

# INTERNET OF PEOPLE

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**Abstract:** The world is changing. Today, we're no longer just people on the computer - we're people in the Internet of Things. It's not just our refrigerators that are connected to the Internet anymore - it's also our homes, cities, and businesses. We're inventing new ways to talk to other people by chatting with them over video-conferencing tools like Skype and Zoom. We're using augmented reality platforms like Snapchat filters to share memories with friends separated by oceans or continents. We're using messaging apps to create real-time social networks of people that follow, like, and comment on one another's posts. What's on the Internet will be even better tomorrow. With things that are connected to the Internet of People, who doesn't want smarter lives? What's on the Internet is getting more personal, and it will be more predictive than ever before. In this research paper we are going to describe the Internet of People through appropriate research on IoP. Internet of things and Internet of people are considered adjacent to each other but there are some differences they have that mentioned in this paper below. The overall research in this paper describes about difference between IoT and IoP along with the differences of technologies they have. Different other aspects related to the IoT and IoP are also described in the paper. A significant increase has occurred in the use of wearable development, computer gadgets that integrate remote access and allow the client to always access, integrate and trade data from any location and at any time, from the time of the product's introduction to the commercial centre. Technology such as advanced cells, activity trackers, and smart watches has become widely accepted and appears to be virtually indistinguishable from the human body. While the various aspects of testing, in their opinion, deal with this phenomenon, there is an agreement for all accounts where clients can work with the renaming, tolerate it as a feature, and even feel it as if it is a part of their bodies. By consistently acknowledging the data, its character, and the closest home information they associate with their trends, bodybuilders have been able to extend their intellectual presentation in the past. This type of integration, on the other hand, requires a new area of focus and further exploration in order to be successful. Furthermore, there are no reviews that have included a variety of models (body, comprehension, and self-esteem) in order to compile a comprehensive personal list of models.

**Keywords:** Internet of People, Internet of things, IOP Structure, Wearable/Embodied Technologies, Cyber-Physical Convergence.

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## I. INTRODUCTION

It is the digital communication between individuals as well as the variety, management, and use of personal information that is referred to as the "People Web." It influences the organisation of complete knowledge and encourages the development of intelligent writing among our own, which is made possible by computer devices, the internet, and information sharing. It is the ability to think more abstractly, to participate more actively, and to safeguard oneself, one's group, or the general public that this network and personal sharing of computers enable in the medical profession. These four 'Ps' health care providers will allow us all the power to develop a long-term health plan that incorporates health improvement and early intervention for our risk factors, as well as preventative treatment. New developments and online programmes for people can be incredible assets in medical care, and they have the potential to elevate medical treatment to the highest degree possible: social transformation. In the case of portable sensors, for example, applications and gadgets powered by the internet can be used to continuously monitor and test key life factors on the go (e.g. pulse, blood glucose etc.) This can assist in the prevention, treatment, and long-term maintenance of a medical problem in the absence of medical assistance. Foundations [1].

A number of trends clearly suggest that the administration of human-run programmes will play a major part in the next generation of computers. The internet and the actual world are becoming more cohesive and reliable, according to one point of view, thanks to Cyber Physical Convergence. In addition to its centre, the internet is extended through the incredible dissemination of one-of-a-kind multi-functional gadgets for consumers and information producers. The power of the organisation is increasingly being pushed to the edge of the internet, resulting in - in essence - the "best citizens" in terms of delivering and operating directly on the Internet being the gadgets owned by customers. These patterns, according to NGI, are likely to make people not only the final management clients and applications provided by an external (or cloud-based) service run by outsiders, but also powerful - through their gadgets. components of the application, management, and provision of network capabilities Clients' gadgets will "pop up" and establish how the company should be formed and operated in order to suit their needs in the vast majority of circumstances, which will be driven by the gadget. As a result, they will be actively involved in determining how local planning resources will be used as assets that are made available by the institutional framework, as well as how remote planning materials will be used as assets that are made available by the institutional framework [2].

