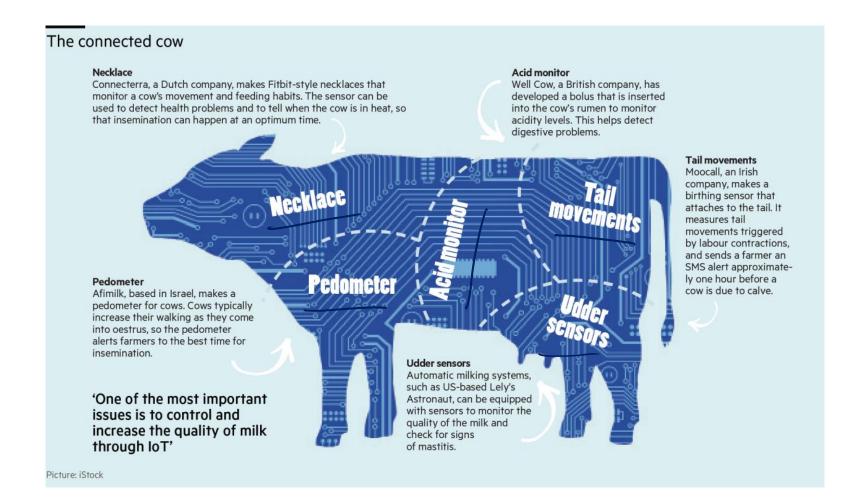
- New product and service introductions faster
- Increasing production, quality, uptime
- Mitigating unplanned downtime
- Protecting from cyber threats
- Worker productivity and safety

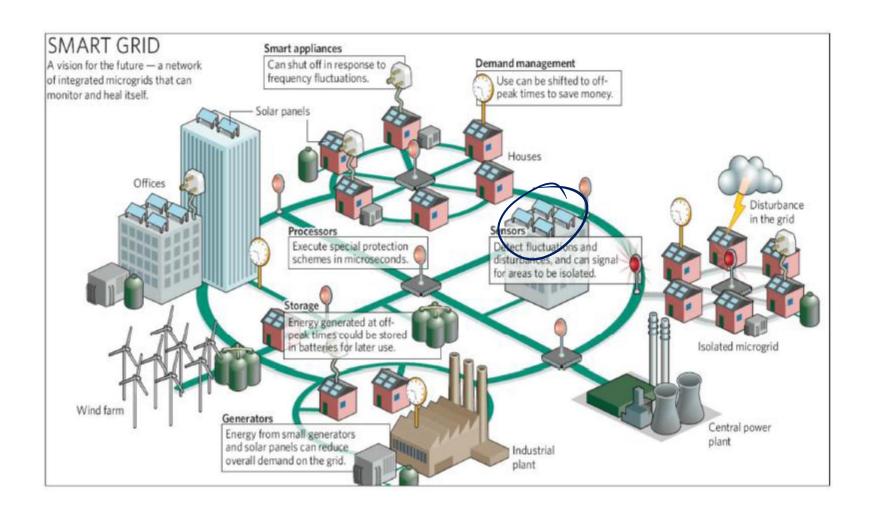
# Example: Smart & Connected Buildings

- Energy management
- Lighting
- Safety
- HVAC
- Building automation
- Smart spaces



#### Example: Smart Creatures





Example: Smart Grid



Enablers: Portability

Reducing the size of hardware to enable the creation of computers that could be physically moved around relatively easily





#### Enablers: Miniaturization

Creating new and significantly smaller mobile form factors that allowed the use of personal mobile devices while on the move



50mm x 50mm

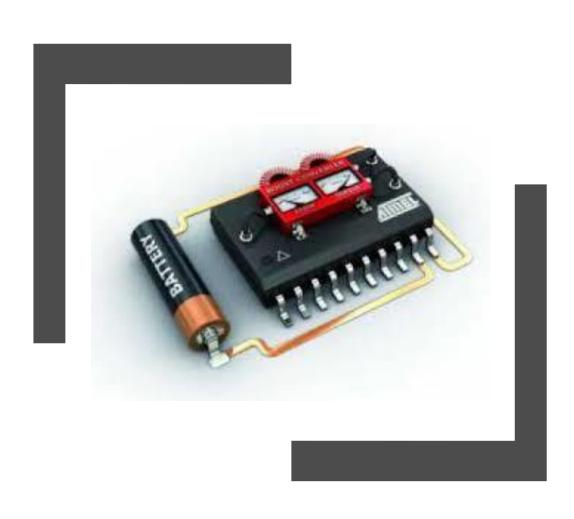


35mm x 35mm



15mm x 15mm

#### Enablers: Low Power and Low Heat



- Low power architectures
- Low power radios
- Sleep modes
- Energy harvesting

### **Enablers: Connectivity**

• Developing devices and applications that allowed users to be online and communicate via wireless data networks while on the move



# Enablers: Convergence

Integrating emerging types of digital mobile devices, such as Personal Digital Assistants (PDAs), mobile phones, music players, cameras, games, etc., into hybrid devices.



# Enablers: Divergence

Opposite approach to interaction design by promoting information appliances with specialized functionality rather than generalized ones









### Enablers: Ecosystems



The emerging wave of digital ecosystems is about the larger wholes of pervasive and interrelated technologies that interactive mobile systems are increasingly becoming a part of.

## Example: Smartphone

- Portability: carry it anywhere you want
- Miniaturization: make it possible to build device to fit in your pocket
- Connectivity: Wi-Fi, LTE/4G, cellular, Bluetooth
- Convergence: phone, camera, gaming device, movie streaming, music player, ...
- Digital Ecosystem: cloud, social networks, software development kits, app stores, big data, standardization ...

#### IoT Issues & Challenges

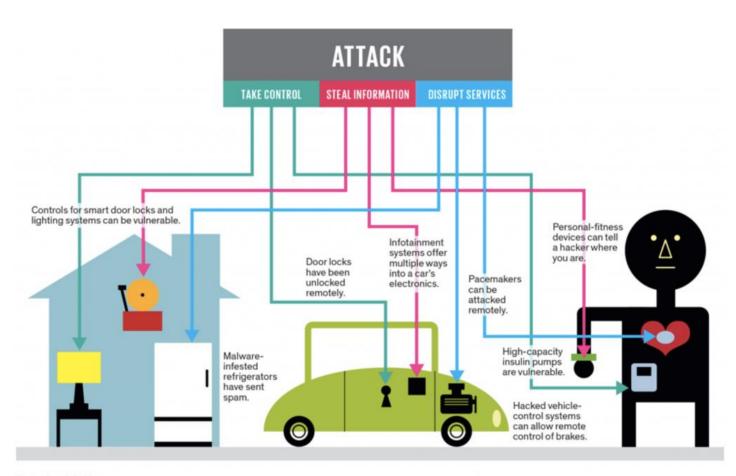


Illustration: J. D. King

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