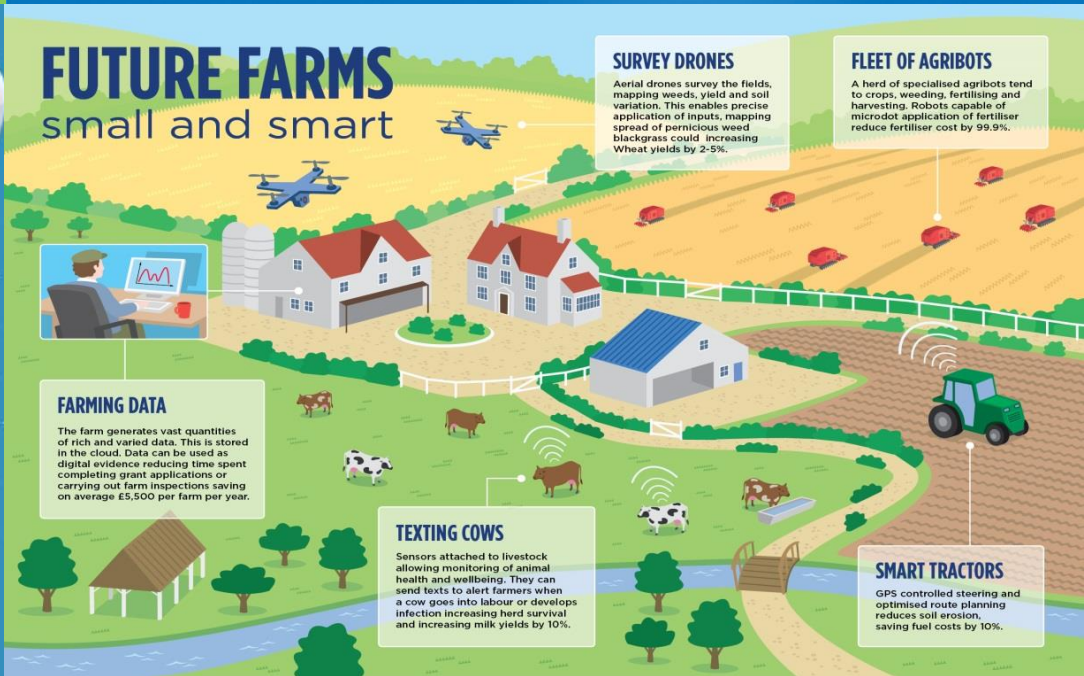
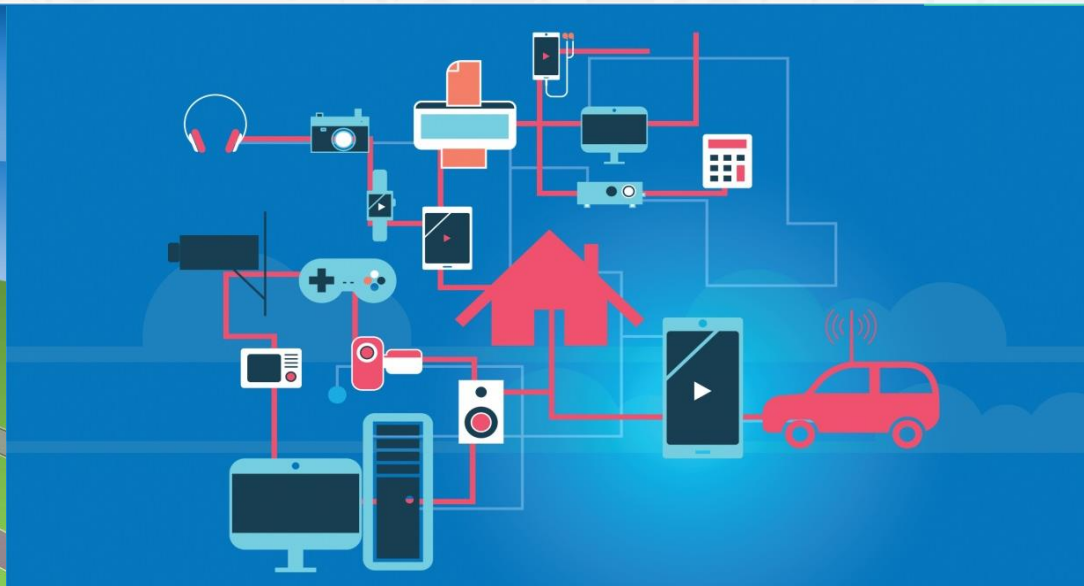


