

We all love keeping up with trends, the things that are “in” at the time, whether it’s the latest clothes in style or those type of shoes everyone is running to buy. One trend that had people talking for quite a while was the app Pokemon GO. Pokemon GO is an app that got everyone up on their feet during the Summer of 2016. However, many articles such as Document A by Sarah E. Needleman, Document B by Bernard Marr, Document C an Infographic, Document D by ProCon.org and Document E by Psychology Today are seriously debating on whether or not teenagers should play Pokemon GO. Teenagers should not play Pokemon Go because it’s constantly distracting people from interacting with others, the app requires too much personal information that can potentially be harmful and it leads people to dangerous places.

To begin with, adolescents should not play Pokemon Go because it is constantly distracting people from communicating with others. Teenagers have the habit of ignoring almost everything that is being said to them whenever they use a mobile device or play any kind of game. According to Document F by Psychology Today, it says, “Some psychological cons are that even when players are outside they are distracted by being on their phones, and players are continuously heightened “stressed” states, making players less social or willing to talk to others, which can increase the difficulty of separating reality and fantasy.” Pokemon GO is an individual, one person game. With that being said, teenagers will refuse to want to speak to anyone else while walking around looking for creatures to capture. Adolescents don’t listen to their parents already while playing a videogame on a console, thus the chances of teenagers talking or listening to anyone while being on their phone is pretty low. For example, back when the app first came out my oldest brother downloaded the app and became addicted almost instantly since he was a huge fan of Pokemon when he was smaller. My mother told him to stop

walking around the house and to go eat dinner but he didn't listen and began to walk around the neighborhood! Pokemon Go is closing doors for people to communicate. According to Document D, an Infographic, it shows how, "80% of people spend 30 minutes or more playing in an average day." Teenagers are already constantly on their mobile device looking through Instagram, Facebook, Snapchat, etc. they don't need another app for them to be looking at a screen a majority of their time.

Secondly, teenagers should not play Pokemon Go because the app requires access to too much personal information. Adults are always telling teenagers to be careful with the kind of information that they put on the internet. According to Document B by Bernard Marr, he states, "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. 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." An app that knows exactly where you are at any point of the day as well as knowing exactly who you are does not sound like a safe game for adolescents to download. Teenagers would have no clue as to who has access to all of their personal information which could easily be accessed to. The app is basically a tracking device for trouble! Not only would teenagers be freaked out but parents as well since they know that the game system could be hacked at any point giving off all the personal information of their kids. According to Document B it says, "Especially with apps where we download something for free and want to start using it quickly, people never read the lengthy terms of service agreements they're happily agreeing to, and don't understand the full information they're voluntarily giving away." How many times have you downloaded an app and

not even skimmed through the service agreements or the privacy policy? I know I have. It can potentially be dangerous for teenagers since they will have no clue as to what the app is having access to!

Last but not least, teenagers should not download and play Pokemon Go because it leads people to dangerous places. The app requires for players to walk around to catch creatures. According to Document A, it states, "The game could be leading people to areas where they don't belong such as construction sites or shuttered storefronts." While teenagers play the game they will be looking down at their character not knowing where they are going since they would be following the map on the game. For examples, I played the game and it lead to me an ally that I didn't even know existed! This can be harmful since some places where teenagers can be lead to while playing the game can be dangerous. Although some may argue that Pokemon Go gets people active, it's important to realize the dangers of one's surroundings even if it does help a person's health.

To conclude, Pokemon Go is an app that caught everyone's attention in the summer of 2016. It is an app that has people questioning on whether or not teenagers should play the game or not. Pokemon Go should not be played by teenagers for various reasons. It will distract people from communicating with others, the app requires access to too much personal information that can be dangerous and it can lead teenagers to dangerous places. It's important to see how trends and technology can potentially be dangerous for adolescents, even if it is just a game.

**My score for this essay was a 4 and a 4.**