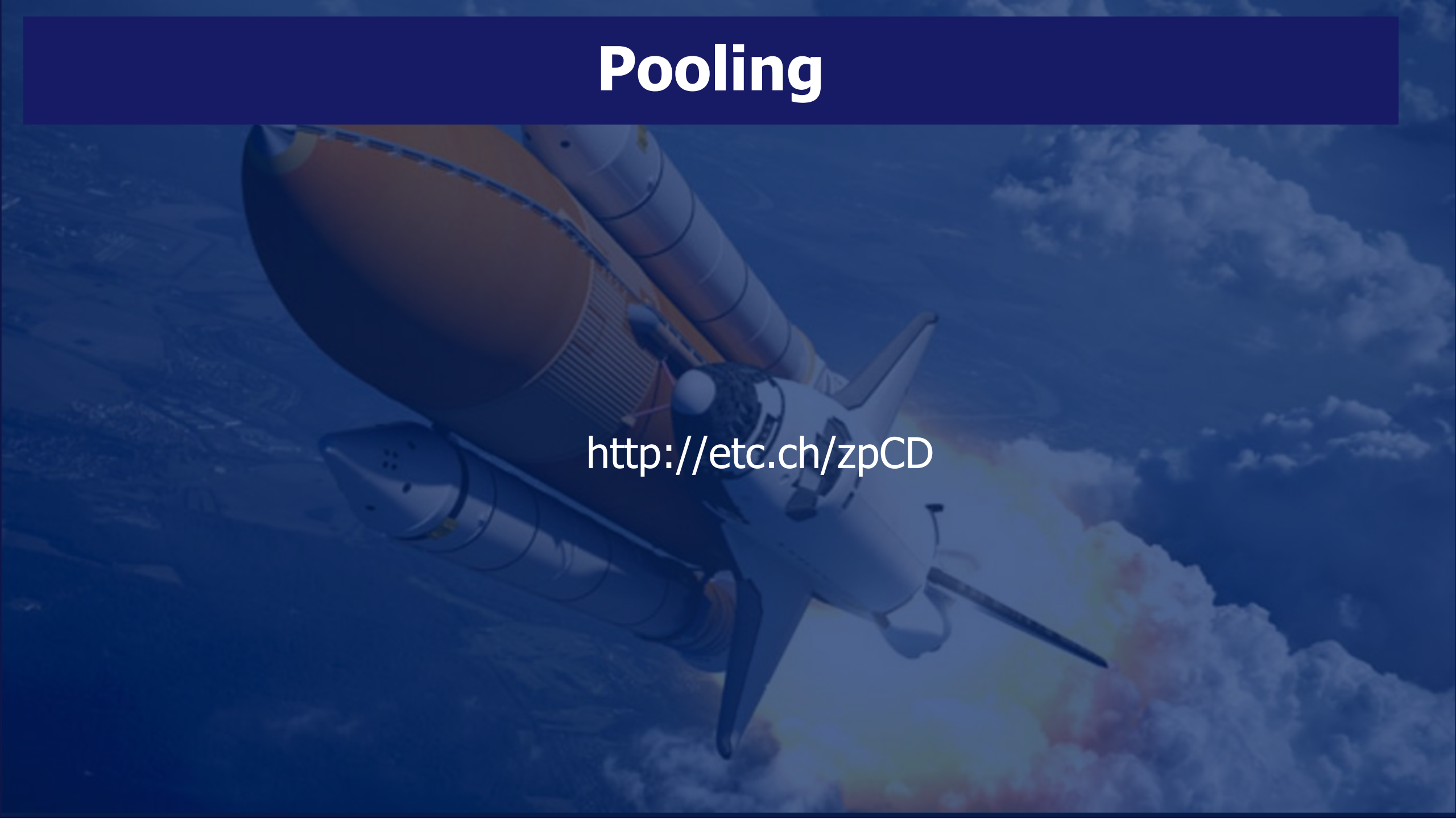
INTERNET OF THINGS

Education. Experience. Innovation

pH.D. Zenoviy Veres
Solution Architect
Assistant Professor @ NULP

Pooling



http://etc.ch/zpCD

INTERNET OF THINGS

IoT @ NULP

Specialty: Computer Science & Information Technology

Educational program: System engineering (Internet of things)

