



DiGI-VET Fostering Digitisation and Industry 4.0  
in vocational education and training  
2018-1-DE02-KA202-005145  
IO 4 – Learning Materials- Classroom Material  
United Kingdom, ARVET

Co-funded by the  
Erasmus+ Programme  
of the European Union



# **DigI - VET**

## **FOSTERING DIGITISATION AND INDUSTRY 4.0 IN VOCATIONAL EDUCATION AND TRAINING**

**Intellectual Output 4 - Teaching & Learning Material**



DiGI-VET Fostering Digitisation and Industry 4.0  
in vocational education and training  
2018-1-DE02-KA202-005145  
IO 4 – Learning Materials- Classroom Material  
United Kingdom, ARVET

Co-funded by the  
Erasmus+ Programme  
of the European Union



## Table of Contents

<b>Module C .....</b>	<b>3</b>
<b>General Aspects of Digitisation at Industry .....</b>	<b>3</b>

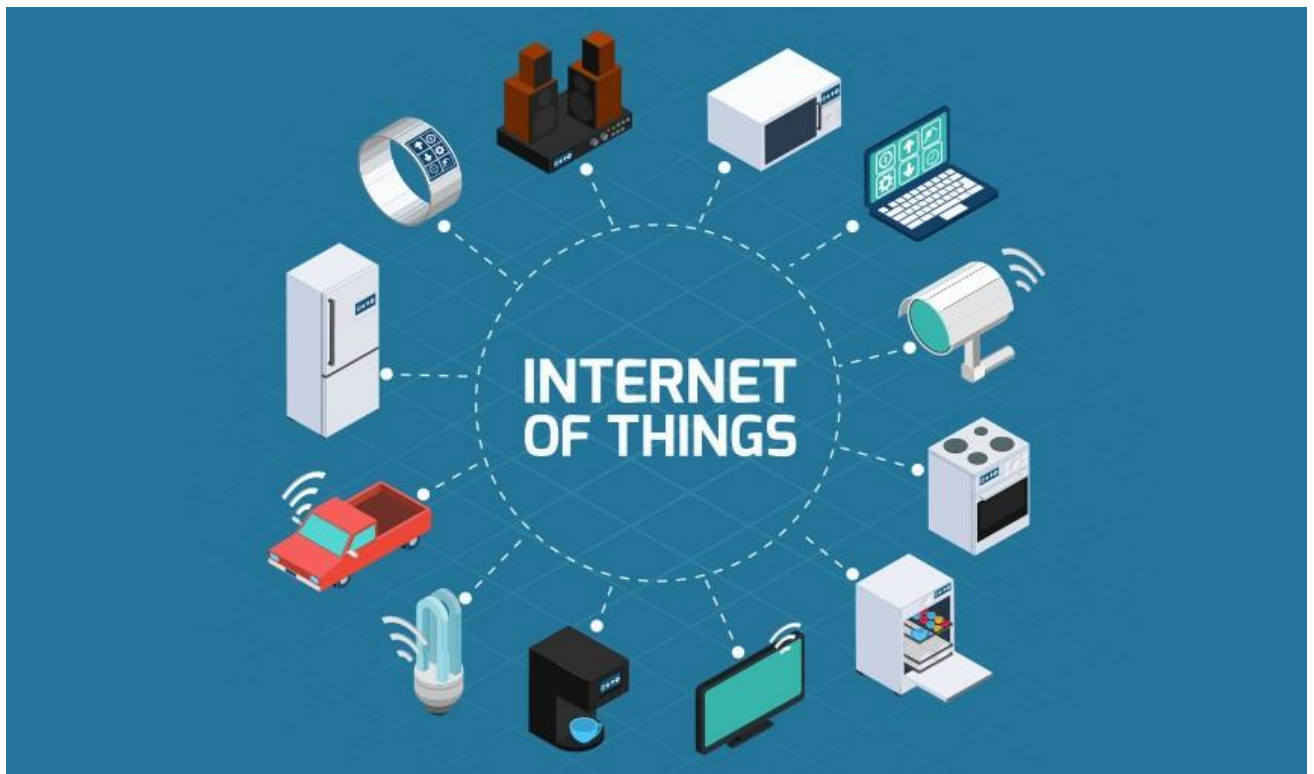




## Module C

### General Aspects of Digitisation at Industry

While considering the aspects of how digitisation affects the Industry, the concept of *Internet of Things* is essential. It is connection between Internet and Device and the effect of this relationship towards other connected devices. E.g. self-driving cars, fitness devices measuring different aspects (e.g. heart rate, steps).