# Hot&Cold

Internet of Things

# Internet of Things





Skiers  
Location  
Health conditions  
Weather conditions  
Snow level and texture  
Lifts  
Groomers

Improve operation and  
services each year

Control  
Optimise  
Automate



## Transforms & disrupts ...

- Products
- Competition
- Industry boundaries
- Value chains

## The „Thing” playing an active role by...

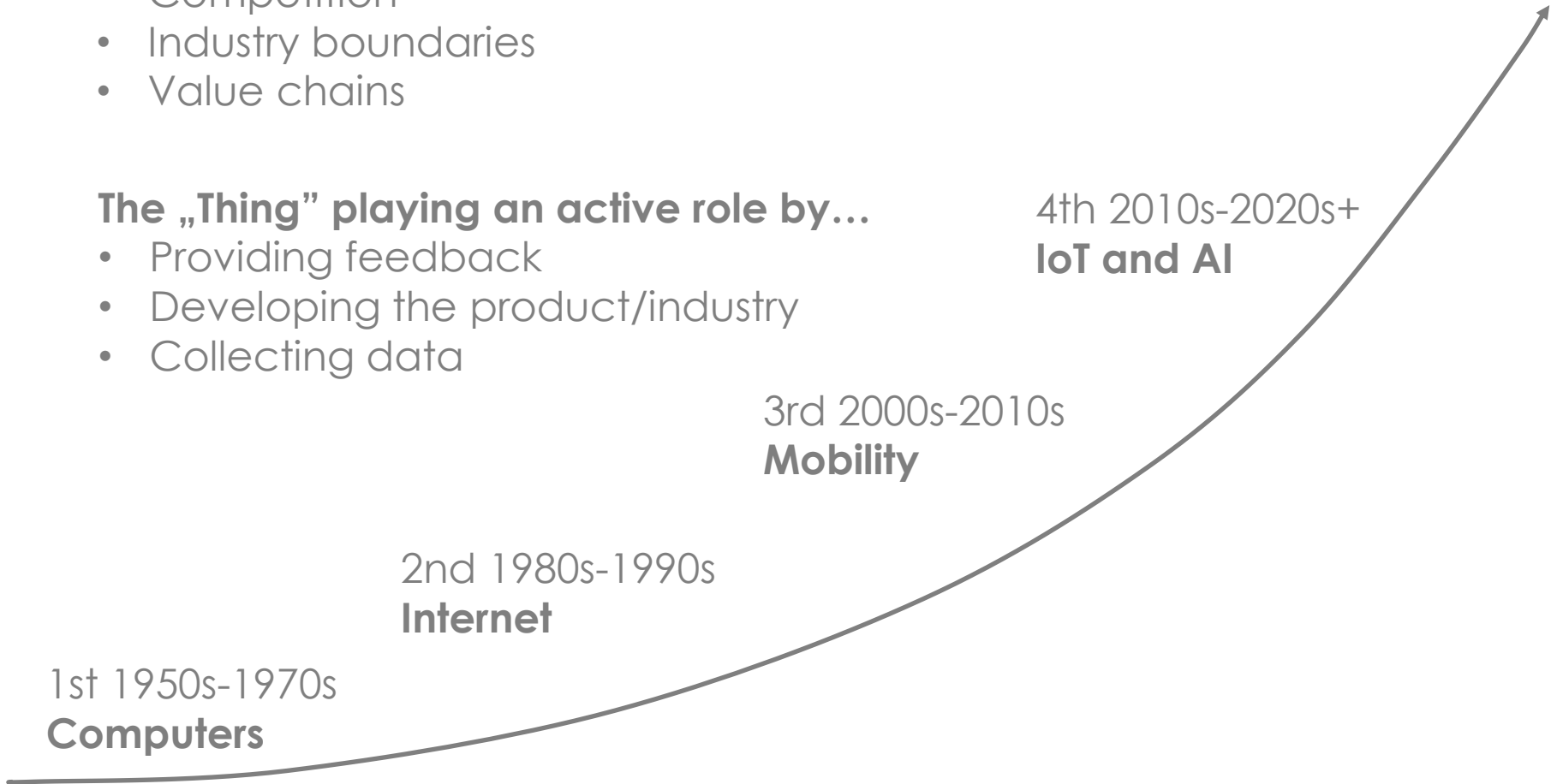
- Providing feedback
- Developing the product/industry
- Collecting data

