Pokemon Go Syllabus: Got to Catch All The References[1]

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Brian Wassom is an AR advocate and lawyer that writes frequently about many of these issues - his blog is called Augmented Legality
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Lin, Y. H. (2007, March). Pokemon: game play as multi-subject learning experience. In *2007 First IEEE International Workshop on Digital Game and Intelligent Toy Enhanced Learning (DIGITEL'07)* (pp. 182-184). IEEE.

Whitton, Nicola. *Digital Games and Learning: Research and Theory*. Routledge, 2014.

NEWS

Critique

Warning: Pokemon GO is a Death Sentence if you are a Black Man. (Omari Akil - Medium)
There are fewer Pokemon GO locations in black neighborhoods, but why? (AP)
Pokémon Go might kill you. Here's how. (Vox)

Pokémon Go is everything that is wrong with late capitalism. (Vox)
Resist Pokémon Go (Jacobin)
Pokémon Go Has Created a New Kind of Flâneur (Atlantic CityLab)
Live in the moment: the Situationists & Pokemon Go (Overland; Jeff Sparrow)
No, Pokémon Go is not an urban fantasy for the new flaneur (Archinet)
Pokémon Go and the politics of digital gaming in public (Overland; Brendan Keogh)
Pokémon Go and the marketing agencies of the augmented world (Nesta; Katja Bego)
Pokémon Go exposes the 'Oddish' Friction between Virtual Worlds and Reality (Kirman)
AR is an MMO (Gamasutra, Raph Koster)
The People Making Money off Your 'Pokémon Go' Addiction (The Ringer; Molly McHugh)
Is PokemonGo Illegal? (Associate's Mind; Keith Lee)
Does Pokemon Go Have To Comply With The Americans With Disabilities Act? (Associate's Mind; Keith Lee)
Pokemon Go? Get Outta Here! (NY Times; 5 debaters including: danah boyd, Sherry Turkle)
Barriers for Disabled Gamers with Pokemon Go. (Media Access Australia)
Pokemon Go: Developers Drop the Pokeball on Accessibility. (GeekyGimp)
Pokemon NO (short - Ability Powered Gaming)
The scary side of Pokemon GO. (proudblacksista - Australian aboriginal)
Technology doesn't make people play Pokémon Go in inappropriate places. Rudeness does. (The Washington Post; Eszter Hargittai oped)

News articles

Pokémon Go to go global 'soon' as hit game launches in three more countries (Tech Crunch)
Pokemon Go phenomenon gives Nintendo shares record lift (BBC)
The man who put Pokémon Go on the map (Financial Times)
Pokemon Go: 11 Real-World Hazards of the Catch 'Em All Craze (Hollywood Reporter)
Pokemon Go is strangely working in one Asian country: Indonesia (CNET)
Who Owns Pokemon Go? Video Game Maker Nintendo Makes A Comeback With App Game, Pokemon Go Plus (International Business Times)
Will We Start Seeing Billboards in Pokemon Go? (Slate)
All Around the World, Authorities Are Worrying About Pokemon Go (Washington Post)
Nintendo's Pokemon Go May Prove Watershed Moment With Virtual Reality (The Australian)
Pokemon Go Tips for Intelligence Professionals (Kris Wheaton)
What wildlife scientists and and nature lovers can learn from Pokemon Go (Washington Post)
Here's are how museums are inventively embracing Pokemon Go Swarms (Bloomberg.com)
Pokemon Go brings augmented reality to the mainstream (CBC News)

Animal shelter uses Pokémon Go craze to enlist volunteer dog walkers (CBC News)

The Pokemon Go phenomenon, explained by a millennial (CBC News)

http://www.latimes.com/local/lanow/la-me-ln-pokemon-go-players-stabbed-fall-off-cliff-20160714-snap-story.html (LA Times)

Now you can get a TRAINER for Pokémon Go: Graduate offers to play smartphone game on your behalf for $20 an hour... but withdraws offer when she realizes it's illegal (Daily Mail)

Pulitzer Prize-winner Phil Kennicott's Pokemon Go diary (Chicago Tribune)

People are already flipping Pokemon Go accounts (Wired)

http://factordaily.com/play-pokemon-india/ (Pokemon play in India)

http://singularityhub.com/2016/07/12/pokemon-go-is-a-glimpse-of-our-augmented-reality-future/ (Singularityhub)

