Designing the Internet of Things Paperback – 8 Nov 2013 by Adrian McEwen



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ake 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

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