1st 1950s-1970s  
**Computers**

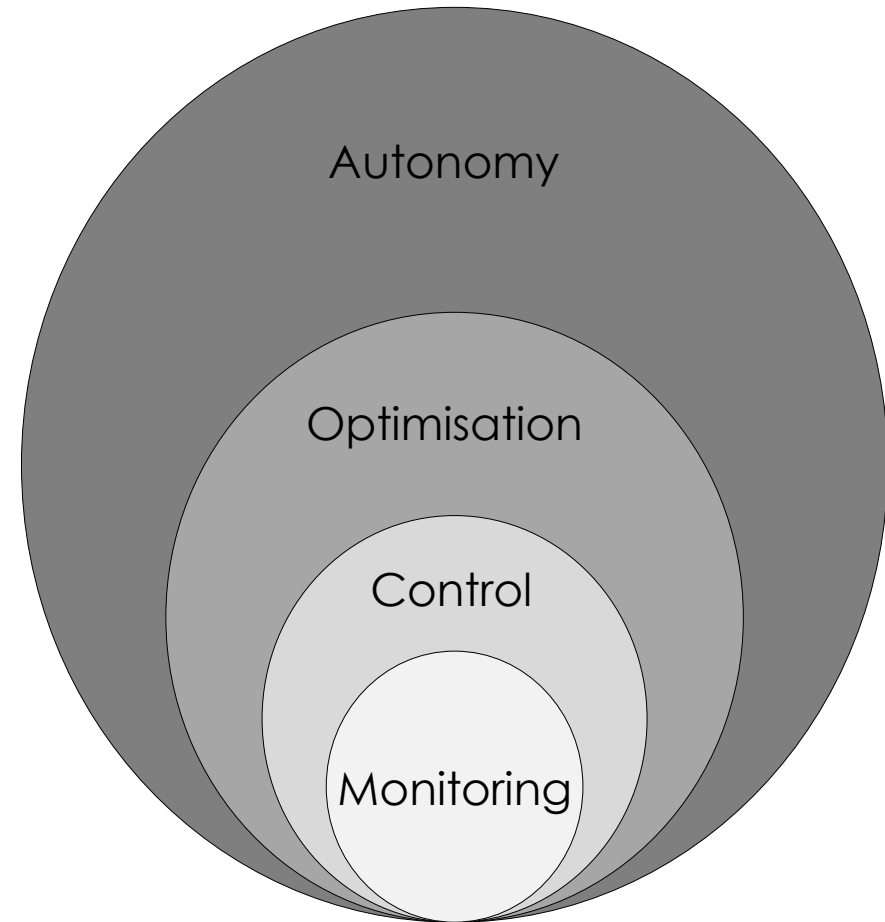
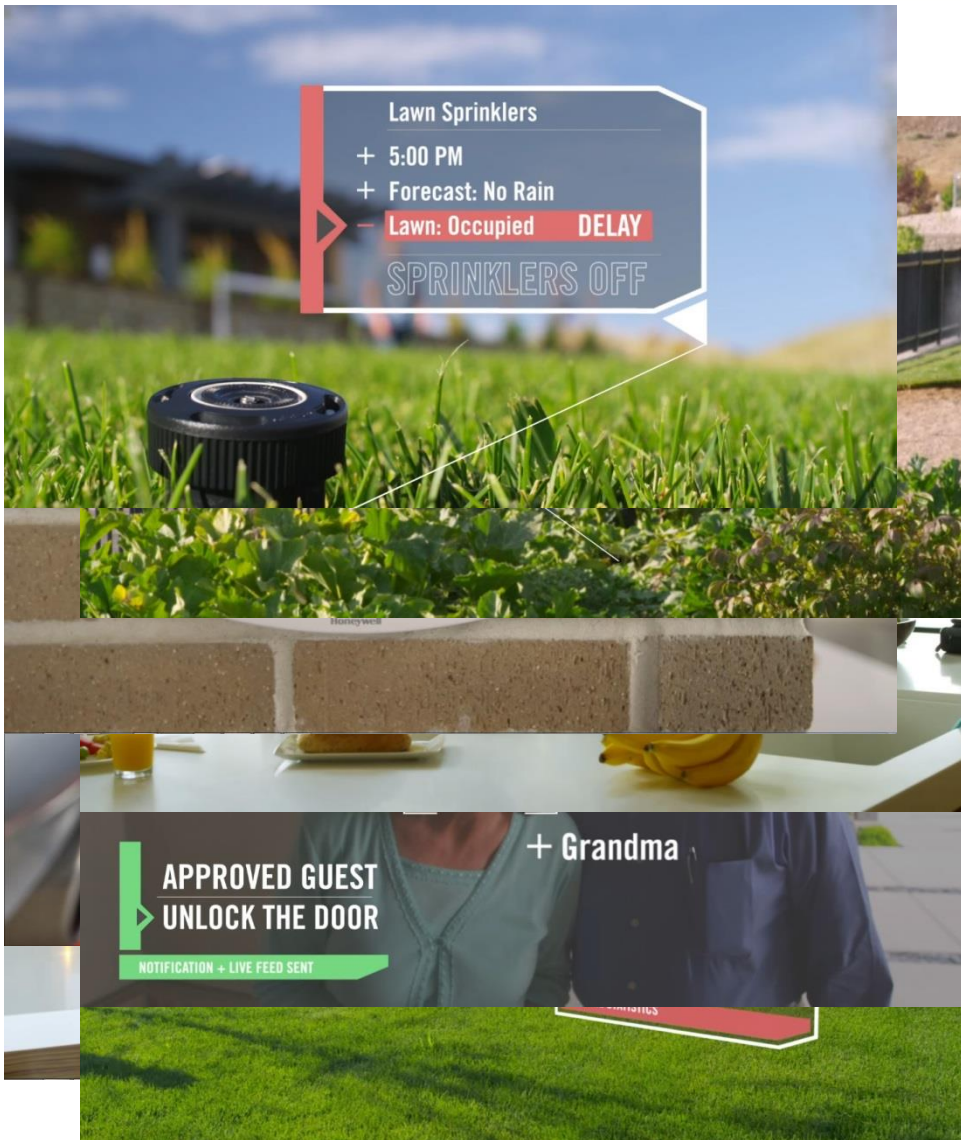
2nd 1980s-1990s  
**Internet**