Network capacity will be enabled by the collaboration of client gadgets and intermediate foundations (which will typically operate under the control of client gadgets). The clients' gadgets are transformed into online customers, and eventually their customer behaviour (both individually and socially) becomes an intrinsic element of the unassailable quality management system and applications, which are now more important than ever in the overall system's operation. agreements relating to system management NGI is also developing the People's Internet (IoP), which will include all power management systems that believe online gadgets can be utilised as client gadgets and, as a result, will take advantage of human behaviour models to determine how these gadgets should be used in the future. working for a company or organisation for a more comprehensive approach, the IoP vision comprises a more robust reconciliation between NGI gadgets and people, allowing individuals to donate assets to NGI capabilities, and establishing easier existing models, such as public support and public awareness. In its early stages, the Web of People (IoP) was a free and open source platform divided into open social work charts, which included shared affiliate organisations that assisted with the creation of individual profiles, identities, and personal data. In this sense, it can be thought of as a data space that offers individuals with a quick access channel, where individual profiles are recognised by the public key and linked together by forming a profile connection. An open social chart is a visual representation of a worldwide guide for people that includes assumptions about how people connect with one another [3].

## II. INTERNET OF THINGS

It is an open foundation, which means that engineers are free to develop their ideas with the bare minimum of accreditation. People Internet allows for direct gadget contact and gadgets, as well as for individuals to become personal and friends to have their own individual organisations without having to log in to a repository. Gadgets connect to the Internet on their own and communicate with applications that are compatible with the Internet of Things. The People's Internet uses local digital currency as an incentive and instalment as part of its overall design and implementation. The IoP token can be exchanged for a number of advanced currencies. The Fermat project was responsible for the creation of the People's Internet. The straightforward arithmetic chart "is a structure that adds a number of elements when a few groups of articles are related in some way," according to the author. Everything related to the edge is compared to numerical displays, which are called vertices (also known as hubs or focus) and everything else [4].

The Internet for the masses The graphchain maintains information about two types of charts: the hub chart (individual profiles) and the edge chart (profile linkages or connecting profile relationships). It is possible to identify hubs using a public key, and their data can be restricted by the holder of a private key (profile holder). Edges is a term that refers to the interaction between (individual) control mechanisms. It is necessary to include specific links in the graphchain if the secret keys of both related hubs have been allowed. Individual web-enabled gadgets are included in the new term Internet for People (IoP), which stands for Internet for People. It is fast spreading to the structure that holds the system together, resulting in an explosion of new advances that will contribute to the development of mobile phones, tablets, and other common computer and management-related organisations in the near future. A number of web-enabled capitals appear, each with outdated, imbedded features and functionality. This is due to the introduction of new features and methods for making devices and social media platforms more relevant. Despite the fact that, from a 10,000-meter perspective, little is understood about the Internet of Things, research on things such as Google Glass and smart watches, as well as conjecture about new things, is thriving on the web. There are certain shortcomings in this study, such as 10,000-foot viewing gutters

that aren't filled with basics, as well as new features that will bring about problematic modifications such as being undetectable, extendable, braided, and useable [5].

There are numerous goliath competitors in this "mobile phone" market that is believed to be enormous, including Samsung, Apple, Google, Adidas, Reebok, Nike, Microsoft, SAP and Roche, among many others. Imaginatively, "Machines are a new system," even planning organisations have stated emphatically. The new high-end clothing business, which is worth \$5 billion, is currently in the midst of a rapid development period. For example, major Google Trends, long-term patent activation, diabetes rate (therapy is a significant starting point for current wearable), lower cost of necessary empowerment, and enhanced useful assistance are all examples of leading businesses. Another early example of overcoming adversity is to be innovative and to place a high value on good health on a computer screen. All indications point to rapid improvement in the next months. From the development of a flexible display to the combination of telephone sensors and printed computer hardware, as well as the internal framework (IPS), near book handling (NFC), and continuous acquisition frameworks, the report discusses the developments that will be required to advance the market in the coming years (RTLS). In addition to addressing the most likely business sectors and megatrends, the report presents estimations and case studies until 2025, as well as pertinent analyses and specific organisational debates. It is expected to grow at an astonishing rate in the next few years, thanks to individual distribution (mobile phones) and new, unavoidable communication routes [6].

