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Designing the Internet of Things - 5 Key Principles

Whether it's called physical computing,

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ubiquitous computing, or the Internet of Things, it's a hot topic in technology: how to channel your inner Steve Jobs and successfully combine hardware, embedded software, web services, electronics, and cool design to create cutting-edge devices that are fun, interactive, and practical.

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In 2013, the Internet of Things was everywhere: more startups, services and platforms launching and coming out of beta. Last month, CES was awash with connected-this and smart-that and while much of this is in the early-adopter stage, what's remarkable is that the price and size are making possible futuristic products which were unimaginable a few years ago.

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Manufacturing

If you'd like to design for the future, Designing the Internet of Things is a great place to start. About the Author. Adrian McEwen (Liverpool, UK) is an Internet of Things expert. He co-wrote and runs the Howduino course, teaching about Arduino across the UK. Adrian is the curator of official Arduino Ethernet Library.

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Internet of Things: The internet of things (IoT) is a computing concept that describes the idea of everyday physical objects being connected to the internet and being able to identify themselves to other devices. The term is closely identified with RFID as the method of communication, although it also may include other sensor technologies, ...

Designing for the Internet of Things

He has been connecting devices to the Internet since 1995—first cash registers, then mobile phones, and now bubble machines and lamps. He founded MCQN Ltd., an Internet of Things product agency and (along with Hakim and others) is co-founder of DoES Liverpool, a hybrid co-working/ makerspace that incubates Internet of Things startups in NW England.

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Here are 5 principles that I believe are critical in designing the Internet of Things: 1. Prepare for Evolving User Actions. 2. Leverage What You Already Know. 3. Create Contextual Experiences. 4. Account for Premeditated Actions. 5. Most Importantly, Connect People!

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For manufacturers, the Internet of Things (IoT) means that every object or "thing" is embedded with a sensor and is capable of automatically communicating its state with other objects and automated systems within the extended enterprise.

The Internet of Things Needs Design, Not Just Technology

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