Department: Computer systems of automation

734 Application forms received

56 students

18 students received government funding

3 students received scholarships from Lviv IT Cluster & Cypress

41:1 competition for government funding

Lviv IT Cluster

http://itcluster.lviv.ua

Lviv IT: key facts

15000+ professionals work in IT in Lviv

15% of Ukrainian IT people work in Lviv

+20%

20% predicted annual growth in the industry

60
1000

60 out of 1000 working population in Lviv are employed in ITi

Lviv IT: key facts

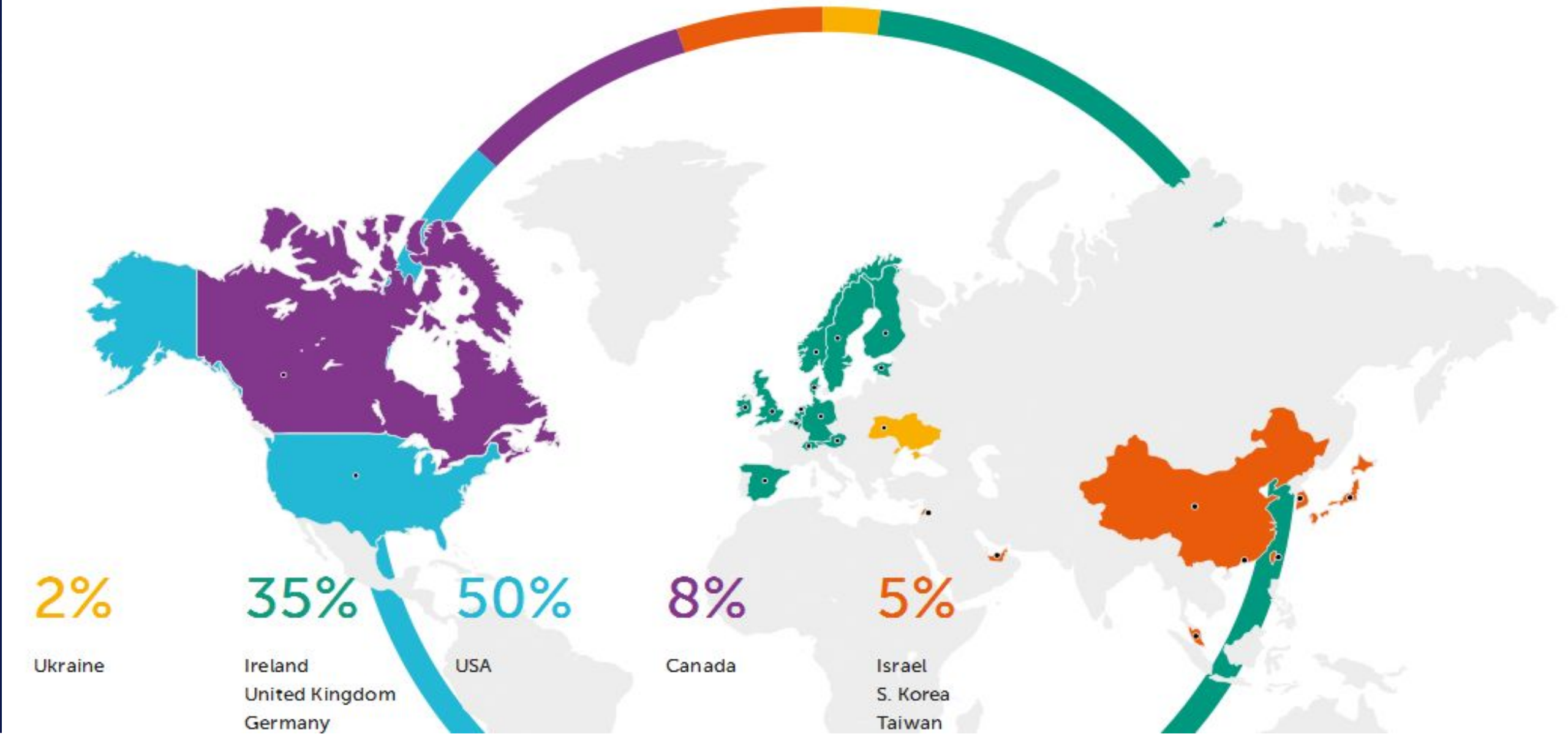
48,3% - get their skills during work in UT