3rd 2000s-2010s  
**Mobility**

4th 2010s-2020s+  
**IoT and AI**



# The Revolution

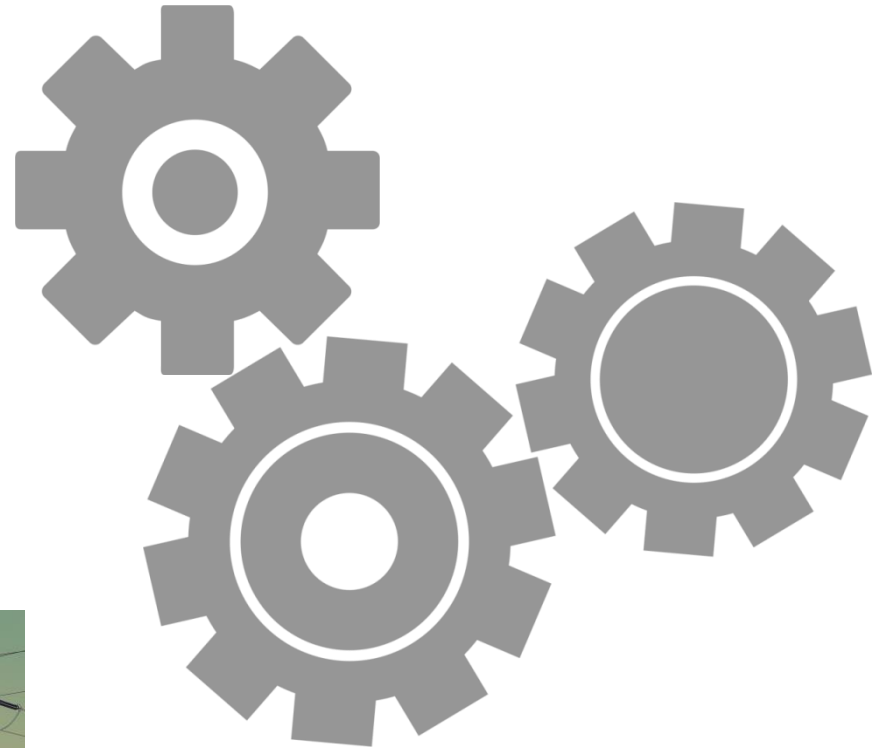




## Systems



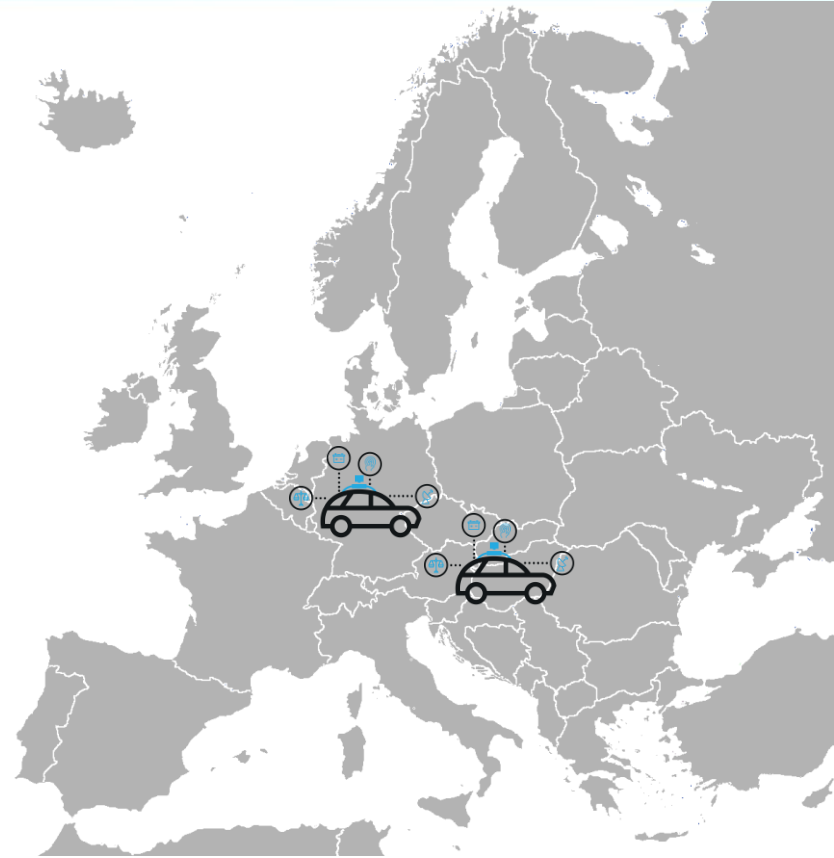
## Systems of Systems



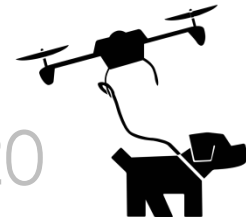
