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### District Writing Assessment

In 2016 Pokémon Go was the biggest trend game going around. Pokémon Go is a game on phones that most teenagers downloaded in 2016. It was a big trend going around. The game was as simple as standing up and looking around for Pokémon Go animal figures. Teenagers started to go outside and interact with other people because of this game. What they didn't know is that Pokémon Go had negative effects. Documents that talk about this are: Document A "Pokemon Go' Craze Raises Safety Issues" by Sarah E. Needleman, Document B: Pokémon Go: The One Serious problem Everyone Should Worry About" by Bernard Marr, Document D: " Is Pokémon Do Good For Our Society" from Pro Con. org, and lastly, Document E: "The Psychological Pros and Cons of Pokemon Go" adapted by Psychology Today. These Documents all emphasize that teenagers should not be playing Pokémon Go because when playing they are unaware of their surroundings, Pokémon Go requires personal data, and it can cause stress and lower social skills.

Firstly, when teenagers play that game they are looking down and not aware of their surroundings. Most kids in modern time don't look or focus on the surroundings because they are so focused on their phones. This incident can cause a major consequence. According to Document A: "Pokémon Go Craze Raises safety Issues" the author states, "This game could be leading people into areas where they don't belong; such as constructions sites or shuttered storefronts." Usually when kids are on phones they don't bother to look up and see what is around them. If they do they look to their

sides and not up. This can be a problem if you are under a construction site and they are lifting a big wooden plank over your head. You can save yourselves from this problem, but what if it's crossing the streets. Other times things are not on purpose. In Document D: "Is Pokémon Go Good for our Society" they author states, "News reports say that have tripped, fallen into a lake, crash a car, and sustained other injuries while playing." What kind of game send teenageres to lakes and streets to get or collect animal figures. I'm sure the inventors don't mean any of this to happen but it does and can increase the possibility of teenagers in hospital medical care because of a game. My brother had the game on his phone and just because he wanted to get an animal figure he had to go to the middle of our street. The good thing was that my mom was there and noticed someone in the street before any cars came. Adults won't always be there to help the children tough.

Secondly, Pokémon Go requires a lot of data. Most games need data from your phones or ask permission for notifications, but this app requires personal information. Not all apps ask for information but Pokémon Go does. It would be understandable since it is an active app but the information it gets it too personal. According to Bernard Marr, "Pokémon Go uses your phone's location, your IP address, and the webpage you most recently visited before playing, all connected with your real names and account information, according to the game's privacy policy." All this information is personal all should not be shared with workers who are twice as old as teenagers are. This information can lead to a scam or life threatening situation. They can share the information about the teenager with criminals who might want to potentially use it for negative purposes. One cannot control what they do with this information. Information about a teenager can be misused. Bernard Marr states, "It uses Google maps and your real world GPS location to direct you to Pokémon you can catch, and that information can be misused." There are many ways this information can be used on of them can be that they send you to a location

and it turns out to be in a alley at night and a van or car waiting for their next victim. Pokémon Go opens the door to hackers so that they can lead a victim to a close destination of terror.

Lastly, Pokémon Go can cause stress and lack of social skills. When using Pokémon Go it takes teenagers to a close destination in where other players are interacting. The problem is that not all the players are interacting. The problem is that not all the players might interact. The teenagers might feel some kind of competition among others. Or the teen can feel left out of playing with others. Because of being outside and the necessity of finding an animal the player might be mad or angry. According to document E the author states, “..psychological cons are that even when players are outside, they are distracted by being on their phones, players are in a continuously heightened ‘stressed’ state..”. When teens are stressed they are most likely taking their anger on the closest thing/person around them. Playing this game can cause kids to be rude or distracted because they are focused on the game. When teens take out anger they are usually left alone to deal with. Related to what Document E has the author states, “ making players less social or willing to talk to others.” This can increase the possibility of teens not knowing how to separate reality and fantasy. Not knowing how to separate reality and fantasy can have a major impact psychologically in the teens acts and view of point, burt negatively. Although people might say that Pokémon Go benefits health, helps them interact, and makes them more aware of surroundings that can easily be argued. It does benefit health but it can lead the players to a dangerous area, it makes them so competitive that they will most likely be left alone, and how can it be helpful of their surroundings if they are always looking down at their phones. Pokémon Go can have a positive effect on teens, but the negative effects cause more harm and are significant.

In conclusion, Pokémon Go has been really helpful to our modern society, but has also caused a lot of harm. Pokémon Go should not be played by teens because when playing on their phones they are

not really aware of their surroundings, the app requires a lot of personal information, and can cause stress as well as lower social skills. This is significant because by lowering the statistics of playing that games it can have a big effect on modern society. Teens will know the dangers of playing this game and how it can affect one's mental health. Teen will still go outside the only difference is that they will be more aware of the negativity coming from the game. Once kids realize the affects they will mostly likely delete the app.