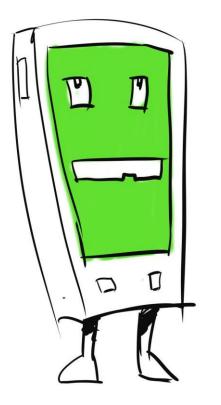


The Promises and Perils of Mobile



Stephen Ingram-Librarian

Definition of Mobile:



 How we communicate, what we use and how we process and create information on the go.

You leave home every day with three items:



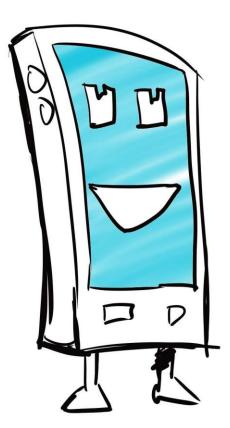
- Keys
- Money
- Cellphone/ smartphone

Digital Native





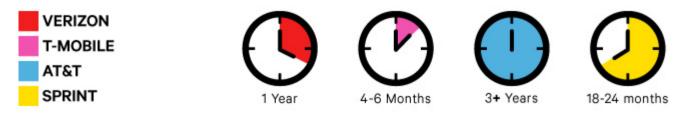
Smartphone



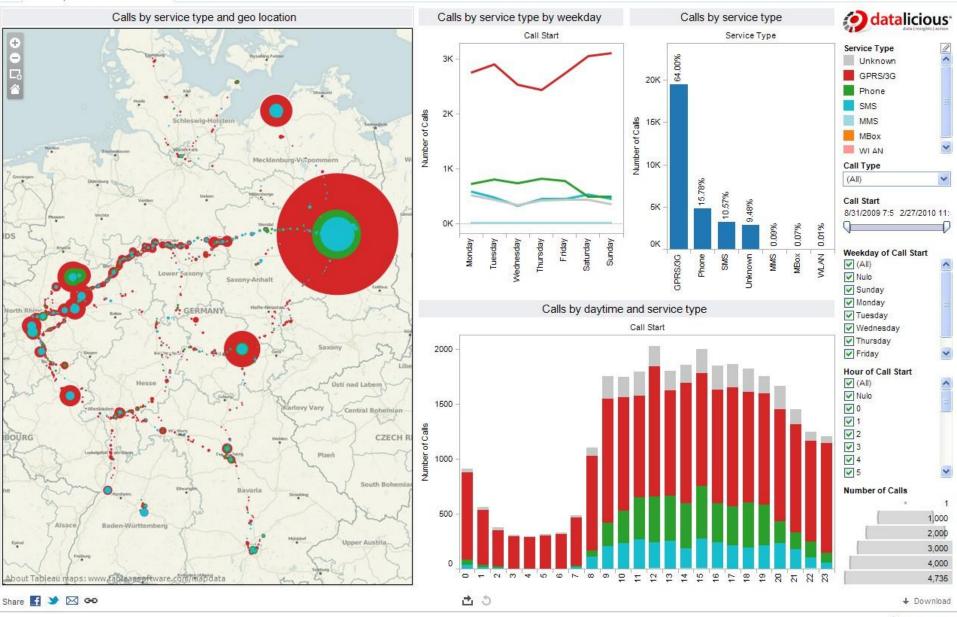
- Digital hub of daily life.
- 10% of all internet traffic.
- Six dumbphones for every smartphone.
- Mobile phones betray you.