56% are software developers

18,7% IT specialists work over their own startup

$1736 is the median salary in Lviv IT market

Lviv IT: key facts



ТСН

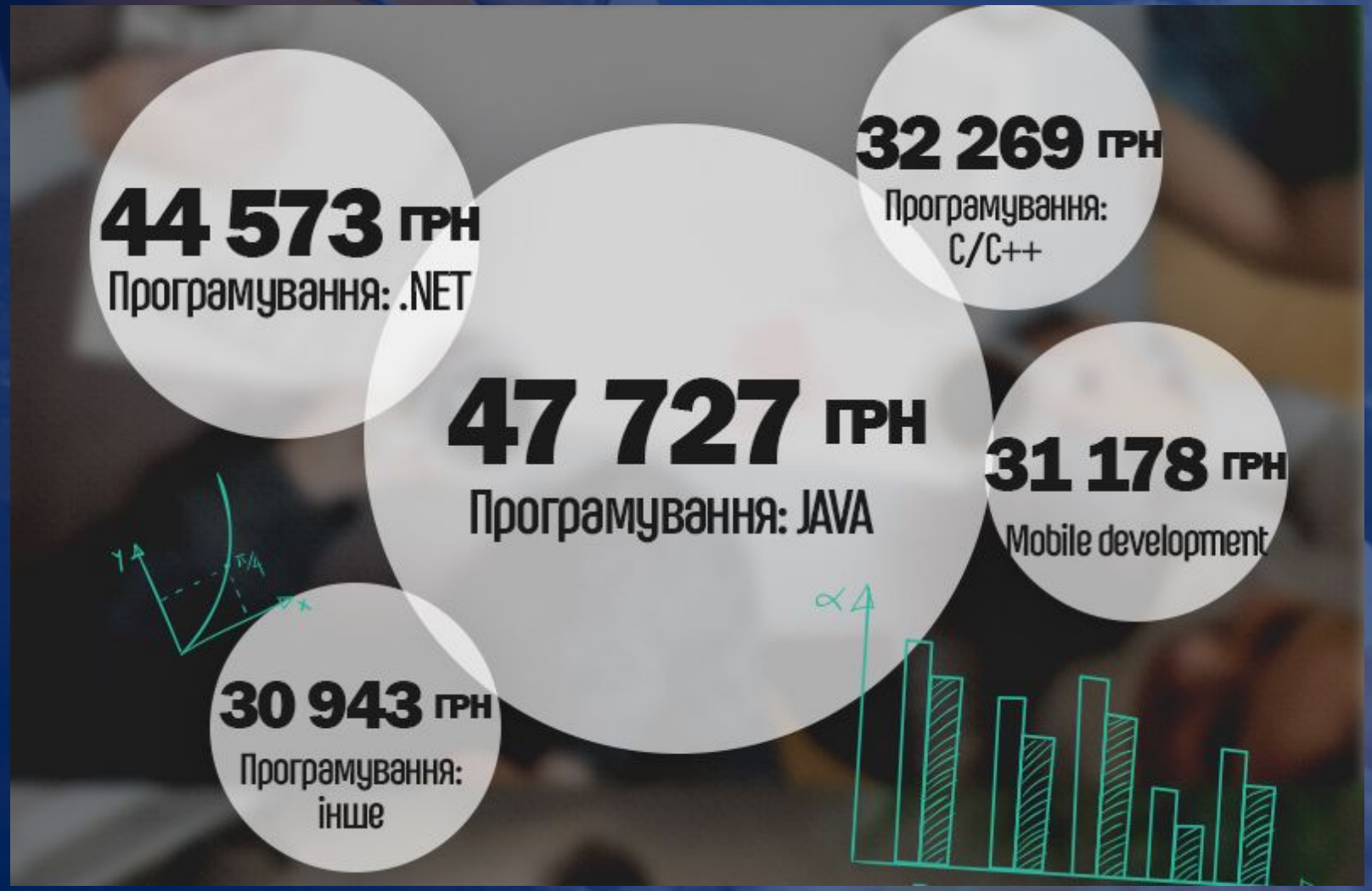