### III. INTERNET OF PEOPLE

This has a significant impact on the view of Cyber-Physical Convergence, which is mentioned in the document, among other things. Because of this, the physical world of customers and the digital environment of online applications and administration are becoming more and more interwoven. It is the digital world that disseminate information made in the real world (e.g., sensors integrated in near-home customers' gadgets and real frames) and where it is processed and traded. Communication in the digital realm, on the other hand, results in activity in the physical world (e.g., because customers change their behaviour based on data available through online applications, or because real bases are designed by actuators). One of the most significant consequences of this union is that people are increasingly concentrating on the unique structures that they employ. It is necessary to think of human behaviour as a fundamental worldview rather than a rethinking in order to arrange powerful dynamic correspondence [7].

The people involved and the digital structures through which they transfer become artists in their own social environment, and creating powerful dynamic correspondence requires more than rethinking. On top of that, individuals are no longer seen to be the unseen forces behind the advancement of the internet, but rather play an active role within it and even perform specific functions within it, thanks to their participation in a complex online social network architecture. - The green picture of this new concept has received widespread public acclaim. In this scenario, this world view is referred to as the "Counter Copernican Revolution," because it places a person (again) in the centre of the system's attention and allows for the testing of online communication networks. Based on the concept of correspondence, we envision future exploration of online-based communication platforms as a reality within the disciplinary forum, which is comprised of approximately five key elements of collaborating and integrating fiction that is closely related to social, financial, and psychological (human behaviour) business planning and framework information regarding future communications.

We want to underline that the proposed human-led approach to the online library system is not just another wave of bio-enlivened control system designs, as some have suggested. Because clients' gadgets work as clients for their consumers, adding good human behaviour models into the intermediate system of social media is a hallmark of how gadgets can behave as their human customers would if they were faced with comparable decisions again. It should be noted that the individual person-centred applications are not bound by this strategy. The middle-of-the-road method has an impact on all of the common layers of the bookstore, in addition to empowering communication growth, and it provides benefits to all of the layers, as evidenced by the models that have been discovered. One of the study's objectives was to define the notion of IoP goal, and one of the workshop's objectives was to use the possibility of a workshop as an essential opportunity to share information about this new experimental zone [8].

The inclusion of major scientists in diverse networks who are committed to the IoP goal was anticipated in the later stages of the project. In addition, diversity was taken into consideration in an effort to bring together a respectable mix of people from Europe, the United States, Asia, and Australia for the workshop. These criteria served as the foundation for the fundamental arrangement of the invited guests. Aside from that, given the current state of the Dagstuhl classes, we are

delighted to get some constructive comments from our guests. While some visitors were unable to attend owing to competing obligations, a considerable number of others were given the opportunity to do so. It is appropriate to draw attention to and welcome the Next-Generation Unit of the European Commission to the class, as we believe that the IoP is very much in keeping with the spirit of this new H2020 push and should be included.

#### IV. DIFFERENCES BETWEEN IoT AND IoP

A handful of devices and a plant-based information system function by optimizing a standard cloud-based site, according to the authors. Then, at the same time, it will be adopted as a Cloud Service by the organisations. These gadgets communicate with a site that saves information and Web pages in the cloud, known as a cloud storage site. Additionally, the client anticipates that all of the cell phones will be connected and gather this information at the same time. Historically, these constructions have been in existence for a very long period of time [9]. Although it has become fashionable in recent years to cease putting websites on dedicated Web servers and instead group them together in flexible and heterogeneous computer teams, this is not the case anymore. The vast majority of these systems are custom-built and require extensive upgrades and maintenance to remain operational. Because these systems allow users to gain access to things, the most frequent mode of operation is referred to as the Internet of Things or Internet of Things Devices (IoT). On the other hand, the Internet of Things (IoT) enables devices to connect directly with one another, resolve shared decisions, and trade information amongst gadgets without the requirement for cloud or server computing resources. The Internet of Things (IoT) is a development of the M2M (Machine to Machine) model that includes various gadgets, which is actually comparable to the MM2MM concept (Multi-Machine to Multi-Machine). The term Objects can refer to real-world gadgets and technologies, such as those used for visual and power control.

In the interim, Internet of Things Clusters are used to refer to the numerous items that are directly tied to an organisation. In order to demonstrate this idea, imagine an associated home with a few various types of related gadgets, all of which are concerned with the same organisational structure. Mediator Things, also known as institutions or transfers, lengthen the length of all related goods across all types of organisations, gadgets, and vendors by increasing the number of associated objects. Using the centre point or cloud transfer, it is possible to connect groups of objects in any region, including enormous areas. However, it is not required to use the same volume for each batch when using this method [10].

