

Index

- accessibility, 88–89, 106, 112
 action, 90, 97
 activities,
 complexity of, 106, 111–113
 family, 253, 257–258, 268
 general, 10, 86–88, 102–103, 153–154, 183
 hacking, 91
 in business, 186–187, 190–192, 194, 196,
 199, 204, 206, 211, 213–214
 in daily life, 90, 180, 243, 245, 247–248,
 252, 263
 in education, 216, 227, 229–230, 236,
 239–240
 in medicine, 150, 158, 161–162, 170, 184
 older people, 172–173, 265
 recycling, 92
 technology and, 261
 travel, 201
 usage, 168
 using a mobile phone while driving, 255–256,
 266
 activity-based mobile phone behavior, 11
 addiction, 153, 177–182
 allergy, 133
 apps, 66, 74, 151, 153, 190–194, 199–202, 205,
 212–213, 218–219

 bad users, 29, 54
 behavioral characteristics, 54–55, 184
 behavioral effects, 124, 144
 brain cancers, 154, 169
 business, 17–20, 62, 74, 185–213

 calling, 67, 252, 266, 269
 complex thinking, 21–22, 270, 272, 283
 complexity, 270

 Daniel Kahneman, 3
 demographic characteristics, 27, 37, 48, 54–55,
 184
 device bacterial contamination, 141

 device contact dermatitis, 115, 140
 disabled learners, 230
 distraction, 217, 239
 driving, 249, 255, 257, 262, 266
 dynamic system modeling, 280, 282
 dyslexia, 40

 education, 10–11, 17–21, 67, 72, 74, 78, 84,
 216–218, 220, 222, 224–231, 233–236,
 239–241
 educational activities, 228, 235, 240
 educational effects, 240
 educational technologies, 216, 226, 240
 educational users, 239
 effect-based mobile phone behavior, 11
 effects,
 addiction, 178
 complexity, 133, 143
 contamination, 138
 general observations, 10, 117, 125
 in business, 193–194, 196–198, 204, 209,
 211–214
 in daily life, 243, 245, 250, 256, 260–261,
 263
 in education, 227, 229–231, 239
 life-saving, 161, 249
 medical, 170, 183–184
 of intervention, 162, 253
 on behavioral patterns, 252
 on drivers, 256, 266
 on health, 122, 152–154, 168, 174, 177, 182
 on sleep, 163–164, 173
 on travel, 200–202
 positive and negative, 116, 120, 144, 164
 psychological, 124
 reporting of, 172

 gaming, 90–94, 97, 99–100, 102–103, 106–108,
 113
 GPS, 58, 62, 70–71, 76, 83, 245–247, 256, 265,
 269

286

Index

- health effects, 144–145
 health care, 69, 74, 76, 78, 121, 146–150, 152, 156–157, 170, 173, 177, 183–184
 human side, 9
- intuitive thinking, 3, 19, 21, 58, 143, 270–272
- learners with special needs, 231
 learning, 87, 113, 216, 222, 224–225, 227–229, 231, 233–237, 239–240
- medicine, 10–11, 17–18, 20, 70, 72, 74, 84, 147, 149–150, 152, 154–155, 157, 160–163, 169, 171, 173, 177, 182–184
 mobile banking, 193, 199–200, 206, 213
 mobile commerce, 185, 205, 212
 mobile credit cards, 197–198, 212
 mobile devices, 73
 mobile Internet, 216, 239
 mobile payment, 197–198, 207–208, 213
 mobile phones, 3, 5–6, 8, 60, 62–64, 72, 74–75, 78, 87, 242–246, 248, 250–253, 255–260, 262–263, 265–266, 268–269
 mobile phone school policy, 23
 mobile sensing, 75–76
 mobile video, 216, 239
 multi-function technology, 7
 multiple user, 30
 multitasking, 230, 237, 239
- negative and positive effects, 118, 256
- penetration rates, 23, 30
 personal technology, 7, 9
 personalities, 38
 phantom vibration syndrome, 123, 125, 130, 138
 problematic users, 23, 47, 54
 psychological effects, 115, 122, 144
 psychological processes, 144
- radiation exposure, 23, 47, 49, 52
 rational thinking, 3, 21
 reuse, 91, 100
- science of mobile phone behavior, 11
 screen time, 110
 security, 72–73, 78, 83, 190–191, 193, 212–213
 sexting, 23, 33, 45, 54, 97, 216, 220–221
 social effects, 124–125, 144
 special characteristics, 29, 45, 54, 56
- structural equation modeling, 280
 system, 3, 270–275, 283–284
- tablets, 234
- technologies,
 addiction, 177, 182
 and families, 243, 266, 268
 and economic development, 209–211
 and older people, 265
 in general, 10, 19
 in business, 190, 196, 204, 206, 212–213
 in daily life, 246, 252, 254, 256, 259, 261, 263, 269
 in education, 227, 229–231, 233, 239–240
 in medicine, 149–151, 154, 155, 158, 161, 164, 170–171, 186
 mobile credit cards, 197–199
 mobile payments, 207
 security, 194
- technology-based mobile phone behavior, 11
- text-based interventions, 269
- texting, 61, 65, 67–68, 72, 74, 78, 81–83, 216–217, 220–222, 225–226, 230–231, 237, 239–240, 248, 252, 256, 258–259, 263, 269
- tweeting, 110–111, 113
- use, 85, 87, 89, 93, 95–97, 102, 106–107, 112, 124, 126, 132–133, 135–136, 138, 144–145, 218, 226, 237, 240
- user-based mobile phone behavior, 11
- users,
 addicted, 177, 182
 attitudes towards m-commerce, 206
 drivers, 266
 in Africa, 196
 in business, 194, 196, 198, 200, 204–206, 211–212, 214
 in education, 217–218, 225, 239
 in everyday life, 246, 250–252, 256, 258–259, 261–263, 265, 268
 in general, 5, 7, 10, 22, 49
 in medicine, 149, 154, 157, 161, 170, 176, 183–184
 multitasking, 237
 non-users, 189
 older, 173
 of smoking apps, 201–202
 with brain tumors, 167–168
 young, 164
- visual impairment, 23, 46, 49