

Internet of Things (IoT)

• IoT Domains

- Ubiquitous Computing (Pervasive Computing)
- Home automation
- Urban Computing/Smart Cities
- Embedded Computing
- Actor/Sensor Networks
- M2M Communication
- Mobile Computing, Wearable Computing
- Making/Hacking/Remixing
- Big/Actionable Data

→ **Systems, Connectivity, Data**

• Devices and controllers