As a result, genuine IoT setups do not necessitate the use of the internet. In this context, the term "Internet" is an abbreviation for "Internet Performance." The term "internet" does not refer to the real network. To put it clearly, you might say that Internet of Things is centred on the Internet, whereas IoT is focused on gadgets and other devices (Objects). In any case, the Internet of Things network is capable of functioning. Is it any surprise that someone who has been left in the vicinity of the home controller needs contact them online in order to modify the temperature on their smartphone? A similar situation exists if the internet is down and no one is able to modify the temperature. Although the root reasons of network difficulties are not always obvious, it is critical that the home controller be able to quickly address decisions when they occur. In a similar vein, the iPhone can make judgments for you automatically (information calls are direct). The centre or handshake solves an issue since it receives two calls and then allows two devices to communicate with one another. True Internet of Things configurations should provide direct access to any gadget from any other gadget. Essentially, the emergence of the Internet of Things (IoT) allows gadgets, such as in-house controls, to approve future secure conversations.

#### V. RISE OF WEARABLE/EMBODIED TECHNOLOGIES

People are continually putting gadgets on their bodies, monitoring their behaviour, and giving instructions through apps that are designed for this purpose. However, interacting with these types of devices may result in a supporting encounter, where new designs stretch the body, understanding, and identity in a delightful way, which was previously regarded to be a late example of new wearable design. A similar function was performed by the garment in another context, in which it was referred to as the prosthetic limbs. The good consequences of empowering the user in the direction (e.g., working on self-direction by hitting the sack with a timetable after the rest) are classed as the unexpected in the car space from the original. prostheses with the help of this symbol However, according to a few specialists, the effects of clothing items, as well as their unexpected flexibility in usage, are short-lived (i.e., not more than half a month) and non-significant in nature. The prevalent notion that the wearer, for example, is an important and action-oriented tracker may also be related with this phenomenon. Gadgets may have subtle temptations, but they will be discarded promptly once the initial impact of interest has passed [11].

Unfortunately, given the lack of longitudinal subjective testing at this time, it is not uncommon for people to experience wear throughout the course of their lifetime. What is understood from a subjective and longitudinal perspective is the way in which people engage with, repair, and integrate real artificial limbs into their daily lives. Given the fundamental concept described above, the concept of what we wear is based on the notion that there may be major conflicts between meeting clients and beliefs about the prosthesis as well as the wearable model. It is possible, however, that an arrangement using the real-life model (in which individuals rely significantly on it in order to preserve genuine abilities) will be risky or shocking if the goods are discarded soon. One of the goals of this study was to determine how much of the pre-associated interactions with the transition in a genuine prosthesis over a short length of time are also related to the wearable agent. For example, Murray looked at the client's perceptions of the actual structure, which provided important pieces of information during the integration periods (i.e., initiating change in accordance with the prosthesis) and psychological reactions in the implant site (i.e., tolerating the prosthesis as if it were a natural part of their body). In order to understand and differentiate between the display of the prosthesis and any object represented by the client, all cycle stages and mental reactions are subjected to a thorough setup. One of Murray's six topics is change in relation to prosthesis, another is body balance, another is knowing the structure of artificial limbs, another is "a prosthesis as a tool or body structure, a fifth is conscious body, and a sixth is the ghost turns into an artificial limb, stretching out the body [12].

## VI. IoP STRUCTURE

The proposed IoP approach to the NGI system may be something we wish to suppress because it is not another wave of configuration bio-enlivened control systems. When you take into account the fact that clients' gadgets act as clients for their clients, and that the human brain is frequently the ultimate destination of data collected online, incorporating intelligent human behaviour models into an enterprise-wide information management system is a critical consideration. making gadgets function the way their human clients would function if they were presented with the identical alternatives and options. Furthermore, this strategy is not binding on any applications that are focused on the user. Under normal circumstances, the IoP strategy has an impact on all common layers of the organisation through empowering communication development and provides benefits to all layers, as demonstrated by the models identified. Making that decision in the midst of an academic process is far from straightforward, as it necessitates the comprehensive integration of several logical disciplines that are rarely brought together. We accept that numerical models (rather than models that bind spelling) or algorithmic definitions are required as the foundation for pursuing this strategy in a fruitful manner in order to reflect the relevant components of human behaviour [13].

