



THINGS

The internet of things brings the potential of creating a network of mobile and inert consumer devices, places and people using these connected devices – brought together in an interconnected world. This creates the possibility of connecting billions of devices to each other, to people and people amongst each other – promising to in turn create a hyperconnected world where everything is connected via the internet –the internet of everything³.

Such an interconnected world of devices, people and physical & virtual objects will potentially lead to transformational shifts in the way enterprises, governments and people in social capacity interact with and among one another.

Security, privacy and bandwidth availability are some of the prime concerns associated with such an overwhelming rise in connected objects, data, devices and systems.

As one of the consequences, IoT will fuel the transition from IPv4 to IPv6 (IPng). Also, as multitudinous connected devices and networks interact, intrusion to privacy and security will become primal concerns. As such, business enterprises will need to realign their technologies and processes and establish more sophisticated privacy and security programs.

Trends such as M2M sensors and devices, RFID and NFC tags, wearable tech etc. are already making steady inroads into early mainstream. As computing devices become increasingly mobile and networks grow to encompass people and inanimate objects, IoT will impact industries in entirely new ways.