

Pokemon Go has been a big hit all around the world that has, mostly, teens on their feet at all times, but like all games it has its negative factors and positive one's too. This game was launched in the app store, here in the United States, during the summer of 2016. All information can be found in Document A, an article by The Wall Street Journal, Document B, an article by Forbes.com, Document C, an infographic by ManuLife, and Document E, an article by Psychology Today. Pokemon Go was created by Niantic in Japan, and became the most downloaded app in America. I believe that Pokemon Go should not be played by teenagers because of safety issues, personal information, and psychological problems.

First of all, teens should always be safe but Pokemon Go is causing teenagers to be in danger. This game has PokéStops which give you pokeballs and other items that are useful in the game. "The placement of PokéStops and gyms raise questions about whether players could get hurt searching unsafe areas—a dark alley or along a river, for example—particularly while staring at a smartphone screen." (Doc.A) During the summer of 2016, I read an article about a man falling off a cliff while playing Pokemon Go. The man made a hole in the fence to get through and catch the pokemon. These accidents happen to many people because they get obsessed with the game. Pokemon Go doesn't warn players about the PokéStops location, "The mapping technology in 'Pokemon Go' doesn't warn players if a PokéStop is in an area that recently suffered storm damage or has a high crime rate, for example." (Doc.A) Pokemon Go mapping technology can certainly lead to an increase of crimes and accidents because they don't

warn users. Niantic should have organized a system that shut down PokéStops when there was damage close. This game could possibly lead to higher crime rates and other problems.

Second of all, personal information is being given to this company with no precaution. “Pokémon Go uses your phone’s location, your IP address, and the webpage you most recently visited before playing, all connected with your real name and account information, according to the game’s privacy policy.” (Doc.B) Most people might not know this because they just click “agree” without actually reading the information. For example, I never read the information, I just scroll down and “agree”. This information can be used by the company to do other things. “It uses Google Maps and your real-world GPS location to direct you to Pokémon you can catch, and the information can be misused.” (Doc. B) This company can use your location, to many things because they have access to it. This is because when you “agree” it informs you that you will let them have access to your GPS. But of course, most people don’t read the “Terms & Privacy Policy”.

Lastly, this game can lead to psychological problems because they play this game too much. “Some psychological cons are that even when players are outside, they are distracted by being on their phones, and players are continuously in a heightened “stressed” state, making players less social or willing to talk with others, which can increase the difficulty of separating reality and fantasy.(Doc.E) Little kids have trouble separating reality and fantasy, so teens who play this game too much be like little kids. In contrary to the reasons stated previously, Pokemon Go has been beneficial because it has teens walking around for a long time trying to find pokemons. In Document C it says that 69% of people have increased their number of steps in a

day since playing Pokemon Go. Still, Pokemon Go leads to injuries, psychological problems, and revealance of personal information.

In conclusion, teens should not play Pokemon Go because it can make them lack socializing skills and it can put them in risk of getting hurt. It is important for teens to stop playing Pokemon Go so that crime rates, injuries, and hacking cases can increase. If they stop playing this games, teens won't be in so much danger and will have their personal information secure.

MY SCORE FOR THIS ESSAY WAS A 4 AND A 5.