What Learning Game Developers Should Steal from Pokemon Go

A Comprehensive History of Augmented Reality (Meta)

http://www.adweek.com/news/advertising-branding/yes-youre-tired-hearing-about-pokemon-go-here-are-5-things-learn-its-success-172525 (Adweek)

http://adage.com/article/cmo-strategy/p/304998/ (Adage)

http://www.economist.com/news/business-and-finance/21702087-nintendo-shares-rocket-after-its-successful-foray-smartphone-gaming-pok-mon-go-shows (Economist.com)

Some places should be off limits for games such as Pokémon GO
https://theconversation.com/some-places-should-be-off-limits-for-games-such-as-pokemon-go-62341

Syrian children hold Pokemon pictures in the hope people will find them and save them
http://www.independent.co.uk/news/world/middle-east/syrian-children-civil-war-pokemon-go-photos-syria-refugee-crisis-aleppo-a7147901.html

What Pokemon Go looks like in Syria
http://edition.cnn.com/2016/07/21/middleeast/what-pokemon-go-looks-like-in-syria/

5 ways to trick students into learning with Pokemon Go (National Geographic)
https://blog.education.nationalgeographic.com/2016/07/18/4-ways-to-trick-students-into-learning-with-pokemon-go/

Clinton and Trump Are Battling Each Other Over Pokémon Go (Vanity Fair)
http://www.vanityfair.com/news/2016/07/pokemon-go-hillary-clinton-donald-trump

Pokémon Go crosses $250m in revenues since launch
www.ft.com/cms/s/0/2dd63522-5fdf-11e6-ae3f-77baadeb1c93.html#axzz4HVQSExRo

Lost & Found

Pokemon Go Catches Cheating Boyfriend (Gothamist)
Man Finds Dead Body While Playing Pokemon Go (Gamespot)
Pokemon Go Players Rescue Dozens of Abandoned Animals (The Huffington Post)

Public Safety

Pokemon Go Is Helping Both Cops and Robbers Do Their Jobs (Reuters/Fortune)
Officials: Fla. man shoots at 'Pokemon Go' players outside house (Chicago Tribune)
The Pokémon GO craze sees gamers hit the streets but it comes with a warning https://theconversation.com/the-pokemon-go-craze-sees-gamers-hit-the-streets-but-it-comes-with-a-warning-62278 (The Conversation)
Mom Blames Pokemon Go After Teen Gets Hit By Car (GameRant)
Pokémon Go: armed robbers use mobile game to lure players into trap (The Guardian)

Socio-Economy

The Poor Get Poorer, The Rich Get Pokemon (Washington Post)
Welcome to the Pokéconomy (The Guardian)

Restriction/Censorship

Remember, Troops, Be Careful With Pokémon Go (Kotaku)
Iran bans Pokémon Go https://www.theguardian.com/world/2016/aug/08/iran-bans-pokemon-go (The Guardian) -- Country becomes the first to block access to game, citing concerns about its use of location-based virtual reality technology
Israeli Army Warns Soldiers Over Pokemon Go Craze http://www.haaretz.com/israel-news/1.730912 (Haaretz)
Thailand to set limits on Pokemon Go players (The Nation)
THAILAND is trying to remove Pokestops from its religious and historical sites, government offices and other sensitive spots. (The Nation)

Memory of the Places

Holocaust Museum to visitors: Please stop catching Pokémon here (Washington Post)
Survivors Outraged as Pokemon Go Invades Genocide Museum https://www.cambodiadaily.com/news/survivors-outraged-pokemon-go-invades-genocide-museum-116478/ (Cambodia Daily) 10 August 2016

Health

Pokemon Go's mental health benefits are real (Engadget)
'Pokémon Go' Catches High Praise from Health Experts (Livescience)
No, the research on Pokémon Go's mental health benefits is "anything but clear" (Fast Company)
Pokémon Go is reportedly helping people with their depression (Science Alert)
Pokémon Go leading to a 'population level' surge in fitness tracker step counts (The Washington Post)
Pokémon Go used in classrooms to help autistic children (Independent, UK)

Turns out Pokemon GO is unexpectedly great for mental health
http://www.abc.net.au/triplej/programs/hack/turns-out-pokemon-go-is-unexpectedly-great-for-mental-health/7622740

Privacy/Information Security

What can you do when a Pokémon Go decides your house is a gym? (The Verge)
Pokemon Go Strips Users Out Of Their Legal Rights; Here's How To Opt Out (Consumerist)
Senator prods Niantic about Pokemon Go privacy and security issues (Network World)
'Pokemon Go' expansion marred by a possible cyberattack (engadget)
Pokémon GO Privacy Policy

News in Spanish

http://elpais.com/elpais/2016/07/15/tentaciones/1468605953_219378.html
http://elpais.com/elpais/2016/07/17/album/1468752565_714853.html

