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INTERNET OF THINGS AND ITS IMPACT ON LIBRARIES

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ABSTRACT:
A growing number of ordinary machines and objects are now equipped with sensors or actuators and may interact via the Internet. They constitute the Internet of Things (IoT).The purpose of this article is to investigate how the concept of "internet of Things" technology will effect everyday life, as well as the consequences for libraries.

Keywords- . Inventory control ,. Mobile payments , Tickecting and event registration ,. Access and authentication ,. Climate and room configuration, accessibility and way –finding , . Mobile reference ,. Resource availability for both content and physical plant

Introduction:
We can now access a myriad of services such as discovering information, shopping, booking, booking tickets, navigation using maps, and communication via email, social media, and mobile apps thanks to technological advancements. All of this resulted in the Internet for communication and access to specific services via gadgets. But the next revolution, in which the internet, like mobile phones, will assume a ubiquitous place in our lives as it begins to connect things in the actual world, is likely to have a significant impact on the way we live. Consider a world in which every device in your phone, workplace, and car is linked. A world where the lights turn on when the automobile approaches the driveway and the coffee starts brewing when the alarm goes off in the morning.
The Internet of Things refers to the concept of ordinary objects, ranging from industrial equipment to wearable devices, that use built-in sensors to collect data and act on that data across a network. So it's a structure that utilizes sensors to adjust heating and lighting automatically, or production equipment that alerts maintenance people to an impending breakdown. Simply said, the Internet of Things is the technological future that will make our lives easier. The Internet of Things (IoT) Connect with the analog world around us in a digital way. This includes cell phones, coffee makers, washing machines, headphones, lamps, wearable devices, and nearly anything else. Everything that can be linked will be linked.
Entrepreneur Kevin Ashton invented the phrase "Internet of Things" in the late 1990s. Ashton, a co-founder of MIT's Auto-ID Center, was part of a team that discovered how to connect devices to the Internet using an RFID tag. He claims he coined the phrase "Internet of Things" in a presentation in 1999, and it has stuck with him ever since.
To achieve the notion of the internet of things ,you need most of the following pieces in place :

1. Network connectivity, which is typically wireless,
2. Sensors and/or user input that capture or generate data.
3. Computational capabilities, at the device and /or back end.

Internet of Things for Libraries:

1. Inventory control ,2. Mobile payments , 3.Tickecting and event registration ,4. Access and authentication ,5. Climate and room configuration, accessibility and way –finding , 6. Mobile reference ,7. Resource availability for both content and physical plant (rooms , AV equipment), 8.Smart books (features activated/enhanced by other IoT-enabled systems),9. Gaming and augmented reality,10.Object-based learning,11.Assistive technology.

Internet of Things Tools for Libraries:

• Simple energy-saving equipment, such as smart thermostats and light bulbs, can be readily implemented.

• Popular Aisles pressure pads under the floor might provide the library with a count of individuals perusing aisles in the library, assisting with collection creation and identifying potential areas for improved signage.

• ABOUT RFID Libraries are already employing RFID for self-checkout.

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• "Grab 'n' Go" Patrons can "grab" something on a public terminal using motion sensors and put it on their phone, substituting pieces of paper and tiny pencils for funding items in the library.

• A user can check in using his or her Facebook account, and customers may receive a notification on their smart phone when they walk into a library that a book they are looking for is available, as well as the location of the book in the library.

• Sugar Cube-Smart wifi speaker: The Sugar Cube is a wifi speaker that can be controlled via gestures. The speaker uses wifi, which provides a more consistent connection than Bluetooth, and the gesture control makes it enjoyable for everyone.

• Logi Circle - Portable Wi-Fi video camera: Logitech has introduced the Logi Circle, a portable wifi camera aimed at the smart home market.

• Solu -Smallest general-purpose computer: Solu is an intriguing take on how a cloud-connected computer might work. Because everything is in the cloud, you don't have to worry about your hard drive, backing up files, or installing software.

• OSRAM Lightify - Smart connected lighting: Another wonderful choice for those wishing to test out linked lighting in the office is OSRAM Lightify. Lightify, like Hue, comes with a hub that plugs into the wall and allows you to manage the lights with your smart smartphone.

• NEEO - Smart home remote: The objective is an intelligent house caretaker. It listens to your office's sounds, detects what's in the air, and alerts you if anything is amiss.

• Monolyth: Use your smart phone to control your air conditioner. The Monolyth makes your air conditioner smart for your comfort and energy savings.

• August-Doorbell Cam: August has released a doorbell cam that detects motion from visitors, identifies persons at your door, and provides an instant alert to your smart phone.

• Netamo Welcome-Smart camera with face recognition: Connected security cameras are one of the most popular smarthome and IoT product categories.

• NUZii- The World's First Smart Life Device: In a new, smarter way, manage your smart home, save your data in the cloud, stream your music, and secure your internet from anywhere.

• ORBneXt - Your universe in a nutshell: ORBneXt is a desktop data display device that is always linked to Wi-Fi.It provides instant access to all of your data and devices.

• My N3RD: Connect to and control anything from any location. MyN3RD (pronounced Nerd) is a ground-breaking Wi-Fi gadget that allows you to operate any device from your smartphone.There is no need for an internet connection or a router.My N3RD can control any device, vehicle, or appliance you possess.

Conclusion:

The Internet began as a means for the government to communicate after the nuclear war, but it has now expanded into much more than a network. In many ways, the Internet has evolved into a digital realm with portals into our physical reality. The Internet of Things expands on this concept by permitting various worlds--some connected to others, some not--that mash up real and digital in a variety of ways. The Internet of Things offers enormous possibilities for libraries. If done along the appropriate lines, it may yield the expected results and add value to the library's resources and services.

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