"Pokemon Go" DWA

Pokemon Go is an app created by niantic in japan, it took the U.s by storm in the summer of 2016. Some were ecstatic when this app hit others were as impressed. In this day and age teens should be doing other things instead of playing pokemon gi. This app raises dangers like safety issues it also causes negative psychological effect. Evidence for this can be found in "Pokemon Go' raze Raises Safety Issues by Sarah E. Needleman, "Pokemon Go:The One Serious Problem Everyone should worry about by Bernard Marr,an infographic called Health Benefits to catching 'Em All,"Pokemon Go Good for our SOciety? Adapted from ProCon.org and the Psychological Pros and cons of Pokemon Go Adapted from psychology Today.

To start off, POkemon Go is the leading cause of safety issues. It poses dangers to the player and the people around him/her. In document A by Sarah E. Needleman, she gives the following example,"the game could be leading people into areas where they don't belong." The person who is playing this game can go searching for pokemon in unsafe places such as construction sites, roads, a dark alley or at secluded places. " particular while staring at a small smartphone screen" says Sarah Needleman. Mr Hankey, the chief executive of Natic States,"the mapping technology in pokemon Go doesn't warn players if a pokestop is in an area that recently suffered from damage or has a high crime rate." These young adults don't take precautions when playing, the founders of the company should be making sure the game is safe.

Furthermore, the use of this app may cause negative psychological effects . Document E suggest that even when the players are outside they are on their phone. WHich is paradoxical because the point of this app was to help people be more active instead of being at home playing video games. Although as document C states, " The health benefits of walking outside improves mood,fights stress and depression." pokemon Go is " continuously heightened players stress state." this is making players more antisocial and " can increase the difficulty of separating reality from fantasy."." according to the "Psychological pros and cons of Pokemon go". You can argue that there is more positives than negatives to this game, such as exercising and has increased that time spent outdoors. As I said earlier teens are outside but they are still being distracted by their phones.

In conclusion, teens shouldn't be playing Pokemon go, it is a safety issue and it causes psychological effects. People could get hurt and the players are less willing to socialize. The players need to be able to distinguish reality and fantasy by playing this game it can be difficult for some.