The use of measuring methods is critical because it provides proper standard language that promotes focus while also facilitating interaction between different assessment networks, which is essential. This group of non-ICT people who are focused on that part of human behaviour should provide the models and statistics for the entire world, as that is a local testing environment that can challenge and allow these models to be used. Models that are authorised that communicate numerical and algorithmic structure are desired to be directly incorporated into NGI principles and frameworks after they have been approved. Human behaviour models generated by this application are not based on the knowledge offered by online ethics experts, but rather on logical models that have been validated by appropriate testing networks. During the time that these species will be formed. The Internet of People (IoP) describes a networked organisation made up of several human harps, as the name implies. Using the term "digital" to refer to the digital connection between individuals and their created data and information, where different people are connected, smart gadgets can interact with social networking sites on the internet. The end result is that people become excellent members who can meet, coordinate and transfer information while also cooperating on projects through the public internet. A tiny IoP agent, such as a socially based online community, can deliver the best possible results for those who participate in community testing, arrange events, and connect with others [14].

The Internet of Things also supplies commercial information and data that can overrule real-world boundaries. IoP has grown at a quick speed over the years, thanks to the development of high-tech internet and digital technologies, and it is predicted to become a wasteland in the next few years. Audits in this area have been constantly improving, and in 2015, Ma and Ning established the IEEE International Conference on People's Internet for the first time (IoP). From that point on, a crucial test circuit was made available. In this paper, we present a comprehensive overview of the Internet of Things (IoT), drawing on its powerful processes and common categories to unravel the complexities and issues that it faces. A great deal is made in IoP about the importance of consistent engagement between people, and it reaps significant benefits from the deep integration of a friendly atmosphere and the internet. The ultimate result is that it gives a stable connection

to specific people in a friendly setting that can overcome the constraints of real-world communication. As reported by Statista, there have been 4.66 billion online customer clients globally since the beginning of the year 2021 [15].

## VII. APPLICATIONS OF IoP

Because of the length and breadth of online and digital strategies, individuals can have features, functions, and online connections that are comparable to one another, and they can participate in a variety of web-based exercises, such as building and networking, setting up virtual social networks, and other activities. They have the ability to transmit and participate more effectively, as well as generate more information and data, and they have distinct characteristics. The IoP can be used in conjunction with discovery methods to provide flexible and hidden detection capabilities. For example, dynamic observations reveal that participants in IoP give useful information by filling in crucial basic data upon registration, associating their characters with different social functions, and other activities. Ontologies, semantic ontologies, and the like are extremely crucial in assisting model persons in IoP. Aside from that, people have the right to access and collect information that they are interested in or require [16].

For example, they may need to establish a link with someone else who is in the same web-based environment in order to obtain tailored suggestions based on search requests. Inactive discovery, on the other hand, has become a new frequent activity. There is an assertion that people are not required to gather data in an effective manner, but the IoP organisation may recommend prospective data based on your previous history, trends, and patterns. also available at all times are sound advice and suggestions Using the five primary characters and the classification of different types, Ning, for example, proposed and displayed a friendly proposal framework that may recommend friend data depending on a particular character's characteristics. Because individuals are typically connected to individual sensors, devices, or PCs in the Internet of Things, the most popular wired connection between sensors, gadgets, or PCs is dependent on this. For example, wired links can be used to connect PCs that are located in different parts of the LAN, to track down new friends, and to build new contact information. In addition, there are various types of wireless routers, such as serial connections, Thunderbolt, and USB, that are extensively utilised when connecting to external devices such as computers [17].

Organizations are establishing a range of scientific metrics as part of the development of the Internet of Things and the Internet of People in order to identify what some have dubbed "the big knowledge." In order to encourage customers to share more data and make more purchases over time, Internet of Things (IoT) programmes will be closer to additional information and contribute to a higher level of understanding. Organizations, on the other hand, perceive a significant reduction in the scope of their examination of IoT / IoP information, and this is a matter of personal judgement. Information is exactly that: information. It does not report or transmit trends in any meaningful way. Indeed, even the most carefully prepared communication can be misinterpreted. So, what are the best practises for making the most of your knowledge? How can you evaluate the worth of a sensory event in the absence of human emotion? People will put their life on the internet and openly communicate (on the internet) how they feel if there is no history (e.g., Facebook, etc.). Personal online-based media, such as blogs and social media postings, can provide this type of information about a person's genuine feelings. Posts and your daily web appearance It will be those organisations that can comprehend web-based media knowledge and incorporate sensory information about human emotions while producing important and ongoing results that will possess the Holy Grail. In fact, firms will actively strive to get a more in-depth grasp of customer purchasing behaviour and the factors that influence consumer purchasing decisions after conducting a remarkably accurate study. This consolidated information is beneficial not only to shops, but also to medical and social security institutions, among other things [18].

