Introduction to the Internet of Everything Minitrack

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The *Internet of Everything* refers to a computing concept that allows all objects, living and inanimate, physical and virtual, to be connected to the Internet so that these are able to identify themselves to other devices and engage in seamless and automatic data exchange:

As a fundamental part of it, the ***Internet of Things*** is receiving more and more attention among researchers, especially as connecting "things" (e.g., jet engines, manufacturing equipment) steadily moves towards Gartner's Slope of Enlightenment. At the same time as the digital and industrial worlds merge, and possibly collide through the IoT (e.g, Industry 4.0), the phenomenon of wearable technologies is quickly emerging, allowing users to monitor, control, optimize and even autonomize a wide range of functions and behaviors.

As these new devices become equal actors alongside connected "things" in the real world and purely virtual entities online, they extend people's roles from being mere users and observers of the Internet, to becoming *part* of the Internet – what might indeed be termed the ***Internet of People***, enabled through face recognition, or other biometric data.

The ***Internet of Plants***, another important element, transforms food and agriculture systems with connected digital and data-driven technologies. Smart farming, for example, combines artificial intelligence with Internet-connected equipment to collect, process, and exchange meteorological, microbial, productivity, economic, and all sorts of other data.

At the same time, the still emerging concept of ***Web3 technology and metaverses*** keep changing the notion of what the Internet is, how it will be used, and how it will impact economic exchanges, organizational processes and social connections. Overall, all of these elements give rise to the *Internet of Everything* (IoE), which materializes when Internets of people, plants, and things converge, bringing together a new, networked world of ever-expanding data streams.

The combination of IoT, wearables and the IoP leads us to the ***Internet of Everything*** (IoE). The opportunities and challenges that the new data stocks and flows of the IoE will create for organizations, governments, individuals and society are the focus of this minitrack.

Our first team of presenters, **Jungjoo Oh, Soonbeom Kwon and Hwansoo Lee** will debate the question **Do IoT Users Trade off their Information Privacy?** This presentation will be followed by **Andrew Park, Liam Tarry, Ian McCarthy, and Kerstin Heilgenberg**'s talk about **What Have We Learned from Market Design?**, in which they share their insights on the conditions for a well-functioning blockchain market. After our paper presentations, for the remainder of our minitrack session, we will lead an interactive discussion between the audience, our paper presenters and our panel members from Law (Jeremy de Beer and Alexandra Mogyoros), Marketing (Hope Schau) and Information Systems (Jan Kietzmann).

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