ПОРТРЕТ IT-ФАХІВЦЯ 2016

ТСН ПОРТРЕТ IT- ФАХІВЦЯ 2016

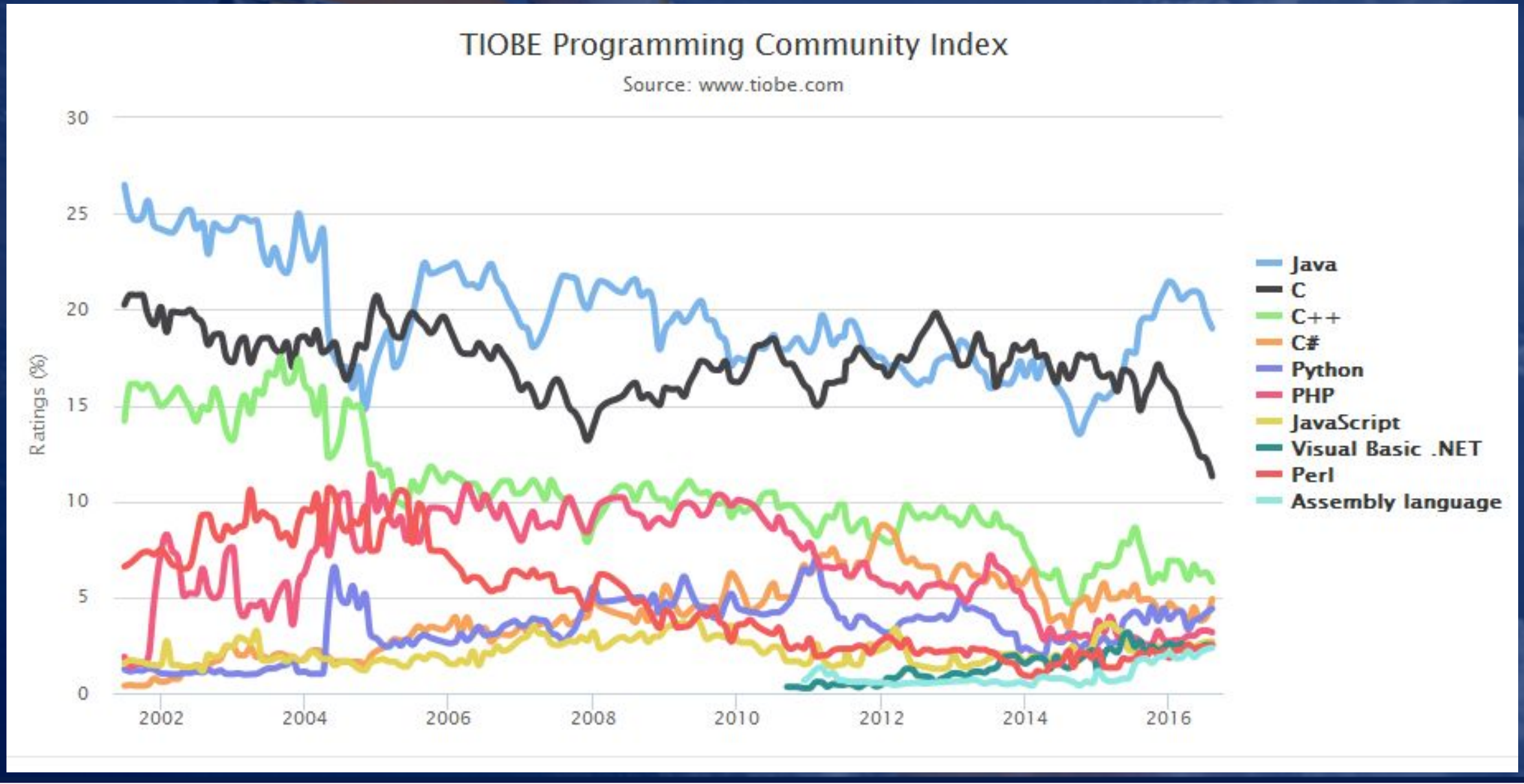
РІВЕНЬ АНГЛІЙСЬКОЇ

Advanced +	12%
Upper-intermediate	32%
Intermediate	35%
Pre-intermediate	17%
Elementary-	4%