## VIII. CYPER-PHYSICAL CONVERGENCE

Creating a true digital integration, in which there is a very strong and constant relationship between what is happening in the actual world and how things are being done in the digital world, would be the first of these steps. Because of the unavoidable distribution of portable and IoT devices, i.e., because gadgets have strong ties with human customers, this is a serious issue. Another thing to consider is that, as a result of this pattern, client gadgets are becoming a larger proportion of their human clients' communicators in the digital world. If these facts have a negative impact on the internet in a way that we should be concerned about today, such that you can no longer envisage what the internet is like as a development of "the same old thing," but then we may need to be re-examined, then we should be concerned. All of them are first-generation internet users. In this view, we wish to re-evaluate indigenous peoples who employ a human-driven strategy, which means that we consider human behaviour to be one of the most important concepts of the new internet system as a whole [19].

This human-driven point of view is a critical notion that underpins the IoP's operation. At the end of the event, it was underlined that online research is not confined to just the internet, as the latter option is not a set word given that it is now open to everyone. A relatively new and novel online test is required instead, as it is the key to providing technological support for any operational and cultural impact that may be identified through the Internet of Things. Previously, the fundamental programme created a flurry of lively discussions and debates. Many others have contributed to this discussion; Max Ott, for example, has provided some excellent insight into how we should actually think about the impact of new 5G devices, which will surely provide higher data transfer and a greater marginal edge. The data side of the company is where we want to focus our attention, and we want to think of IoP as a data-driven organisation in general. However, while there was no agreement on how 5G could ultimately resolve all system management difficulties, all participants agreed that the Internet of Things would be largely a data-driven organisation, and that this is the appropriate concept to employ for testing. It. As an added bonus, a few experts have proposed a management method that, First should take into account the first management, which is operated by the people, and second should then move down and examine the organization's demands and whether these are local or global in scope.

Taking everything into consideration, this initial conference proved to be really beneficial in terms of opening things up, putting on the table the many key ideas highlighted by the IoP, and beginning to discriminate between viewpoints that were possibly connected but sometimes contradicting. Intellectual heuristics, in contrast to neural organisations, do not attempt to duplicate precise physiological designs of the cerebrum. Instead, they employ fundamental statistics to model parts of brain intelligence that are particularly useful when used in a practical setting. These statistics include the recreation of heuristic processes of human perception, such as the way the human brain generates selections based on centralised data and imagined noise, which is an important component of human perception. In most cases, options are the finest decision-making tools, and they should be examined after acquiring and describing all of the relevant data about the situation, while utilising the most intelligent assets. When it comes to RECOGNITION, smart heuristics are implemented in a selection cycle that is employed by several harbours to determine what content may be found in experienced harps [20].

## IX. CONCLUSION

It is concluded that the integration of epitome data may be particularly beneficial in the review and application of wearable labels in medical services. The various tests that are currently available are designed to be innovative, taking into account, among other things, the recording of health data, mood, rest, individual detection and biofeedback in emotional well-being, remote patient monitoring, medication adherence, and new assistive techniques. Wearable technology, which can be worn on the body or attached to the skin, is becoming increasingly popular among clients. It continuously and diligently monitors client movements as well as vital bodily functions (e.g., heart rate and pulse), and it provides the client with the necessary data on well-being practises as well as social outcomes, as well as other benefits. Information fragments in modelling and measurement methods may demonstrate the importance of analysts and experts in increasing their understanding of what motivates clients to continue wearing new items over time and to follow health guidelines that are in line with your standards, and this may be demonstrated by creating information fragments in modelling and measurement methods. It has been demonstrated that the new epitome measuring instrument is a useful tool for assessing single-body growth, comprehension, and identity, just as certain components of a new design are expected to be.

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