Data retention policies



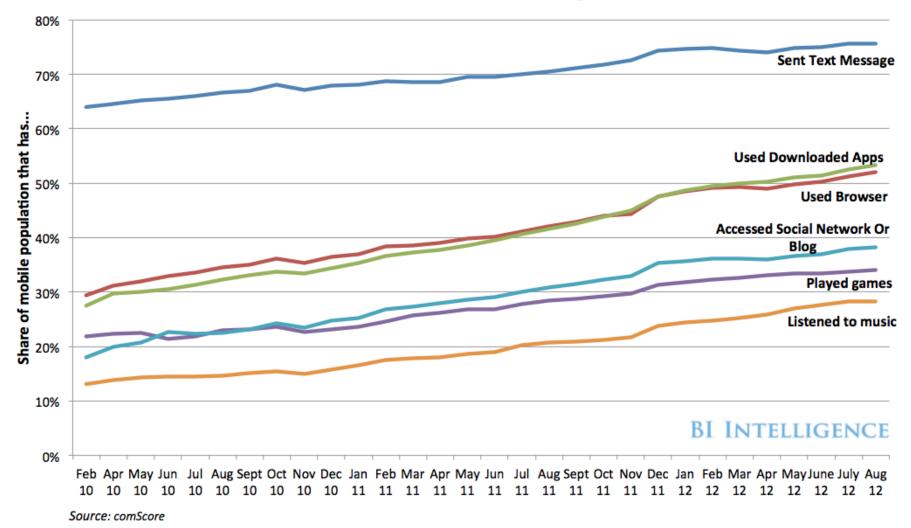


Malte Spitz call data dashboard



the tableau

U.S. Mobile Content Usage

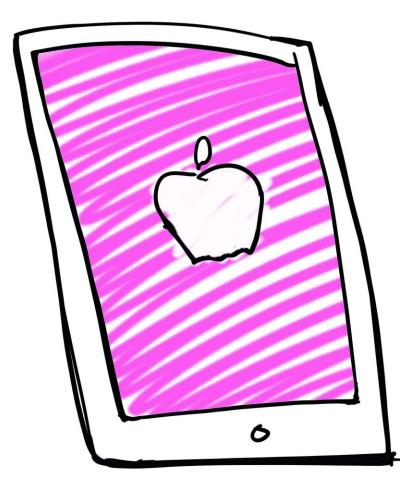


Kindle/ebook



- Lease not own.
- Can be deleted.
- Ecosystem.

Tablet



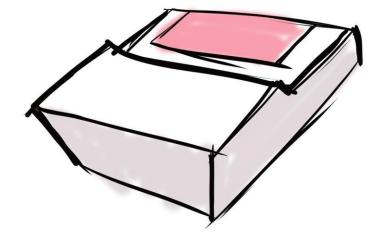
- Replacing desktops at home and at work.
- Location sensitive.
- Theft.
- Ecosystem.

Netbook/laptop

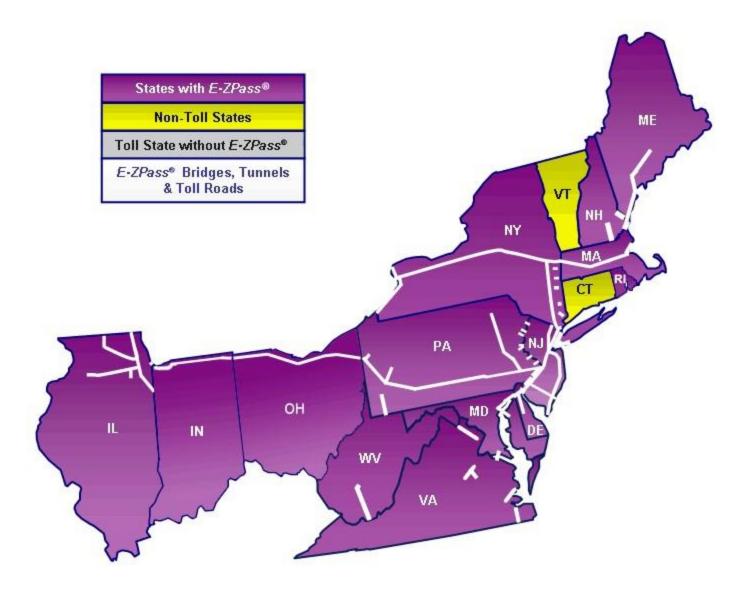


- Use for banking, stock trading or reviewing personal medical information.
- People don't install security protection.
 - People feel unsafe on internet.