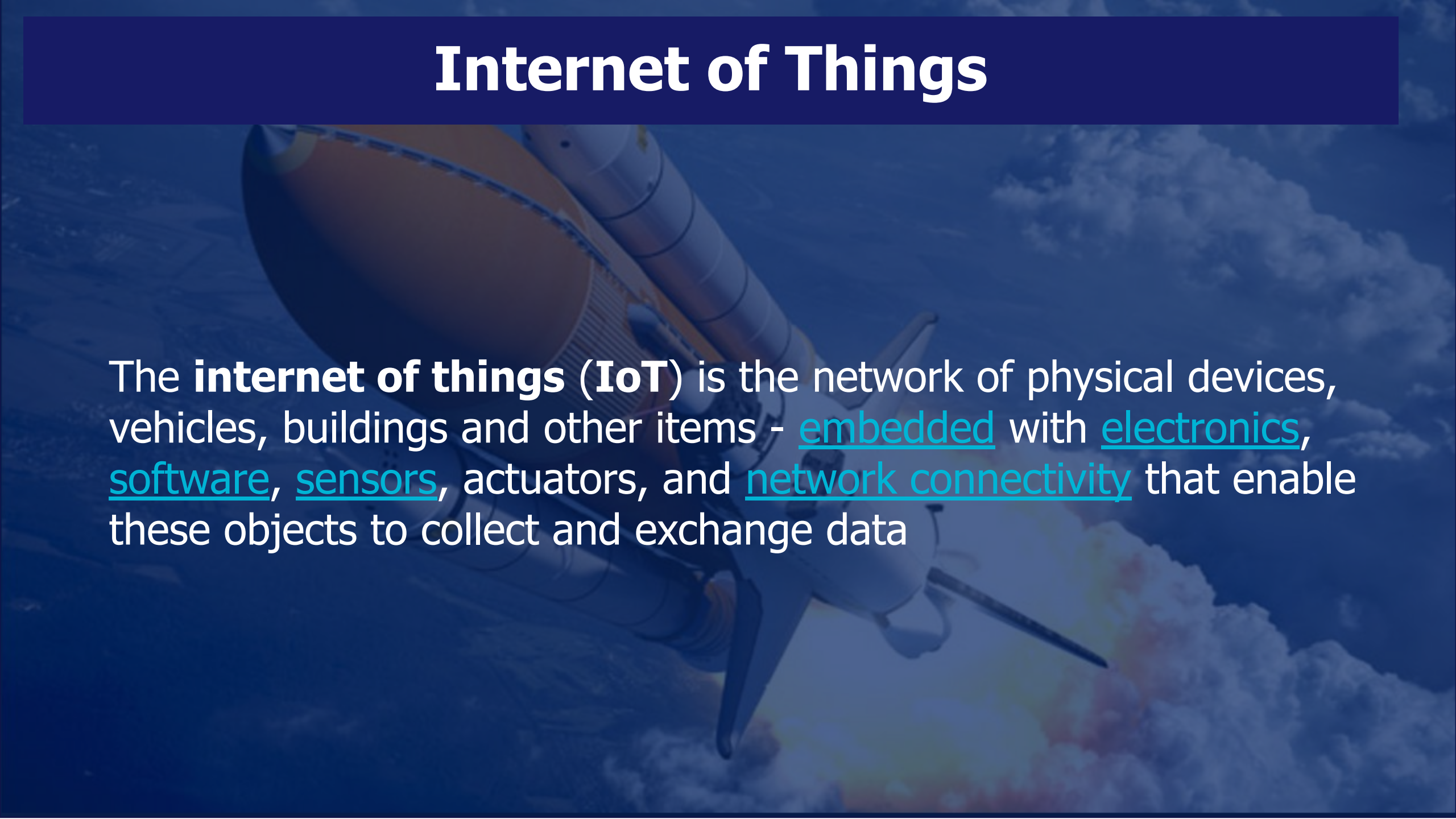
ТСН ПОРТРЕТ IT-ФАХІВЦЯ 2016



Programming languages popularity

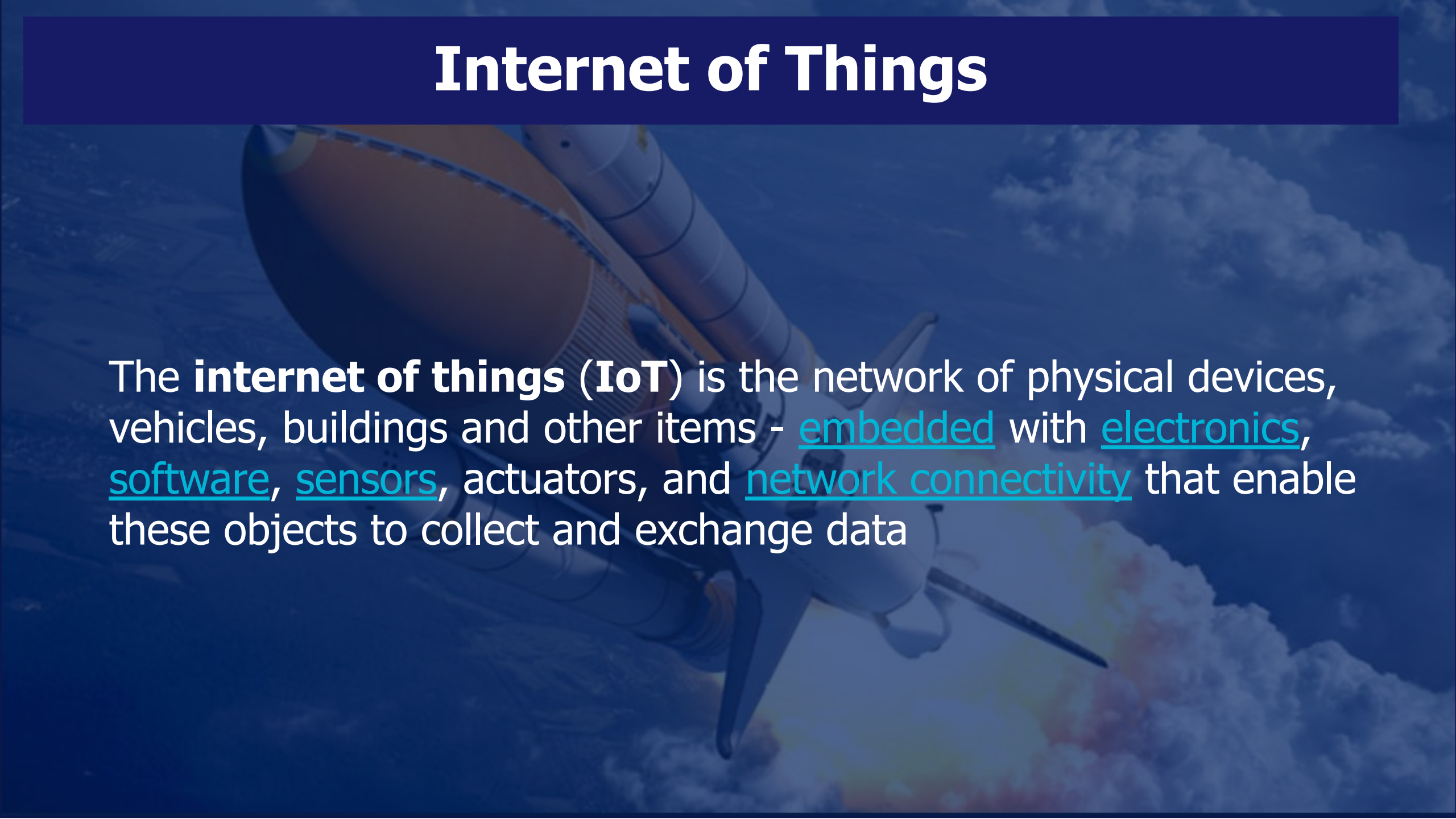


Internet of Things



The **internet of things** (**IoT**) is the network of physical devices, vehicles, buildings and other items - embedded with electronics, software, sensors, actuators, and network connectivity that enable these objects to collect and exchange data