## 1. Legal system



2016



2020



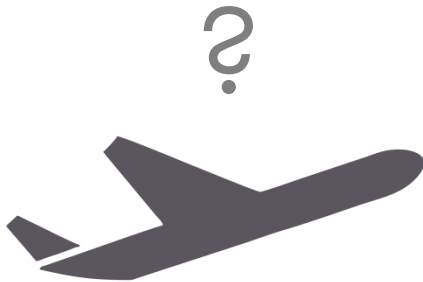
## 2. Governmental intervention



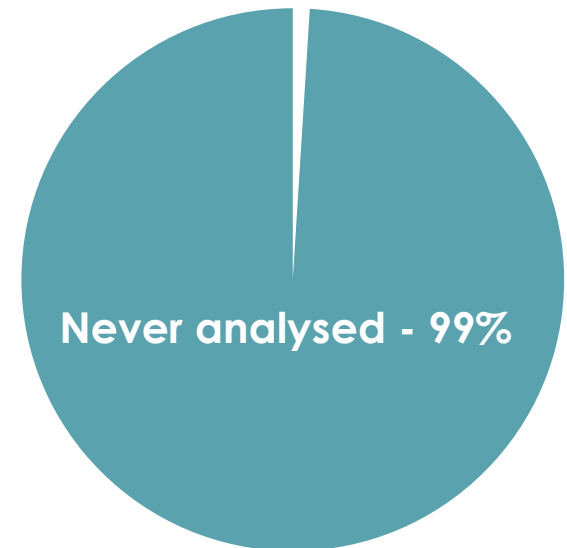
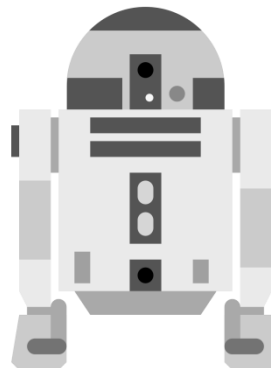


