

INTERNET OF EVERYTHING

- INTERNET OF DIGITAL
- INTERNET OF THINGS
- INTERNET OF HUMANS

THE INTERNET OF EVERYTHING (IoE)

THE INTERNET OF THINGS (IoT)

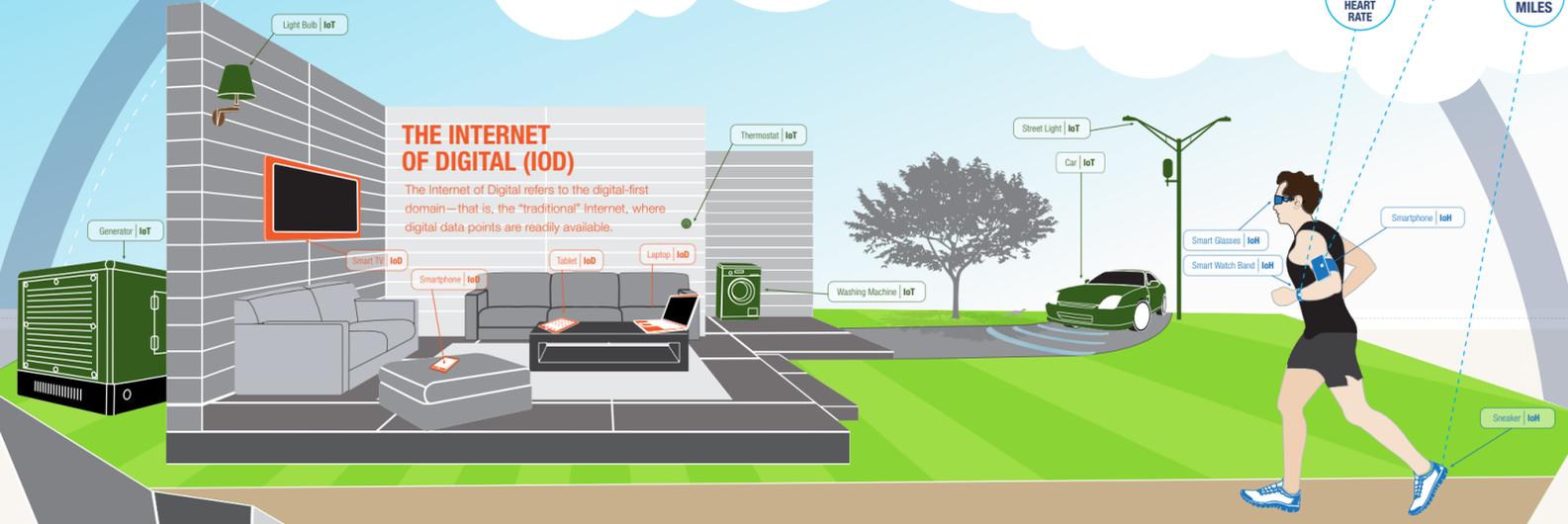
The Internet of Things is about connecting the physical-first domain, which does not generate digital data unless augmented or manipulated.

THE INTERNET OF HUMANS (IoH)

The Internet of Humans refers to interactions between humans and the other two subsystems. This can involve both direct user input (e.g. by controlling a digitally connected product) or indirect human monitoring (e.g. by using a Quantified Self application).

THE INTERNET OF DIGITAL (IoD)

The Internet of Digital refers to the digital-first domain—that is, the “traditional” Internet, where digital data points are readily available.



So Where Does That Leave M2M?

M2M is a subsystem of the Internet of Things—but not the other way round. Their key difference is that in M2M the physical-first products are connected on a closed and point-to-point basis, while in the IoT this happens on a more open and multipoint basis.

What constitutes a physical-first “Thing” is a moving target, relying on the perceived novelty of products going smart and connected. Therefore, what is considered part of the IoT today may someday be considered a natural part of the Internet of Digital.



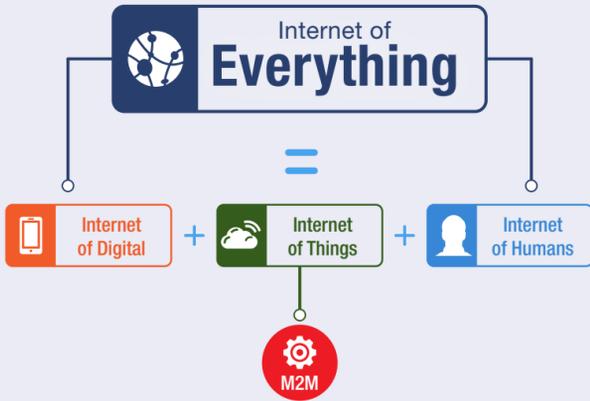
Great, What Does This Mean?

The Internet of Things is basically a subsystem of the wider Internet of Everything concept, which refers to the entire connected world. Companies with an Internet of Everything mindset will be best positioned for growth in a world where connectivity will redefine ecosystems and shatter old business models.

Understanding the IoE and IoT is imperative.

We've seen many “M2M” products; we have also seen companies repositioning themselves to be “IoT” products and services firms. But how many of these transformations resulted from embracing new supplier ecosystems and technologies versus just rebranding to be the Next Big Thing?

THE COMPANIES THAT KNOW THE INS AND OUTS OF THE IOE WILL BE THE ONES THAT LAST.



How Does ABI Research Cover M2M, IoT, and IoE?

INTERNET OF EVERYTHING	Internet of Everything Research Service Sizes the entire wireless connection market for cellular and all the short range wireless technologies including RFID and GPS/GNSS. This includes smartphones, tablets, etc. The market data product provides wireless connection forecasts across Internet of Digital, Internet of Things, and Internet of Humans.	Connect Home Research Sector In depth Internet of Digital coverage of all the entertainment technologies used in the home with coverage of the audio space	Smart Home Research Service Covers the home automation market across the entire solution stack from devices and sensors to applications, platforms, analytics, and channels. In-depth sizing provided of the smart home device market across 10+ device types including thermostats, contact sensors, door locks, and security cameras.	Autonomous Driving & Location Research Sector Offers research on smart transportation and smart cities, the connected car, and location based services.
	INTERNET OF THINGS & M2M	M2M and IoT Modules and Devices Research Service This service assesses the most salient device, module, connectivity technology, standards and vertical market trends shaping the M2M/IoT market.	M2M and IoT Platforms and Services Research Service This service focuses on the value-added services end of the IoT/M2M value chain with emphasis on IoT/M2M platforms, technologies, and supplier markets.	
INTERNET OF DIGITAL	Smartphones and Handsets Research Service Offers market forecasts and sizing for smartphones and handsets and presents future connection opportunities for a market that is growing evermore saturated in many regions.	Human-Machine Interfaces Research Service Analyzes the key enabling technologies for the evolution of user experiences with a focus on UI innovation. It includes mobile devices, consumer electronics, connected vehicles, the smart home and IoT.	Media Tablets, Ultrabooks & eReaders Research Service Focuses on tablets, chromebooks, netbooks, smartbooks, ultrabooks, and eReaders as they further connect throughout the IoD and IoE.	
INTERNET OF HUMANS	mHealth Wearables, Platforms and Services Research Service Covers the healthcare market at the intersection of the Internet of Things and Internet of Humans. Includes detailed analysis of wearables in sports/fitness, home monitoring and professional monitoring market segments.	Wearables and Smart Accessories Research Service Covers the greater wearables market with a connection to IoH and IoE. Includes analysis of smart glasses, smart watches, wearable cameras, smart clothing, wearable 3D motion trackers, healthcare devices, and fitness trackers.		