

Special Issue

Multimedia Internet of Things (IoT) in Smart Environment

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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About the Journal

Message from the Editor-in-Chief

Future Internet is a fast-growing journal devoted to rapid publications of the latest results in the general areas of computer networking/communications and information systems, with a focus on the Internet of Things, big data and augmented intelligence, smart systems (in terms of technologies, architectures, and applications), network virtualization, edge/fog computing, and cybersecurity. Both theoretical and experimental papers are welcome. Every year, *Future Internet* also features Special Issues dedicated to specific topics within the journal's scope.

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