Ezpass



- Shared throughout east coast.
- Subpoena
- No choice.

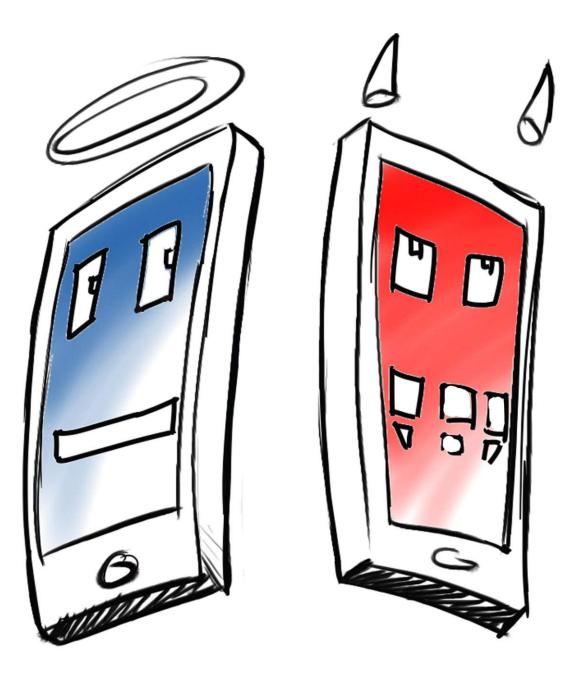




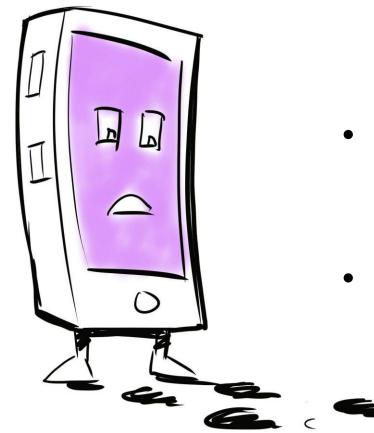
Navigator



- Obviously tracks where you go.
- Being replaced by smartphone alternatives.
- Embed in vehicle.



Digital Footprint



- Easy to create simple content on mobile devices.
- Leaving a detailed record of your daily activities.
- What are you paying?

Anonymity



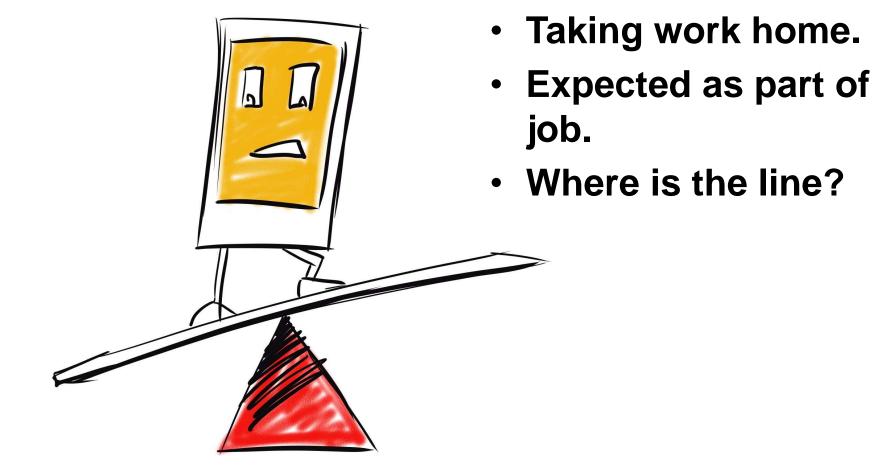
- You cannot hide on the internet.
- FBI investigated the CIA.
- Unmasking