5 cifras espectaculares que reflejan el éxito de Pokémon Go (BBC Mundo)
Todo lo que necesitas saber de Pokémon Go si quieres entender por qué está causando tanto revuelo (BBC Mundo)
Qué es Pokémon Go, el juego de celular que pone a la gente a caminar y ya causó problemas con la policía (BBC Mundo)
Pokémon GO: de cómo un videojuego cambió la realidad (aumentada) (El Mundo)
'Pokemon Go', excluidos de los Juegos de Río... por ahora (Marca)
Autoridades prohíben jugar Pokémon Go en el Palacio presidencial de Indonesia (La Tercera)
La dolorosa referencia a Pokémon Go de los niños de Siria (HuffingtonPost.es)

News about related courses

Note: Universidad de Chile, this spring semester, will impart a special version of "How does technology change us?" related to Pokemon World (not only pokemon Go). Syllabus combines cultural (pokemon) studies with STS content. Lecturers are @mapc and @pabloparedesn

Tutorials, Communities, Social Media

Gameplay tutorials

Pokémon Go: 9 questions about the game you were too embarrassed to ask (Vox)
Pokemon GO Tutorial: Top 10 Tips & Tricks (Pokemon GO Gameplay) (YouTube video)
A Pokémon Go Tutorial (blog posting)
A Gen-X User Guide to Pokémon Go
Here's everything you need to know about Pokémon Go:
https://plus.google.com/+DanievanderMerwe/posts/MXJHVjbQyxr
Bulbapedia: Pokémon GO Player's Guide

Communities

Reddit (/r/pokemongo)
/r/PokemonGoDev (for developers building companion apps)
Google Plus
Pokemon Go Fans (The Netherlands)
Neoseeker
4chan (/vp)
Facebook official
Imzy
Sliph Road

Usage

RealTime Pokémon Go usage and revenue statistics:
http://appinstitute.com/pokemongo-realtime-stats/

Pokémon psychodynamics

Leroux, Y. (2016, July 14). Psychologie de Pokémon Go. Retrieved July 15, 2016, from http://psychologik.blogspot.fr/2016/07/psychologie-de-pokemon-go.html

Stampede in Central Park, NY for rare (i guess?) Pokémon, July 16, 2016
https://player.vimeo.com/video/174821377

Social and Cultural dynamics

Heckman, Davin (2002), "'Gotta Catch 'Em All': The War Machine, Capitalism, and the Pokemon Trainer." Rhizomes 5 (www.rhizomes.net). http://rhizomes.net/issue5/poke/pokemon.html

MacLeod, Scott. 2016. "Rain: Cool - World University and School (WUaS) Tweets: #PokemonGO puts your Pokémon avatars into the real pictures you take bringing actual & virtual realities together ... and this Pokemon is FREE on your smartphone, #PokemonGo adds GPS mapping to photographing your Pokemon avatar in specific places thus adding a virtual earth-BUILDING BLOCK, What about Languages?, #PokemonGO is a MOVEMENT, TRAVEL & SOCIALITY augmented reality MMORPG game … & people can photo-map the world via this, A culture of new I.T. engagement to CREATE, GENERATE and PLAY underway together ..., And PokemonGO for playing with your child ... from Kate Land MD ... " July 13. http://scott-macleod.blogspot.com/2016/07/rain-cool-pokemongo-puts-your-pokemon.html. SF Bay Area: scott macleod's anthropology of information technology & counterculture blog.

Partin, Will (2016, July 15). Videogames and the End of Sleep. Kill Screen. Retrieved July 15, 2016, from https://killscreen.com/articles/videogames-end-sleep/

Seaver, Nick. 2016. Pokémon GO and three kinds of capture: These are some reflections on Pokémon GO in relation to anthropological theorizing about traps, written hastily after a recent panel on "anthropological traps" at the European Association of Social Anthropologists meeting. July 25. Boston, MA: https://medium.com/@npseaver/pok%C3%A9mon-go-and-three-kinds-of-capture-d3d4f574824f#.b6hkah9jl.

