

# The Internet of Things (IoT)

**Presentations  
and reflections**

In today's technological world, we are more **connected** than ever – in our **homes**, at **school** and across the **workplace**. By allowing **devices** to 'talk to each other' through the **internet**, we are able to **share information**, **operate machines** and **complete everyday tasks** even when we're towns, countries or even continents apart.

This is the **Internet of Things**, or **IoT** for short.



The **IoT** refers to a network of devices that are connected to the internet.

Across many different industries, businesses like BT Group are using the IoT to devise innovative ways to connect businesses, customers and people all over the world. This can improve the way people work, make our day-to-day lives easier, and help companies provide better services to their customers.



# Big Thinking...

In this module, we will consider:

*What are the **risks and benefits** of the IoT?*

*Should smart **devices** be **allowed to make decisions** for us without our **consent**?*



# Module overview

01

## The IoT: a world of connectivity

Learn about the IoT and how it works through a series of interactive activities and roleplay.

02

## The big IoT debate

Debate the possible ethical considerations of using the IoT in our day-to-day lives.

03

## Product design challenge

Work in groups to come up with a new IoT product idea, using a 3D modelling programme to create visuals of your design

04

## Presentations and reflections.

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1. *Journal of Management Studies*, 1996, 33(1), 1-14.



# Module objectives

This module will focus on the following skills:

 Technical skills: using and managing digital devices, platforms and apps

 Human skills: critical-thinking and problem solving



# Lesson objectives

By the end of this lesson, you will be able to:



Practice communicating ideas clearly and persuasively to different audiences



Evaluate and reflect on the successes and challenges of working collaboratively





# Prepare your presentation

# Prepare your presentation

- You have 15 minutes to create a presentation to promote your product
- Your presentation should be no more than 2 minutes long in an 'elevator pitch' style
- Your presentation should include:
  - Team roles and contributions to the project
  - An outline of your product, how it works and how it can benefit the user
  - Visuals showing the final 3D model
  - Any challenges or learnings
  - Potential improvements or future developments for the product

# Presentations



## Peer review

- ① What went well with your presentation?
- ② What could have been improved?
- ③ What have you learnt about IoT that has inspired or interested you the most?
- ④ What skills have you practiced? Think about technical and human-centric skills

# Recap

What have you learnt today?

- ✓ What is the IoT?
- ✓ What is metadata?
- ✓ What is an API?
- ✓ How can the IoT benefit our lives?
- ✓ What risks and ethical considerations does IoT technology present?
- ✓ Why is consent so important when using IoT systems in our day-to-day lives?

***Should smart devices be allowed to make decisions for us without our consent?***

