*YOUR LIFE IS FULLY MOBILE*

It is hard to think of any tool, any instrument, any object in history with which so many developed so close a relationship so quickly as we have with our phones. Only money comes close[[1]](#endnote-1) – always at hand, don’t leave home without it. But most of us don’t take a wallet[[2]](#endnote-2) to bed with us, don’t check it every few minutes. A smart phone can replace your wallet now.

A typical smart phone has more computing power than Apollo 11 when it landed a man on the moon. In many parts of the world, more people have access to a mobile than to a toilet or running water. In the U.S., close to 9 in 10 adults carry a mobile, leaving its marks on body, mind, and spirit. There is a smart phone attitude: thumbs are stronger, attention shorter, temptation everywhere. We can always be, mentally, digitally, someplace other than where we are.

So how do we feel about it? A tool our parents could not have imagined has become a lifeline we can’t do without. Not for a day – in most cases not even for an hour. In TIME’s poll[[3]](#endnote-3), 1 in 4 people check it every 10 minutes. A third of respondents admitted that being without their mobile for even short periods leaves them feeling anxious. Three-quarters of 25-to-29-year-olds sleep with their phones.

The connection between people and their mobile phones reflects what they brought into the relationship in the first place. In countries where connections were difficult, these mobiles offer a kind of time travel, delivering in the push of a button or touch of a screen the progress other countries built over decades. Which makes you wonder[[4]](#endnote-4): just how much smaller and smarter and faster and better might our phones be a decade from now?

65%

Parents believe their phones make them better parents

13 YEARS

Average age thought appropriate for a child to own a mobile phone

Adapted from TIME August 27, 2012

1. close : proche [↑](#endnote-ref-1)
2. wallet : portefeuille [↑](#endnote-ref-2)
3. poll : sondage [↑](#endnote-ref-3)
4. wonder : se demander [↑](#endnote-ref-4)