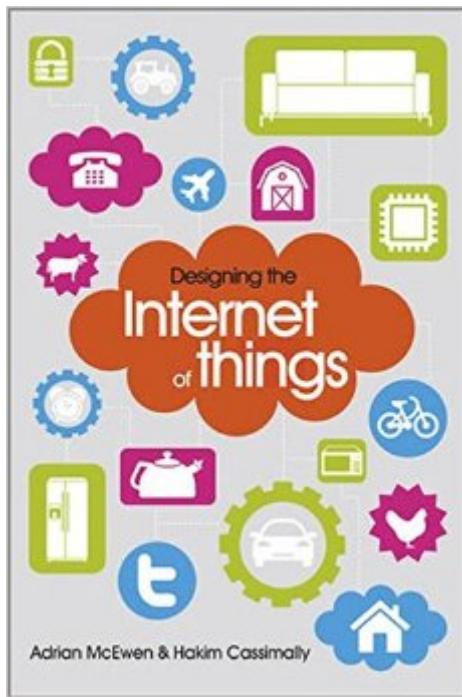The book was found

Designing The Internet Of Things

Synopsis

Take your idea from concept to production with this unique guide Whether it's called physical computing, 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. If you'd like to create the next must-have product, this unique book is the perfect place to start. Both a creative and practical primer, it explores the platforms you can use to develop hardware or software, discusses design concepts that will make your products eye-catching and appealing, and shows you ways to scale up from a single prototype to mass production. Helps software engineers, web designers, product designers, and electronics engineers start designing products using the Internet-of-Things approach Explains how to combine sensors, servos, robotics, Arduino chips, and more with various networks or the Internet, to create interactive, cutting-edge devices Provides an overview of the necessary steps to take your idea from concept through production If you'd like to design for the future, Designing the Internet of Things is a great place to start.

Book Information

Paperback: 336 pages

Publisher: Wiley; 1 edition (December 9, 2013)

Language: English

ISBN-10: 111843062X

ISBN-13: 978-1118430620

Product Dimensions: 6 x 0.7 x 9 inches

Shipping Weight: 1.1 pounds (View shipping rates and policies)

Average Customer Review: 4.1 out of 5 stars See all reviews (13 customer reviews)

Best Sellers Rank: #286,669 in Books (See Top 100 in Books)   #54 in Books > Computers & Technology > Hardware & DIY > Internet & Networking   #133 in Books > Computers & Technology > Hardware & DIY > Design & Architecture   #458 in Books > Computers & Technology > Web Development & Design > Web Design

Customer Reviews

I've been reading about the Internet of Things in various trade journals for a while now. The subject is always presented somewhat abstractly, which gives one the impression that this is a future technology with no real-life applications just yet. So when Designing the Internet of Things was

listed as a recommendation on , I was eager to get my hands on it.The book does profile a number of different widgets that have embedded Internet connectivity, some of which the authors were personally involved in the development of. Regrettably, very few of them went beyond gimmicky (a device that blows bubbles in response to Twitter feeds was mentioned repeatedly throughout the book). I was hoping for some examples of something a little more groundbreaking. If the Internet of Things is the Next Big Thing, then surely it will have to do more than blow bubbles.There is a good but brief introduction to Internet protocol, server-side stuff and APIs, discussion about various programming languages, and a fairly comprehensive review of Arduino, Raspberry Pi, Beagleboard, and a couple of other more obscure platforms with which to experiment. There is virtually no mention of using standalone (Microchip, TI, Atmel, etc.) microcontrollers, however, which was really disappointing, as I suspect very few end products would be commercially viable with an entire embedded Pi or Arduino with add-on Ethernet capability. So this sets the stage for the remainder of the book, which is obviously aimed at the "Maker" crowd. Part 2 brings business modelling, funding sources, and manufacturing into the discussion.

The few reviews on this book already give a lot of details. I was really interested in getting into the "how" of IoT; however, I know this book was titled with the word designing, so I was not surprised to see that it didn't really get deep into building. The book did overview th e elements needed to be considered for designing IoT devices.What hurt my opinion of this book were the first few chapters. While some might find it interesting to dig deeply into communication protocols, IP history, and the value of open versus closed source, in the end I question whether the level of detail given in this book's early chapters are really needed to design an IoT device. I found the level of detail in these chapters beyond what it seemed I needed to know. It seemed like explaining how trees grow in order to talk about picking out lumber to build a fence.If this book had stated with chapter 4, "Thinking about Prototyping," I think it would have engaged better. That's where the topics began to get relevant. The chapter on the Arduino and other boards was interesting; however, as others indicated, you aren't going to embed one of these boards into a tiny device like a wristband or piece of clothing.Examples in the book seemed weak. When talking about the design of IoT devices, I'd expect a lot of great examples of IoT devices that could be built for real world use. The Twitter bubble machine and the WhereDial are interesting "Maker" type projects, but they are really not reflective of projects that could have real world mass market appeal. Many of the other examples and case studies in the book were similar in that they were novel, but really didn't provide much of a take-away to apply to the reader's own projects.

ESP8266: Programming NodeMCU Using Arduino IDE - Get Started With ESP8266: (Internet Of Things, IOT, Projects In Internet Of Things, Internet Of Things for Beginners, NodeMCU Programming, ESP8266) Designing Connected Products: UX for the Consumer Internet of Things Designing the Internet of Things Newton's Telecom Dictionary: covering Telecommunications, The Internet, The Cloud, Cellular, The Internet of Things, Security, Wireless, Satellites, ... Voice, Data, Images, Apps and Video Beyond Powerful Radio: A Communicator's Guide to the Internet Age_News, Talk, Information & Personality for Broadcasting, Podcasting, Internet, Radio 27 Best Free Internet Marketing Tools And Resources for Cheapskates (Online Business Ideas & Internet Marketing Tips fo Book 1) Tor Browser: The 2016 Guide (Ensure Internet Privacy, Access The Deep Web, Hide ... anonymity, Tow Browser, Privacy, Internet, Silk Road, Online Privacy) Internet Guide to Cosmetic Surgery for Men (Haworth Internet Medical Guides) Notes from the Internet Apocalypse: A Novel (The Internet Apocalypse Trilogy) Marketing de Atracció n y Multinivel por Internet: Construya un Exitoso Negocio de Multinivel, aplicando los Secretos del Marketing de Atracció n a travé s del Internet (Spanish Edition) The Usborne Internet-Linked Science Encyclopedia (Usborne Internet-Linked Discovery Program) Industry 4.0: The Industrial Internet of Things MySQL for the Internet of Things Create Your Own Operating System: Build, deploy, and test your very own operating systems for the Internet of Things and other devices Building Arduino Projects for the Internet of Things: Experiments with Real-World Applications Internet of Things with Arduino Blueprints iOS Sensor Apps with Arduino: Wiring the iPhone and iPad into the Internet of Things Programming for the Internet of Things: Using Windows 10 IoT Core and Azure IoT Suite (Developer Reference) The Internet of Things: A Look at Real-World Use Cases and Concerns Building Internet of Things with the Arduino (Volume 1)