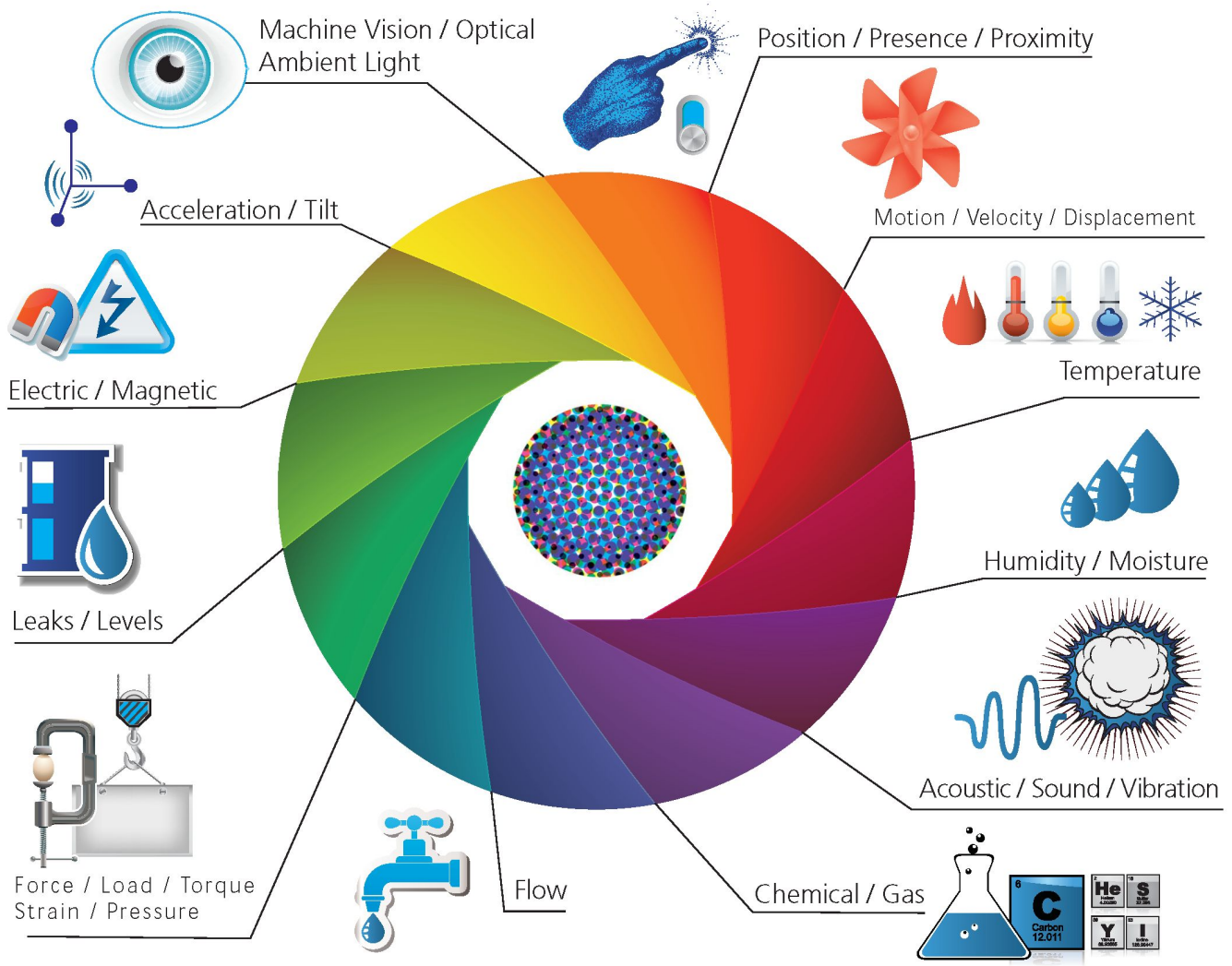
Internet of Things



The **internet of things** (**IoT**) is the network of physical devices, vehicles, buildings and other items - embedded with electronics, software, sensors, actuators, and network connectivity that enable these objects to collect and exchange data