## 3. Data ownership, data processing and data protection

2020 – 10 times more data



Artificial Intelligence

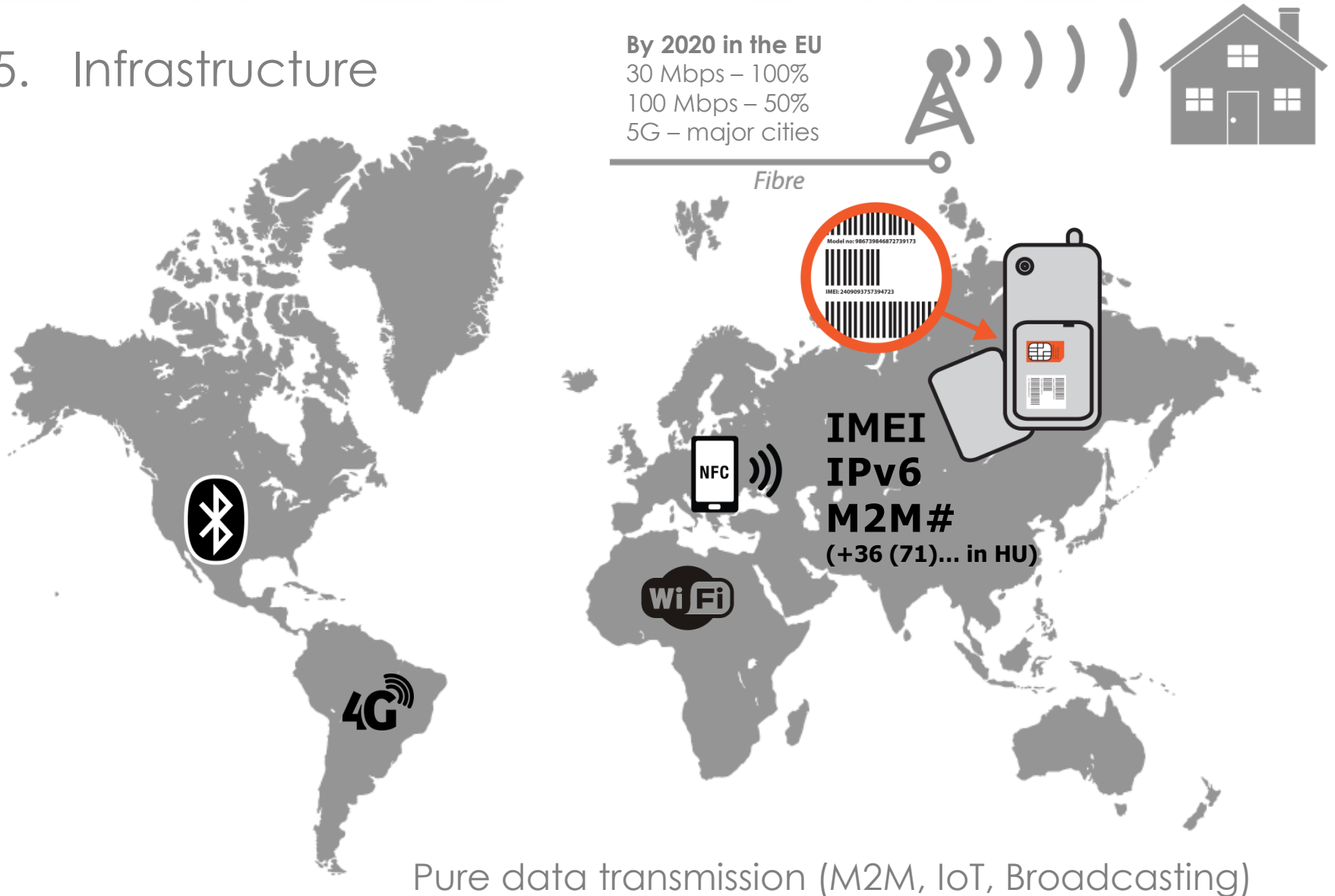


## 4. Interoperability and standardisation



NB-IoT

## 5. Infrastructure





## 6. Technological needs

Power consumption

Cyberattacks

High vs. Low encryption?

Innovation vs. Security?



## 7. Big players' cooling impact



vs.



Unlimited challenges  
Lots of excitement  
Room for creativity  
Need for professionals

Huge impact  
Unprecedented development  
New industries/jobs/clients  
Opportunity (self-expression/creativity)

Constant learning  
Inter/Multidisciplinary expertise  
Good understanding of products/clients/regulation





## Internet of Things

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