Digital Currency

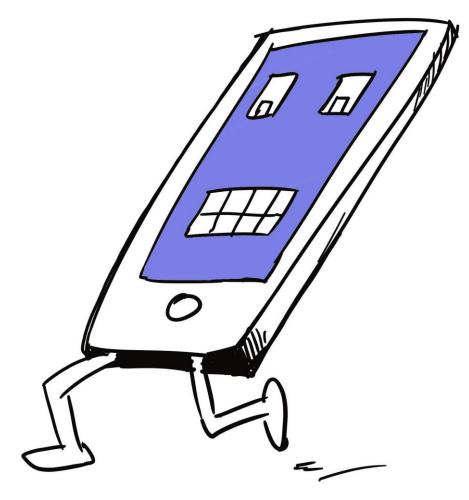


- Privacy is currency.
- Personal information is currency.
- How long will they own this information?

Work/life balance

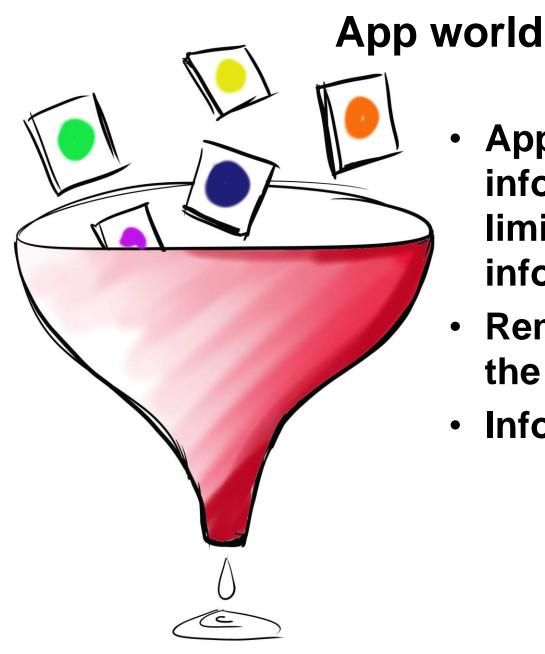


Security



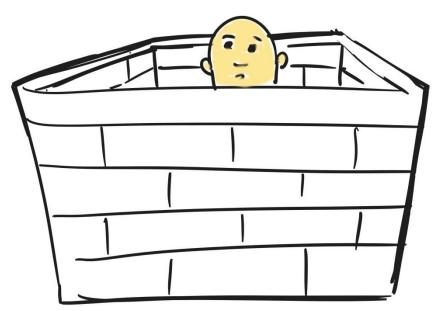
- 25% of Americans were victims of security breaches in past year.
- Go where the users are.
- Malicious software run as a business.
- No platform is safe anymore.





- Apps funnel information and limits your information sources.
- Removes you from the internet.
- Information leakage.

Walled garden

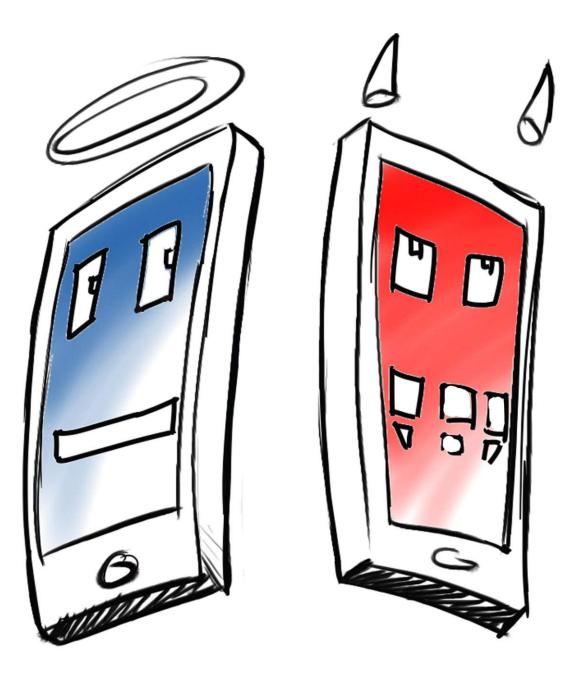


- Once you enter an ecosystem it is difficult to extract yourself.
- Systems do not communicate with each other.
- No standards.

