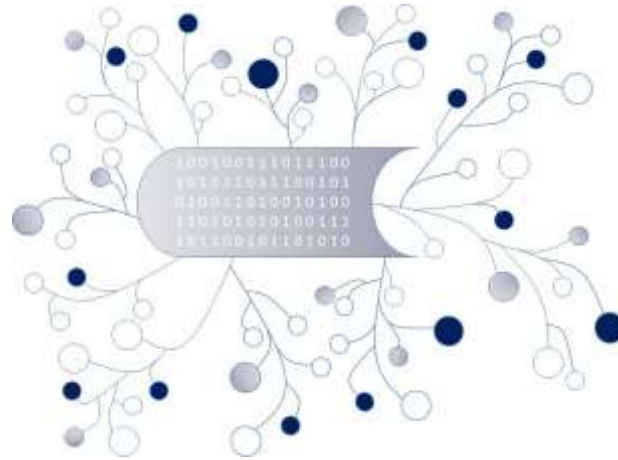




DigI-VET Fostering Digitisation and Industry 4.0
in vocational education and training
2018-1-DE02-KA202-005145
IO 4 – Learning Materials- Classroom Material
United Kingdom, ARVET

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



DigI-VET
Fostering Digitization and Industry 4.0 in vocational education
2018-1-DE02-KA202-005145

DigI-VET Classroom Material

November 2020
ARVET- United Kingdom

Project Title

DigI-VET

Reference Number

2018-1-DE02-KA202-005145





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



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

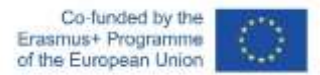


Table of Contents

Module C	3
General Aspects of Digitisation at Industry	3

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).



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

