Why Mobilitics?

- Smartphones are black boxes for users... and regulators!
- Existing studies: in a « lab mode »

Mobilitics aim to give additional insights from « real life » users perspective
Mobilitics, How does it work?

**camera**
+ « Mobilitics logger »

**Geolocation access request**

**Events and data logging**

**In-phone database**

**Internet**

**Events (and no data) logging**

**On screen prompt**

**CNIL lab servers database**

CNIL
### Key results

#### Number of apps used during the 3-months experiment...

<table>
<thead>
<tr>
<th>Activity</th>
<th>Total: 189</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accessing network and communicating</td>
<td>176</td>
<td>93%</td>
</tr>
<tr>
<td>Accessing the UDID</td>
<td>87</td>
<td>46%</td>
</tr>
<tr>
<td>Accessing geolocation</td>
<td>58</td>
<td>31%</td>
</tr>
<tr>
<td>Accessing « device name » info</td>
<td>30</td>
<td>16%</td>
</tr>
<tr>
<td>Accessing user accounts data</td>
<td>19</td>
<td>10%</td>
</tr>
<tr>
<td>Accessing to contacts list / address book</td>
<td>15</td>
<td>8%</td>
</tr>
<tr>
<td>Accessing Apple account data</td>
<td>4</td>
<td>2%</td>
</tr>
<tr>
<td>Accessing calendar data</td>
<td>3</td>
<td>2%</td>
</tr>
</tbody>
</table>

- Several (and in fact almost permanent) network accesses without a clear user information.
  - 9 out of 10 apps connect to the internet, even if the user doesn’t see the direct result of this access (for example for games);
- A few applications generate the vast majority of accesses to data (with an intensity that seems to go beyond the simple needs related to obvious functions of these apps);
- Several apps access data not directly related to a user action or an obvious service provided by the application (recovery of unique identifier, of the device name, or very intense access to location data).

Almost 50% sent it in clear text. Now : AD id? Fingerprint (MAC adress, ...)? some others industry standard (openUDID, ...)

76 events per day per user

No specific purpose