

# The Internet of Everything: Converging the Internet of People and the Internet of Things

Jan Kietzmann  
Simon Fraser University  
[jkietzma@uvic.ca](mailto:jkietzma@uvic.ca)

Hope Jensen Schau  
University of Arizona  
[hschau@email.arizona.edu](mailto:hschau@email.arizona.edu)

Jeremy de Beer  
University of Ottawa  
[jdebeer@uottawa.ca](mailto:jdebeer@uottawa.ca)

## Abstract

*This introduction initiates readers to the topic of the Internet of Everything, highlights salient research issues, and provides a short introduction and discussion of the papers in the minitrack.*

## 1. Introduction

This minitrack explores social, technological, legal, and organizational perspectives of emerging types of “Internets”, including:

- The *Internet of Things* (IoT), as a computing concept that allows everyday physical objects to be connected to the “traditional” Internet, so that these are able to identify themselves to other devices and engage in seamless and automatic data exchange.
- The *Internet of People* (IoP) emerges with the increase of embedded and wearable technologies (wearable fitness trackers and wearable or embedded medical devices) extend people’s roles from being mere users and observers of the Internet to becoming *part* of the Internet.
- The *Internet of Everything* (IoE) materializes when IoT and IoP converge, bringing together people, processes, data and things (objects) for a new, networked world of ever-expanding data streams.

Authors were invited to submit to this minitrack new empirical and theoretical submissions that address issues related to these Internets (particularly to IoP and the emerging IoE) in a variety of contexts, including but not necessarily limited to the following themes:

- Emerging trends regarding the intersections and potential convergences of IoP, IoT and IoE
- Analysis of the successes, failures, winners, and losers in the IoP, IoT and IoE convergences
- Technologies, applications, legality, security and organizational issues related to IoP and IoE

- Big data management (e.g., storing, accessing, analyzing, and reacting to IoP / IoE data)
- Opportunities and challenges related to consumer behavior (e.g., privacy concerns, behavioral modifications) with respect to wearable and embedded technologies
- Key issues for innovators, developers, IT firms, and technology vendors

Two papers were selected for inclusion in these proceedings. One synthesizes existing research on wearable technology. The other identifies novel issues and new directions for research on industry 4.0.

In “Acceptance of Wearable Technology: A Meta-Analysis” the authors confirm that perceived enjoyment and usefulness are the most important to the adoption of wearables. Cultural factors including uncertainty avoidance, future orientation, and humane orientation can significantly moderate the relationships between different determinants and wearable adoption. These findings offer insights for future wearables-related research and have practical implications for designing and developing successful wearable products.

The authors of “Industry 4.0 Implementation: Novel Issues and Directions” highlight unattended issues in implementing I4.0 technologies by drawing on information systems implementation research. They develop a 2x2 framework of I4.0 implementation issues defined by (1) vertical or horizontal integration and (2) the capacity for the components of I4.0 systems to learn autonomously, positing a new frontier of implementation research in the next decade.

## References

- [1] C. Peng, N. Xi, Z. Hong and J Hamari, “Acceptance of Wearable Technology: A Meta-Analysis”, HICSS 2021.
- [2] Jones, C.D., A.B. Smith, and E.F. Roberts, Book Title, Publisher, Location, Date.