

How are mobile devices changing the way IT systems are used? What are the useful aspects and dangers of these devices? What can organizations do to maximize value and minimize risk when users use these devices?

With the advancements and functionality with mobile phones, the way IT systems are built absolutely need to include the mobile sector. IT systems hosting the mobile technology will need to be secured and organizations need to have a security/identity plan in place to ensure transactions are completed correctly. With the convenience of mobile transactions and computing, I personally use the web on my phone for Facebook, and I use my boyfriend's iPhone to check my fantasy football scores, when it comes to banking, and websites with monetary accounts, I do not check on any mobile; my preference is to use my laptop or a desktop to check my bank accounts and pay bills. I'm still a chicken to venture to the next step. A true danger of mobile technology and using mobile devices is security.

When cell phones first came out, all you could do is call people, now there are infinite options available. Businesses need to make sure their websites and services are built around the mobile technology and devices to help remain competitive, convenient, and rate high for accessibility by consumers. Organizations can definitely benefit from using mobile technology, as the majority of our society relies on our mobile device for information and "staying connected"; if businesses fail to embrace mobile technology, they could lose a lot of money and customers. Convenience is the keyword in today's society.

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o say that mobile devices have become a remote control of our lives is a cliché but it is very true. We are slowly but surely moving into an era where a majority of electronic devices from small tags to giant billboards will have a communication channel that both machines and humans can interact with. The diverse functionalities of a camera, GPS, wallet, camcorder, gaming device, rolodex, glucometer, scanner, message service, presence and context-awareness can be used to build a multitude of applications and services customized to specific demographics and regions.

Already, in 2011, mobile devices with several GB in memory are available that can process data at 30-40 Mbps. By 2015, devices will take different shapes and forms - foldable, extendable, and flexible, thanks to the new display and projection technologies which are just starting to get out of labs. Chips will be everywhere -in sensors, processors, communication interfaces, and storage. Portable devices will connect to all of these interfaces to gather information, process it, and present it to the user. Also, we will become more accustomed to interacting with the devices with touch, stylus, gesture and voices.