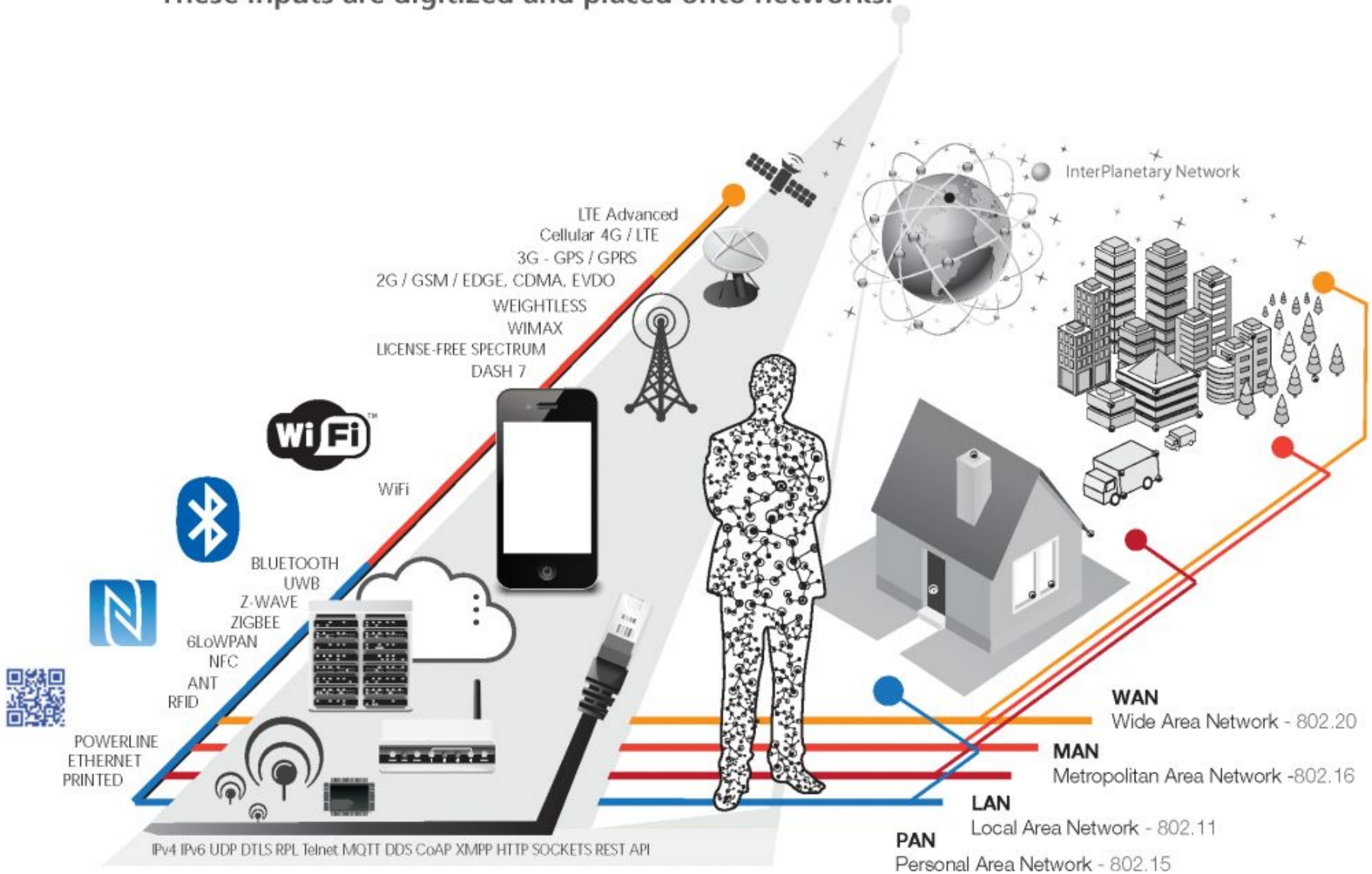
1 SENSORS & *ACTUATORS*

We are giving our world a digital nervous system. Location data using GPS sensors. Eyes and ears using cameras and microphones, along with sensory organs that can measure everything from temperature to pressure changes.



