

# Internet of services: game change in service business models

Bits&Chips Smart Systems 2016

**Nur America** 

28 September 2016

#### Internet of Services



Internet based environment using mobility and cloud technology

New form of applications

Hiding the IoT's complexity

Value by useful information

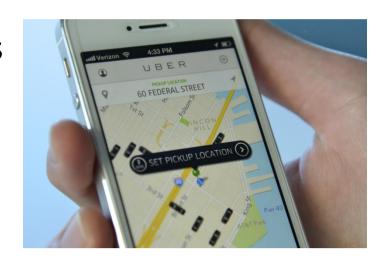
## Added value from data

Learning

Infrastructure insights



## IoT-powered smart services



A technology platform

Preference for "smart service"

In the time to make a call, the service icon reacts to the need

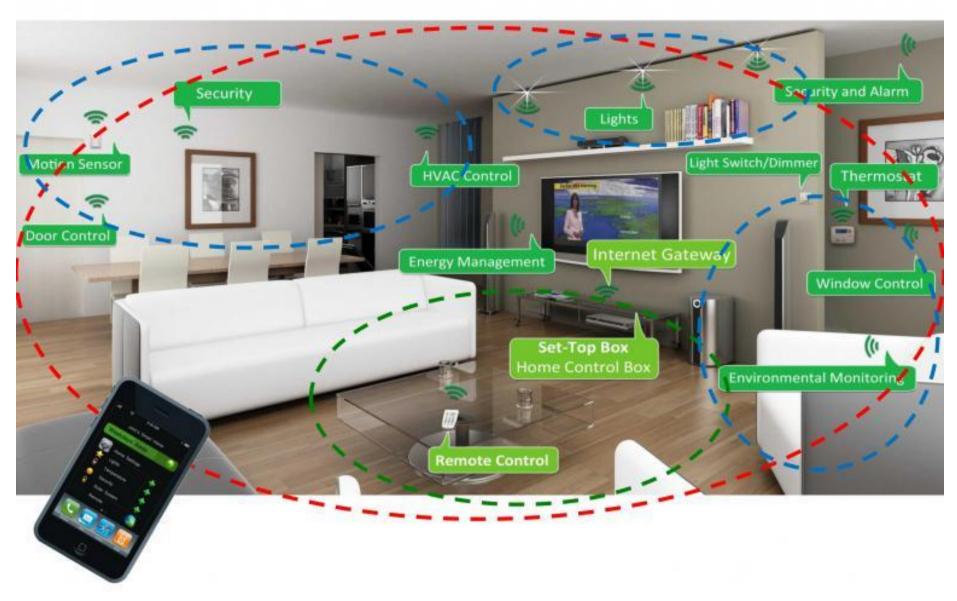
Future with self driving robo-taxis

# Agile and responsive factory, driven by customer demand

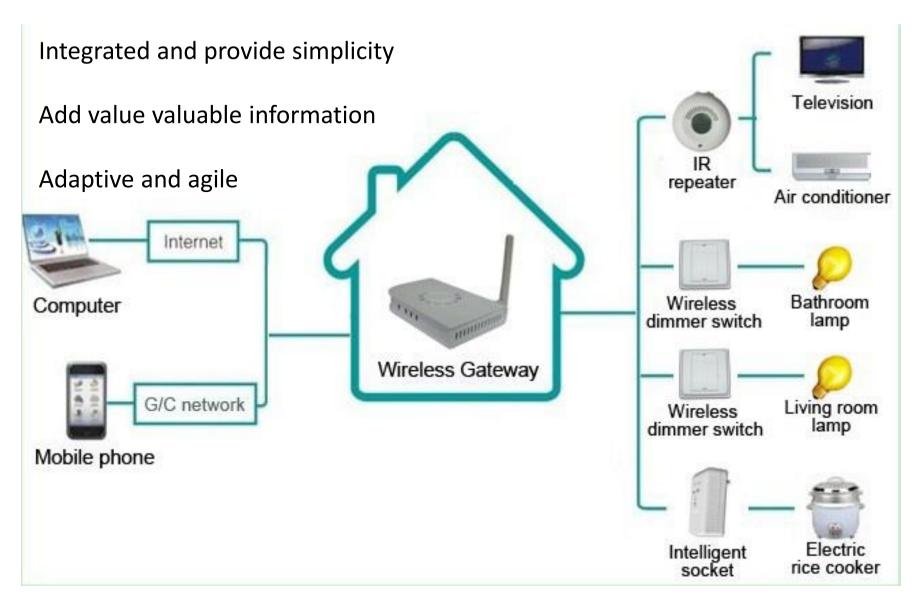
Planning cycle from 21 days to 6 hours Decreased costs by 7%, Increased productivity by 2.4%



### Your home is becoming a 'Service' that supports your life style



## IoT devices add value collectively as a 'service'



## Utility suppliers' services

Hive integrated solution



Control and monitor devices from your Smartphone, tablet or laptop

### Remote healthcare services

Remote monitoring

Track patients' body metrics and feed the information back to caregivers

Wearable sensors







## Food and Medicine safety control services

Food retail and transport temperature control and alert systems



Medicine retail and transport temperature control



## Pay-per-Use

Deal flexibly with the needs of end-users

Subscription service with fee based on usage



Industry shift from Capital Expenditure, CapEx to the services based Operational Expenditure, OpEx,

## Share economy

(Peer-to-peer Services)

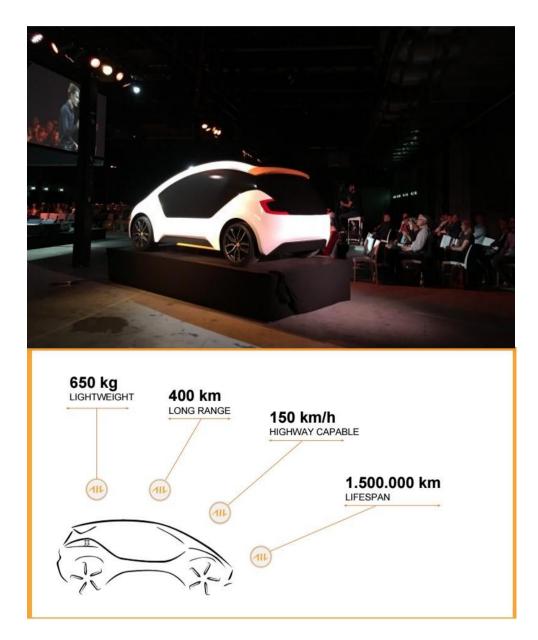
Amber Mobility - startup

Service for guaranteed mobility

Lower the cost of driving

Subscription based

Costs € 33 per week





## Innovating together

## Thank you!

#### **Contact us:**

www.newness.nl info@newness.nl +31 650643341

#### Follow us:

@Newness\_nl

<u>www.facebook.com/Newness.nl</u> www.linkedin.com/company/newness