

DWA Essay

Pokemon Go became the summer of 2016's most downloaded app. Some articles keeping this fact in mind are "Document A: 'Pokemon Go' Craze Raises Safety Issues" by Sarah E. Needleman, "Document B: Pokemon Go: The One Serious Problem Everyone Should Worry About" by Bernard Marr, and "Document E: The Psychological Pros and Cons of Pokemon Go" from Psychology Today. Pokemon Go is having drastic effects on its players, including teenagers. Some of those effects are positive, but most are negatively affecting them. Teenagers should not play Pokemon Go because it is taking players into danger, it is using your personal information, and it can have negative psychological effects on them.

First of all, teenagers should not play Pokemon Go because it is taking players into danger. The creatures in the game can pop up anywhere, which means they can get into a dangerous place. Source A tells us, "The placements of Pokestops and gyms raise questions about whether players could get hurt searching unsafe areas- dark alley or along a river, for example- particularly while staring at a smartphone screen." When we look at a screen we most always never pay attention to our surroundings. This screen time could keep us from noticing the danger around us. Pokemon go is leading innocent teenagers into dangerous situations. Source A also states, " Players could discover Pokemon in remote places, like a forested area of town, since the creature can pop up almost anywhere a person has internet access and the app open." Since teenagers are prone to breaking the rules, these unsafe areas can really put them in danger

or worse they could get hurt. We need to stop this uprising of danger To keep our teen safe from harm. Teenagers should not play Pokemon Go because i is taking players into danger.

Second of all, Pokemon Go is using your personal information. Information on your phone should be for the owner's eyes only, not for the company's eyes. Source B explains, "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." All of this information is considered personal because it should only be seen by the owner The company is using your information for God knows what and it should have never been seen by them anyway. We need to read what the privacy policy says so we can prevent this epidemic in the first place. Source B also states, "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." We should not give up our personal information for any reason. This game may be fun, but it uses our location and other information we might not have known about them using. We need to be aware of what our personal information is being used for. Pokemon Go should not be used by teenagers because it is using your personal information.

Third of all, Pokemon Go can have negative psychological effects on teens. Teenagers emotions are very back and forth at this age. Source E tells us, "Some psychological cons are that even when players are outside, they are distracted by being on their phone,..." Phones are a distraction for teens and everyone else. Their minds only care about one thing, their phone, which happens to be open to Pokemon Go. This is a big effect because they should be having fun in reality, not virtual reality. Source E also says, " ...and players are continuously in a heightened "stressed state", making players less social or willing to talk to others, which can increase the

difficulty of separating reality from fantasy.” Teens love games, but they play them at the wrong times. Pokemon Go is one of those games. They are very competitive, which can have negative psychological effects on them. Others do not agree with me. They say teenagers should play Pokemon Go because they have searched their community more than ever. Source D explains, “78% have explored their community more often.” Even though Pokemon Go allows teens to search their community more than ever, it should not be played by teens because it can have negative psychological effects on them.

In conclusion, Pokemon Go is causing negative effects on teens. This topic is significant because Pokemon Go is very popular like other games. We play this game and other ones without knowing the consequences. We need to know the consequences, so we can decide whether or not teens and others should play it. Teenagers should not play Pokemon Go because it is taking players into danger, it is using your personal information, and it can have negative psychological effects on them.

**My score for this essay was a 5 and a 5.**