**Topic: Mobile Applications (Mobile Apps)**

Mobile applications are made and designed for mobile devices like smartphones and tablets**1**.

A mobile app is basically a program or software, which is in general much smaller than a program or software, which runs on a personal computer (pc). In today’s time, this technology is more and more common and is used and downloaded more frequently, than programs or software for pcs**2**. This technology makes it possible for people to check emails, write documents, listen to music, check their finances, health status, stay connected with friends, family and colleagues and many more things.

These programs are usually much smaller than a program on a pc as these programs are made for smaller devices with smaller and slower processors and screens. They usually stay within the kilobyte or megabyte range.

The recent news depict that more and more people are using mobile apps and hence most developers create mobile apps first and then only desktop versions (“*As a result, many developers have turned to a "mobile-first" approach, mirroring a similar trend in web design. For these apps, their mobile versions are the defaults, with the desktop versions being adapted for their larger screens and more expansive specifications.”)***2***.*

Personally, I think that more people will use the pc only for processing intensive applications and for everything else just the mobile device. The mobile device is always available, wherever we go. Anything to stay connected with one’s contacts, to find out where good restaurants are, to find directions to get to some point of interest, is literally at one’s fingertips. Previously one had to physically walk into a bank and get a statement to see what is on their account, or to send money to someone else. People had to phone each other and spend a fairly large amount of money to keep in touch. Today, one can either send an instant message with mobile apps like Whatsapp or using the mobile Facebook version or better and cheaper yet, one can even call each other from one country to another country and all it costs is that bit of data, which the app consumes at that point in time. Previously this was an expensive exercise as well. In the 80’s and 90’s many people, if they had family in other countries were sending letters via post services. This obviously took some time to reach the other person, especially if that country was on another continent.

In my opinion, mobile apps can be a blessing and a curse. One can navigate themselves to get to their destination, or order food or clothes or anything else, without having to leave the house. It also helps to connect with people. However, I feel the quality of conversations and life in general can be affected negatively if apps are used excessively. Nowadays it feels like life primarily happens virtually. There seems to be no personal, face-to-face contact anymore. The so-called “overusage” of a mobile device can be tiring and exhausting. One can feel restless after staring at a phone for a longer period.

In society, often times I see people in restaurants, airports, even in nature using and/or staring at their mobile phones. The sad thing is, that it even happens among a group of people sitting together. It seems to me that “real” conversations become less. People become less observant of their environment.

Mobile apps can be useful and is a great invention, which makes all our lives easier. However, we should limit its use to a minimum and start having a “real life” again.