2 CONNECTIVITY

These inputs are digitized and placed onto networks.

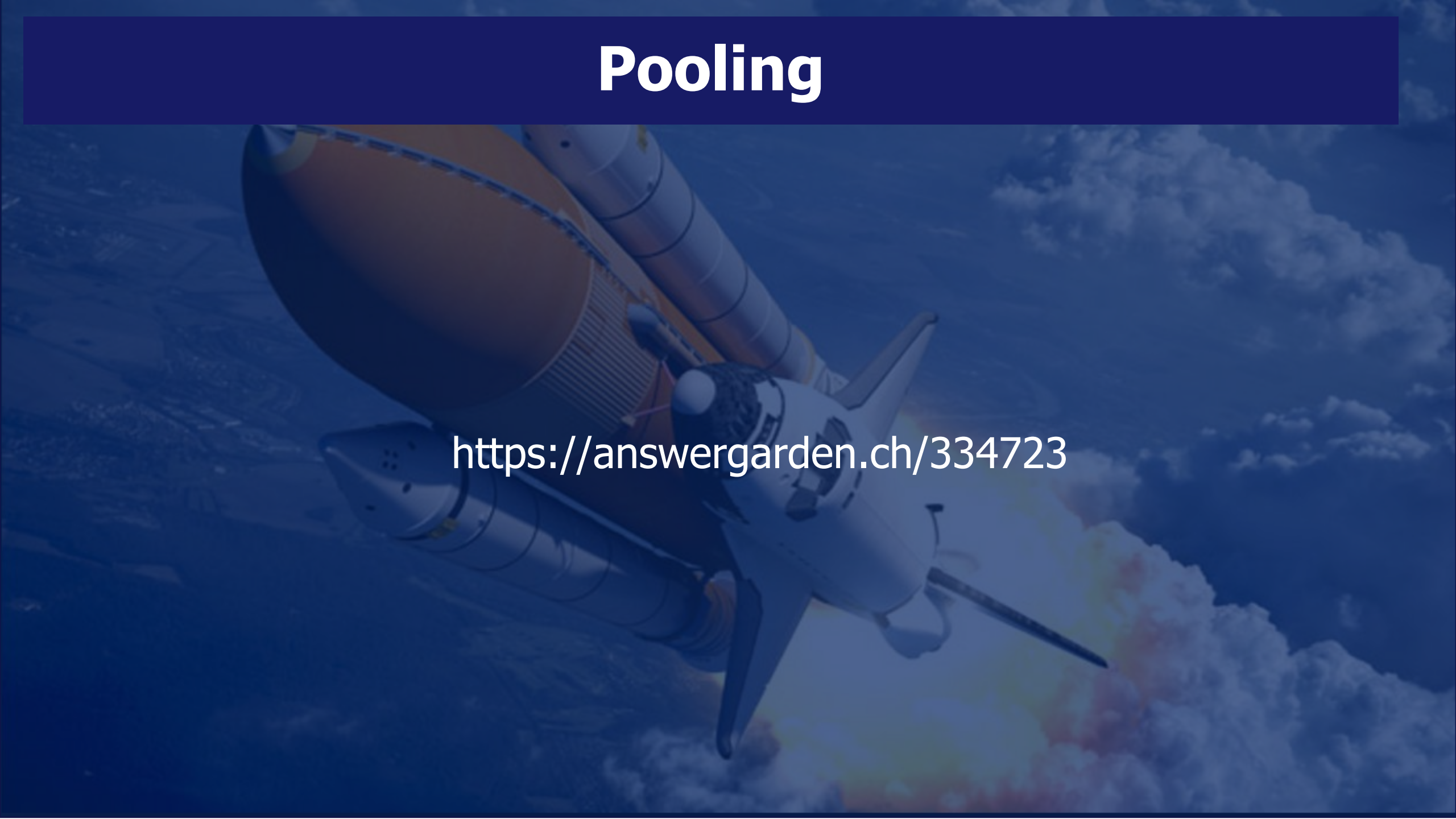


Internet of Things applications

Internet of Things applications

https://www.youtube.com/watch?v=NjYTzvAVozo

Pooling



https://answergarden.ch/334723

Program goal

To train an engineer that is capable:

- Design a smart (IoT) device
- Not one, but set of devices
- Connect those devices into network
- Establish efficient information exchange between devices and cloud
- Organize device interaction with environment
- Select how to present efficiently information to the end user
- Develop the system with provide recommendation for user based on the existing IoT platforms

INTERNET OF THINGS

Thank you for attention!

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www.facebook.com/iotlvivua

viruslviv@gmail.com