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DWA Essay: *Pokemon GO*

Recently in the summer of 2016, the game Pokemon Go, created in Japan by Niantic, has taken America by storm. In the sources, Document B *Pokemon GO: The One Serious Problem Everyone Should Worry About* by Bernard Marr, an infographic by Manulife, Document D *Is Pokemon GO Good for Our Society?* By ProCon.org, and Document E *The Psychological Pros and Cons of Pokemon Go* by Psychology Today, all include information about how and why Pokemon is an app with benefits or dangers. Many teenagers have gone searching for Pokemons all over the world. Personally, I believe teenagers should not be playing Pokemon Go. It causes the dangers of taking personal information and misusing it. Also, leads these teens to places they do not know or not appropriate places, such as a graveyard. Most importantly, it is distracting the teens from looking around from danger even the beautiful sites. This leads to the question, "Should teenagers play Pokemon Go?" I believe teens should not be playing Pokemon Go, due to all the dangers it causes.

Initially, teenagers should not be playing this game is because it collects all of your information such as real name or locations. In Document B it states, "It uses Google and your real-world GPS location to direct you to Pokemon you can catch, and that information can be misused." Due to the fact that most people do not actually check their terms and policies, they let out all of their information. It is not a very safe way to be playing in a public game of such,

because someone can steal your information. Document B also mentions, “Pokemon Go uses your phone’s location, your IP address, and the webpage you most recently visited before playing...” This can be extremely dangerous, because anyone can track you down and cause you harm. Teenagers should not be playing this game because they are not well informed and are putting themselves at danger. Although there is a low chance of someone wanting to use Pokemon for a bad cause other than just for games, it is better for the teens to be protected and safe, than to be put in danger by taking the risk, because their information is in the hands of others.

Moreover, another reason why teens should not be playing Pokemon Go, is because it can lead them to places that are not familiar with, or territories they should not be on. In some news reports, people have been found trying to ‘catch em’ all’ in private or inappropriate places. In D it says, “Out of respect for all those interred at Arlington National Cemetery, we require the highest level of decorum from our guest and visitors.” With this being said, it is not very respectful to be playing on the grounds of those interred. If they go as far as to playing disrespectfully on cemeteries, who knows how much farther they will be willing to go. In Document D it also states, “News reports say that users have tripped, fallen into a lake, crashed a car, and sustained other injuries while playing.” This proves that if the teenagers keep on playing Pokemon Go, they are not being responsible enough to be checking their surroundings. If they are checking their surroundings they can get lost and put themselves into more danger. Lastly, teenagers should not be playing Pokemon Go, because it can distract them from other things. For example, someone playing is too busy to look away from their phone and is walking on the streets, can get ran over. Some are even put under the dangers of

being kidnapped because he or she was distracted. Also it can be changing the way someone is, in document E it states, "... players are continuously in heightened "stress" state, making players less social or willing to talk to others." Meaning that it can distract them from being social with others around them. The infographic also mentions that teens spent 30 minutes or more playing in an average day. Teens should not be playing Pokemon Go because it distracts them too much and they spend most of their time playing on this game.

In conclusion, teenagers should not be playing Pokemon Go, because it puts them into many dangers. It can take personal information and misuse it, lead them to unknown places, and distract them from where they are headed or what is in their way. Teens may be getting physical exercise through playing this game, but it does not prevent the teens to be put in danger. If teenagers keep on playing Pokemon Go, there is a probability that they can end up somewhere they never thought could be caused by a simple little game.