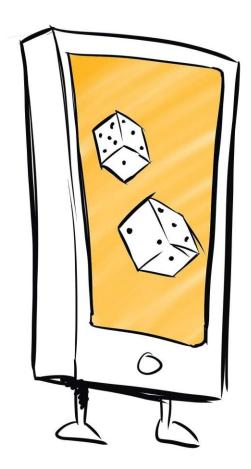
Obsolescence



- The rapid pace of technology is leaving a trail of electronic waste.
- New isn't always better.
- Can you afford the race?

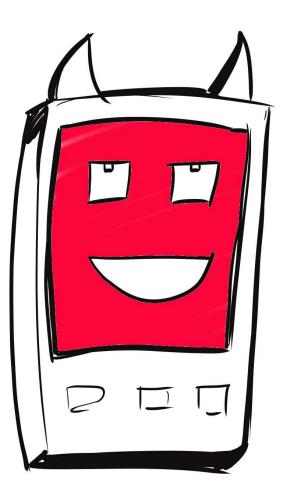


Outcome/Choices



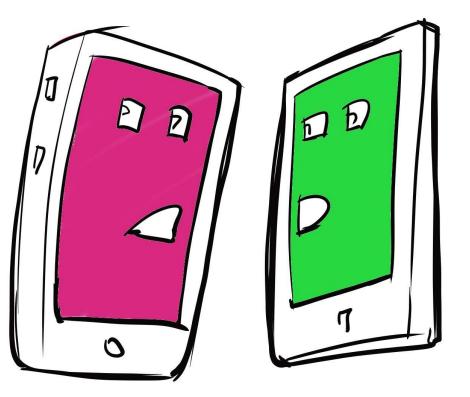
- We pay for convenience.
- Convenience trumps
 privacy.
- Culture trumps strategy.

Who can you trust or not trust?



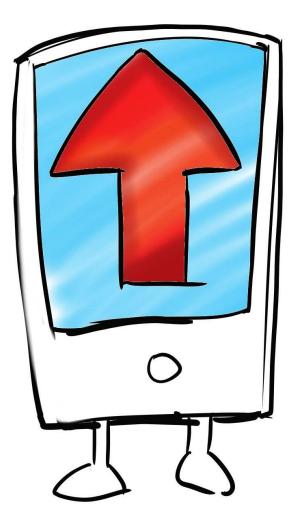
- Sexting.
- Snapchat.
- Cloud.

Devices will become informants



- Coursesmart.
- E-readers.
- Student RFID.
- Bluetooth tracking.
- Analyze your voice.
- Target ads based on what you are saying.

Your digital future.



- Can't hide.
- Can't fight.
- Have to accept?

Rainbows and Unicorns



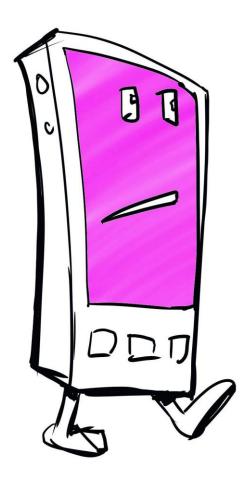
- FCC and roaming.
- Safe Web Act.
- Prosecution of criminals.
- UN.
- United States vs
 Jones.
- Constant legislation.

How is this affecting libraries?



- The future is outside the building.
- Prepare for a mobile world.
- Become a digital native.
- Using smartphones primarily for local information.

Where do we go from here?



- Build content then distribute to multiple platforms.
- Design your team to work with the web page.
- Quality and convenience attract customers.

