Diploma Programme
Programme du diplôme
Programa del Diploma

Information technology in a global society
Higher level and standard level
Paper 2

Friday 4 May 2018 (morning)

1 hour 15 minutes

ARTICLE

Instructions to candidates

• Do not open this booklet until instructed to do so.
• This booklet contains the article required for information technology in a global society higher level and standard level paper 2.

International Baccalaureate
Baccalauréat International
Bachillerato Internacional

Theme: Home and leisure

IT system: Collecting, transmitting and storing information from a mobile device

Mobile devices have become a central part of our daily lives. However there is a risk that some people can find themselves in the grip of an "addiction" to social media that may have social, psychological and physical consequences (**Figure 1**).

Figure 1: Are we addicted to our mobile devices?

[Source: © Monkey Business Images Dreamstime.com
https://www.dreamstime.com/royalty-free-stock-photography-family-using-gadgets-whilst-eating-breakfast-image25665387]

5   Many of us are not aware of how much time we spend using our devices. Reports have shown that some teenagers spend anywhere from six to nine hours each day with social media technology. That's more time than teens typically spend sleeping, and more time than they spend with their parents and teachers.

Is this endless stream of social media information packing our minds too full? Does our "fear
10   of missing out" (FOMO) mean that we end up missing out on something else – the creative opportunities of being bored?

A recent study by Dr Sandi Mann, a lecturer in psychology at the University of Central Lancashire in the UK, discovered that being bored can increase creativity because it gives us time to daydream – to simply let our minds wander and make new mental connections.

15   A group of parents attended a talk by Dr Sandi Mann and decided to install an app* called Moment Family on all family devices. Created by the company *Moment*, Moment Family is designed to make people aware of how long they spend interacting with their mobile devices and encourage them to limit their "screen time".

The app collects information from the device's system and sensors in order to determine when and
20   how it is being used. It also collects information about what other apps a person uses.

This information is stored on the device and shared with all members of the family. It is also sent to *Moment* and stored by the company, along with other information about both the device and the user. This includes information the user entered when they first installed the Moment Family app.

Moment Family also allows anyone in the family to enforce a 1-hour period of "screen-free" time
25 (**Figure 2**). People can still make and receive telephone calls, listen to music, *etc* with their
screens turned off but the device will make a loud alarm sound if they try to use it for anything else.

Figure 2: Enforced "screen-free" time

Removed for copyright reasons

In an interconnected world, Moment Family offers one way of addressing the overuse of mobile
devices, but it potentially raises a number of other issues.

[Source: © International Baccalaureate Organization 2018]

---

*   app: application software, typically a small, specialized programs downloaded
    onto mobile devices; apps can also run on the internet, on a computer, or on a
    cell/mobile phone or other electronic device