

Teenagers and Mobile Phones



The phone sure was a big revolution for the time that came. Mobile phones brought the revolutionary brand-new communication system made by Alexander Graham Bell to a whole new level: our pockets.

And then, around the year 2005, the iPhone was created. A mobile phone with a touch screen that could be upgraded to adjust it to your needs via downloading applications with advanced features, such as videogames, social networks, a calculator...



Years later, a new application for our phones was released, promising the change of how we would communicate with other people; whatsapp (a mix between the words “what’s up?” with “applications”).

Nowadays, a survey concluded that 78,4% of kids aged 13 years old have got a mobile phone. The problem is how most of them are addicted to it.

Talking to friends sure is a way of having fun. But newer applications and social networks are giving everybody the possibility to talk with strangers such as Instagram, Kik., Telegram. Those applications aren’t 100% secure, which have caused many trouble: cyberbullying, identity security problems, even kidnaps or murders.



At the end of 2015, a new application called Clash Royale took addiction problems to a whole new level.

The only solution for this is not to use the phone as something you need to complete your daily routine, but as a tool. Just like it should be.

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