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Period 1,2 Language Arts

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Pokémon Go or No

Pokémon Go took over the summer of 2016, but it may not be that safe. Pokémon Go can have some negative effects, articles which have a similar point that support this idea are, Document A: 'Pokémon Go' Craze Raises Safety Issues, Document B: Pokémon Go: The One Serious Problem Everyone Should Worry About, Document D: Is Pokémon Go Good For Our Society, and Document E: The Psychological Pros and Cons of Pokémon Go. Pokémon Go isn't something teens should play because of the fact that it could lead teens into areas which can be dangerous, it causes people to be distracted and unaware, and can have unseen repercussions.

To Elaborate on my first point, Pokémon Go could lead teens to areas which can be dangerous, because you're walking around and about. The game can spawn Pokémon anywhere in the real world, and this can include Pokéstops and Gyms, so what's to prevent players from getting hurt, Document A says, "The placements of Pokéstops and Gyms raise questions about whether players could get hurt searching unsafe areas -- a dark alley or along a river, for example -- a particularly while staring at a smartphone screen." Teens wandering around in an alley can get mugged or even worse and it is because of Pokémon Go. Pokémon could spawn at a river and some Teens might not be paying attention and then they drawn, because they wanted to catch a Pokémon. It

doesn't even have to be unsafe areas, they could be in areas they don't belong, in Document B it says, "The game 'could be leading people into areas where they don't belong,' such as construction sites, they can get hurt, but it could also be called trespassing. Then you have Teens getting into trouble for trespassing and going into abandoned areas and either getting hurt or arrested.

In addition, Pokémon Go can cause players to be distracted unaware of their surroundings. Being distracted is often more dangerous than being somewhere you shouldn't, "News reports say that users have tripped, fallen into a lake, crashed a car, and sustained other injuries while playing (Document D)." People are tripping, some are falling into lakes, and it can cost them their lives because of being distracted while playing Pokémon Go, no health benefit can outweigh the cost of your life. Others have crashed a car, if this game causes car crashes, is the money for fixing or getting a new car worth it, not to mention the insurance one will have to pay after. Bringing this back to the point on teens can wander into dangerous places, "A police department in Philadelphia warned on twitter, 'Be mindful of what you play online, A string of armed robberies perpetrated by suspects who target their victims using Pokémon Go (Document B)." Suspects who target their victims using Pokémon Go is dangerous, and the game has an item that lures Pokémon, but people go to wherever the item is in use because they want to catch Pokémon, but now they have a possibility of getting robbed at gun or knife point. The dangers of Pokémon Go have caught the attention of law enforcement, and on highways there were signs which read, " Please don't Pokémon Go and Drive" or something of the like, because of distracted players.

To construct my final point, Pokémon Go can have unseen repercussions, one can be, it will limit the amount of data you can have on your phone, albeit this is a small one. A danger of having this game is, “It uses a Google Map and your real-world GPS location to direct you to catch, and that information can be misused (Document B).” Nothing is stopping hackers from accessing the information that is on Pokémon Go, because many times many gaming services have been hacked like PSN. What’s also to stop someone from spawning pokémon in the middle of a lake or at the top of a high structure. Many may argue that the health benefits, like increase exercise is good and the game should be played because of that, no it shouldn’t. It shouldn’t because of the risk of teens dying and a person’s life outweighs any type of health benefit.

In conclusion, Pokémon Go shouldn’t be played, because it is dangerous and can cause distracted teens to wander into places they shouldn’t be and can have unseen repercussions. This matters because an unhealthy child who is alive is better than a dead child no matter how small the odds of death are.