(<https://towardsdatascience.com/iot-in-action-a8b7fac83619>)



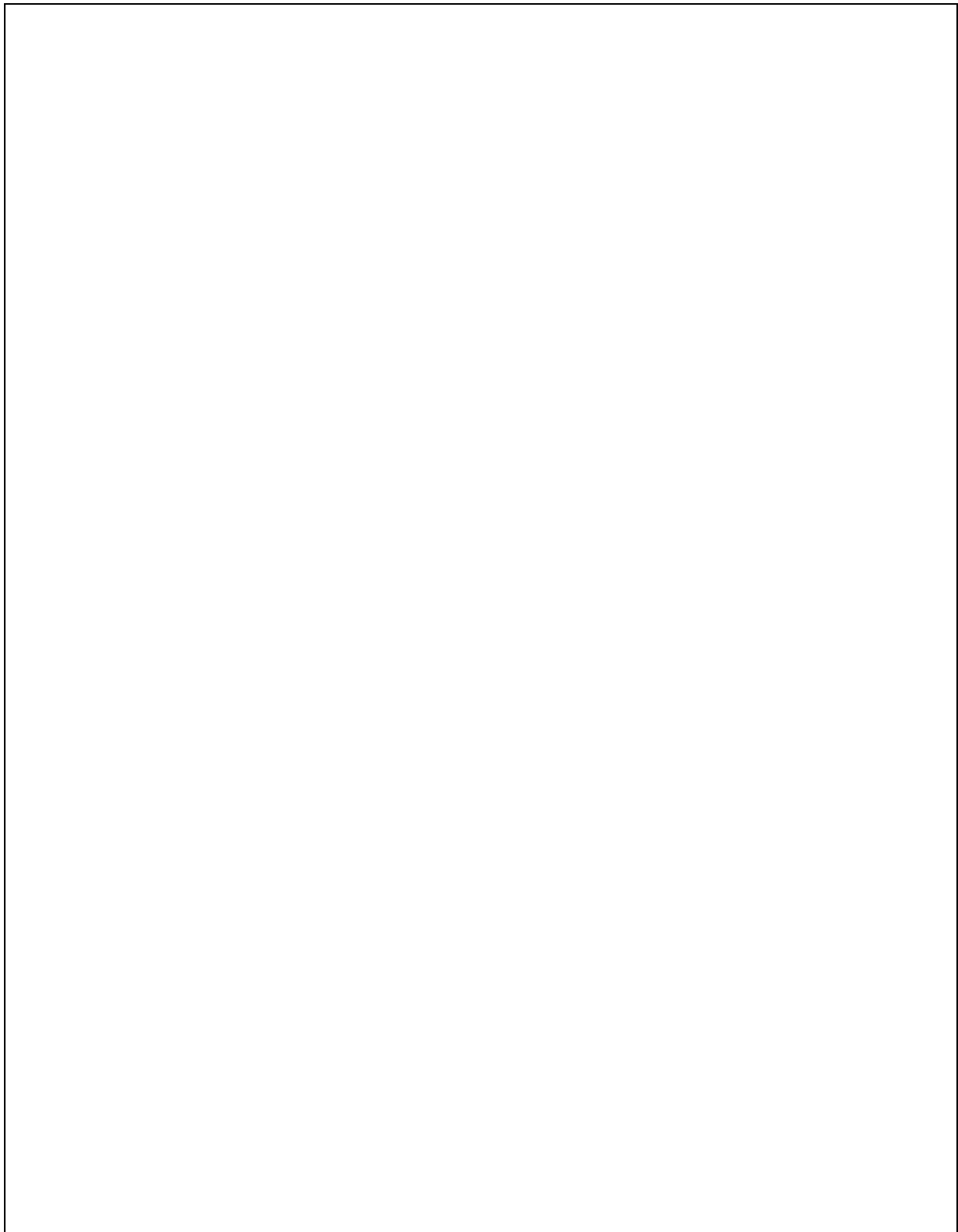
## Task

Describe the Internet of Things, describe how it affects Industry and out of 12 chosen examples in the provided image, choose 5 and elaborate on their impact for Industry.



DiGI-VET Fostering Digitisation and Industry 4.0  
in vocational education and training  
2018-1-DE02-KA202-005145  
IO 4 – Learning Materials- Classroom Material  
United Kingdom, ARVET

Co-funded by the  
Erasmus+ Programme  
of the European Union





DiGI-VET Fostering Digitisation and Industry 4.0  
in vocational education and training  
2018-1-DE02-KA202-005145  
IO 4 – Learning Materials- Classroom Material  
United Kingdom, ARVET

Co-funded by the  
Erasmus+ Programme  
of the European Union

