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This volume contains 74 full papers carefully reviewed and selected from 118 submissions at the following four conferences: the First International Conference on Cognitive Internet of Things Technologies, COIOTE 2014; the First International Conference on Pervasive Games, PERGAMES 2014; the First International Conference on IoT Technologies for HealthCare, HealthyIoT 2014; and the First International Conference on IoT as a Service, IoTaaS 2014. The papers cover the following topics: user-centric IoT; artificial intelligence techniques for the IoT; the design and deployment of pervasive games for various sectors, such as health and wellbeing, ambient assisted living, smart cities and societies, education, cultural heritage, and tourism; delivery of electronic healthcare; patient care and medical data management; smart objects; networking considerations for IoT; platforms for IoTaaS; adapting to the IoT environment; modeling IoTaaS; machine to machine support in IoT.

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