

AMITY UNIVERSITY

Annexure 'AAB-CD-01a'

Course Title: IOT BASED PRODUCT DESIGN

Course Code: Credit Units: 2 Level: UG

L	T	P /	SW/F	TOTAL
		S	W	CREDIT UNITS
0	1	0	2	2

	Course Title: IOT BASED PRODUCT DESIGN	Comments (if any)
1	Course Objectives:	
	To make them understand how the rise of the Internet of Things (IoT) produces many new concepts including The Next Industrial Revolution and Industry 4.0. This course will address some basic design methodologies along with the practical implementation to build a successful IoT product. Moreover, this course will focus on IoT business models and use cases and deliver entrepreneurship opportunities in IoT businesses.	
2	Prerequisites:	
	Programming concepts	
3	Student Learning Outcomes: The students will be able to Identify the role of IoT within the digital transformation of society and industries Understand the differences between IoT and non-IoT businesses Ideate the product Build a prototype	

4	Module I: Introduction to IoT	
	Introduction: Defining IoT, Data flow in IoT, Understanding IoT architecture, IoT Applications around the world which includes IoT in Healthcare, Blockchain and IoT, Augmented Reality and IoT etc. Sensors and Actuators: Introduction, Sensors, Actuators Microcontroller and Microcomputer: Introduction and differences, Hands-on ESP32: Internals, API's, IO, Setting Programming Environment, Embedded C Programming, Glow an LED, Environmental Monitoring; Hands-on Raspberry Pi: Internals, Configuring the Raspberry Pi(NOOBS and Other Languages & Tools), Python Programming, GPIO, Web Stack, Connecting ESP32 with Pi. Innovation and Entrepreneurship in IoT	30%
5	Module II: IoT Communication Protocol and Device Management	
	IoT Communication Protocol: IoT Wireless Protocols, IoT Communication Channels, IoT Network Protocols MQTT IoT Protocol: MQTT with Raspberry Pi Messaging Communication: Channels, Protocol, Service Bus Queues, Message Routing, Hands-on Google Cloud Services Message Communication: To Configure Connection Strings, To Send a Message or Sensor Data. IoT Device Management: Introduction, Hands-on Direct Method: To make a Continuously Running Function, To Receive Direct Methods, To Invoke a Direct Method; Hands-on Device Simulation: To Create an IoT Device ID, Simulated Device App, To Create an App that invokes the Direct Method, To Run the Simulated Firmware Update	40%
6	Module III: IoT Analytics, ML, Business Intelligence, Storage and Visualization	
	IoT Analytics and ML: Introduction to Bigdata, Techniques and Tools, Hands-on Stream Analytics: Stream Analytics Job, Stream Analytics Input & Output, Service Bus Namespace and Queue, Stream Analytics Query; Hands-on: Predictive Analytics for Google Cloud IoT Business Intelligence, Storage and Visualization: Introduction, Data Storage Options, DocumentDB, Data Visualization and Story Telling, Hands-on Power BI Software: Stream Analytics Job for Power BI, Visualize Real-Time Data in Power BI	30%
7	Module IV: IoT Solution & Security	

Introduction, IoT Reference Architecture, Hands-on: Choose One Real Life Problem and implement						
the solution based on IoT methodologies.						
IoT Security: Security Architecture, Endpoint and Device Security, Implementation Obstacles, Best						
 Practices, Hands-on: A	Practices, Hands-on: Applying Security Principles on the Chose Real Life Problem					
Pedagogy for Course	Pedagogy for Course Delivery:					
The course del	elivery follows	s problem-based	d and work-	based learning	approac	hes. Through
	•	e present studen		-		•
		n of the particul				
_		ovide students		-		
•	mprove their	employability. '	This allows	students to exp	perience	theories in
 practice.						
Assessment/ Examin	nation Schem	e:				
Assessment/ Examination Theory L/T (%)		e: b/Practical/Stu	ndio/SW (%	(p)	Tota	1 (%)
		b/Practical/Stu	ıdio/SW (%	100	Tota	1 (%)
Theory L/T (%) 0 Lab/ Practical/ Studi	La 10 10 1io/SW Assess Presentation	b/Practical/Stu	Project		Tota Viva Voce (V)	Attendance (A)

References:

- 1. The Internet of Things (MIT Press) by Samuel Greengard.
- 2. The Internet of Things (Connecting objects to the web) by Hakima Chaouchi (Wiley Publications).
- 3. Internet of Things (A Hands-on-Approach) by Arshdeep Bhaga and Vijay Madisetti.
- 4. The Internet of Things Key applications and Protocols, 2nd Edition, (Wiley Publication) by Olivier Hersent, David Boswarthick and Omar Elloumi.
- 5. IoT From Research and Innovation to Market development (River Publication) by Ovidiu Vermesan and Peter Friess.
- 6. Building Internet of Things with Arduino by Charalampos Doukas.
- 7. Dr. Guillaume Girardin, Antoine Bonnabel, Dr. Eric Mounier, 'Technologies & Sensors for the Internet of Things Businesses & Market Trends 2014 2024, Yole Development Copyrights, 2014
- 8. Peter Waher, 'Learning Internet of Things', Packt Publishing, 2015
- 9. Editors OvidiuVermesan Peter Friess, 'Internet of Things From Research and Innovation to Market Deployment', River Publishers, 2014

10. N. Ida, Sensors, Actuators and Their Interfaces, Scitech Publishers, 2014.							