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## Pokemon Go

Pokemon Go is a very popular and widely known app that found its way to many phones in America and other countries. In the documents A, B, C, D, E by Sara E. Needleman, Bernard Marr, ProCon.org, Psychology Today, they talk about Pokemon Go and the pro's and con's it provides to society. Since many people download this famous app day by day, a lot of controversy has sparked through many people's minds. All this attention to Pokemon Go makes us ask ourselves, Should teenagers be playing Pokemon Go? No, teenagers should not be drawn into playing Pokemon Go for three reasons: Privacy issues, potential of being dangerous, and unbeneficial to health.

To start off, as many teenagers make the decision of downloading this game, they will first need to give all of their information to those in the Pokemon Go company. Most of the information they are giving is private. According to Document B, "Pokemon 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." Users have not even gotten a taste of what the game is about when it is already asking for so much information. What is the point in giving all your private information to an app that you have not yet gotten a liking to. Going back to Document B, "It uses a Google Map and your real-world GPS location to direct you to Pokemon you can catch, and that information can be misused." Nowadays, because everyone has access to technology, anyone can easily hack into

someone's game profile and lead them into a dangerous situation. This app is asking teenagers, who just want to play this popular game, way too much information.

In addition, Pokemon Go can be a potential danger for teenagers. Since the user is following the location, they think they are going somewhere harmless to just catch pokemon creatures. However, there have been many cases where this leads to someone or somewhere dangerous. In document A it writes, "The placements of Pokestops and gyms raise questions about whether players could get hurt searching unsafe areas-a dark alley or along river, for example- particularly while staring at a smartphone screen." Teenagers are too distracted by the game itself to notice their surroundings and determine whether it is safe to be there. A perfectly fitting example is found in Document D, "Opponents say that the game is encouraging people to play in inappropriate places. In their quest to capture creatures, players are failing to respect their surroundings." As teenagers keep playing without taking interest of what is outside of their screens, they may end up damaging what is around them or hurting themselves. This just comes to show that teenagers can not be trusted to be safe and aware of the dangers outside their games. Teenagers should not download or play Pokemon Go.

The final reason why teenagers should not be drawn to Pokemon Go as moths and mosquitoes are to light, is because it is really not beneficial towards their health. Most users are not getting enough rest because they are too obsessed with catching all of the creatures. Sleep is important for teenagers as they are in an age of growth and body development. Not only is this app a problem for teenagers physically, but also mentally. According to Document E, "Some psychological cons are that even when players are continuously in a heightened 'stressed' state." Yes, this app does force users to be outside and exercise their muscles. However, this app does

not make it possible for users to be relaxed or have fun trying to catch them all. On the contrary, it stresses them out more when they are not successful in catching them or finding them. Going back on the document, “...making players less social or willing to talk with others, which can increase the difficulty of separating reality and fantasy.” Teenagers won't bother trying to face their real world problems because they are too busy with their virtual world challenges. There have been claims that Pokemon Go is beneficial to those who suffer anxiety and depression. However, the evidence provided shows how instead of reducing anxiety and stress, this app is producing more stress and more anxiety to users!

To conclude, being aware of the negative incomes provided by Pokemon Go, is significant to the users because it will be used as a warning to those who aren't very informed. Of course, there is no need in making a drastic decision as completely banning Pokemon Go. However, teenagers and other users should learn to use it moderately and be aware of their surroundings. If teenagers take their safety for granted, they should not download Pokemon Go for three reasons: Privacy issues, potential of being dangerous, and unbeneficial to health.