



Multimedia Internet of Things (IoT) in Smart Environment

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Message from the Guest Editor

The Internet of Things (IoT) can be defined as the interconnection of uniquely identifiable embedded computing devices within the existing Internet infrastructure. Typically, IoT is expected to offer advanced connectivity of devices, systems, and services that goes beyond machine-to-machine communications (M2M) and cover a variety of protocols, domains, and applications. The interconnection of these embedded devices (including smart objects) is expected to usher in automation covering all major engineering fields, while also enabling advanced applications such as Smart Grid and Smart Surveillance.

The Multimedia Internet of Things (IoT) is the collection of interfaces, protocols, and associated multimedia-related information representations that enable advanced services and applications based on human to device and device to device interaction in physical and virtual environments. Information refers to data sensed and processed by a device and/or communicated to a human or another device.





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Message from the Editor-in-Chief

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