Potential applications for social good

Pokemon Go fix your city: https://medium.com/fixer-stories/pokemon-go-fix-your-city-e384a9b585f3

More than 150 people have shown up for 'Pokemon Go' dog walks.
http://www.thestarpress.com/story/news/local/2016/07/13/muncie-animal-shelters-pokemon-go-dog-walks-breaking-internet/87016448/

Location-based games for civic engagement:
Foth, M., Hudson-Smith, A., & Gifford, D. (2016, in press). Smart Cities, Social Capital, and Citizens at Play: A Critique and a Way Forward. In F. X. Olleros & M. Zhegu (Eds.), *Research Handbook on Digital Transformations*. Cheltenham, UK: Edward Elgar. ISBN 978-1-78471-775-9. http://eprints.qut.edu.au/85019/

Pokémon in different languages

Wikidata:WikiProject Pokémon https://www.wikidata.org/wiki/Wikidata:WikiProject_Pok%C3%A9mon
(@scottmacleod in process)

Predecessors

ARISa user-friendly, open-source platform for creating and playing mobile games,
tours and interactive stories http://arisgames.org/
Botfighters (It's Alive, 2001)
Can You See me Now (Blast Theory, Mixed Reality Lab, 2001):
http://www.blasttheory.co.uk/projects/can-you-see-me-now/
Day of the Figurines (Blast Theory, Mixed Reality Lab, 2006):
http://www.blasttheory.co.uk/projects/day-of-the-figurines/
Epidemic Menace: http://iperg.sics.se/iperg_games2.php
Fractured Skyline (Preliminal Games UK/AUS): http://www.preliminal.com/fracturedskyline.html
Free All Monsters 2009 https://www.youtube.com/watch?v=s13jNEv1yPQ
GeoCaching: https://www.geocaching.com/play
I'd Hide You (Blast Theory, 2012): http://www.blasttheory.co.uk/projects/id-hide-you/
Ingress (see above)
Insectopia: http://iperg.sics.se/iperg_games7.php
Interference: http://iperg.sics.se/iperg_games13.php
Mogi (Newt Games, 2003) http://bit.ly/29PyJeL
Rider Spoke (Blast Theory, Mixed Reality Lab, 2007): http://www.blasttheory.co.uk/projects/rider-spoke/
Secret City - Missing Max (Michael Straeubig, 2013):
https://web.archive.org/web/20130623002458/http://www.tripventure.net/en/games/secret-city-1/
Songs of the North (Mogame - see
http://www.cp.eng.chula.ac.th/~vishnu/gameResearch/design_August_2005/p413-lankoski.pdf)
Shadow Cities:
http://www.nytimes.com/2011/07/16/arts/video-games/shadow-cities-a-new-iphone-video-game-review.html?_r=0
Spectrec: http://www.appbrain.com/app/com.spectrekking.full
Tidy City (Fraunhofer FIT / Michael Straeubig): http://totem.fit.fraunhofer.de/tidycity
Time Warp (Fraunhofer FIT): http://ipcity.fit.fraunhofer.de/?page_id=10
Uncle Roy All Around You (Blast Theory, Mixed Reality Lab, 2003):
http://www.blasttheory.co.uk/projects/uncle-roy-all-around-you/
Zona Incerta, 2009 (Their webpage and relevant info is all in Portuguese, as this game was made in Brazil)
Zombies Run: https://zombiesrungame.com/

Open Source Pokemon

Jambo51/GBA-Pokemon-Engine "Source code for my Open Source GBA Pokémon Game Engine"
https://github.com/Jambo51/GBA-Pokemon-Engine
JEPE (Java Eclipse Pokémon Engine) https://www.openhub.net/p/jepe-engine
OpenPoké http://helmet.kafuka.org/openpoke/

Possible Activities

- Play an AR game across campuses? (not necessarily Pokemon Go per se)
- Build an AR game with ARIS: http://arisgames.org/
- Develop their own AR game that takes the elements of Pokemon Go they find valuable but attempts to avoid criticisms they consider important
    - Prototype the game using paper and/or other physical elements; play-test with subjects
    - Maybe use Mixed Reality Game Cards as a design facilitator
- Undertake a collaborative mapping exercise on Google Maps.
- Do a Proppian or other narrative analysis of the game.
- Design a character assigning it a personality
- Create a location-based, 'mobile narrative' project that enables users to rediscover the city through video, audio and animation. Your project should target a demographic other than your own.
- Playing off the above, use resources in mobile stories project to pair with this syllabus: http://themobilestory.com/
- Patrimonial-Pokemon Routes inside the city
- Robin DeRosa 5 Ways to Use Pokemon Go in Education (this basically says "nope") http://robinderosa.net/higher-ed/top-5-ways-to-use-pokeman-go-in-education/
- If Pokemon Go as an augmented reality MMORPG game is a virtual earth building block which facilitates movement, travel and sociality underway together for creativity, generativity and playfulness, with Pokemon, in what ways can you and your friends create a journey where you add to a hypothetical film-realistic, 3D, interactive, with avatars, virtual earth (eg Google Street View with OpenSim conceptually) a playful learning environment of your invention? Create a playful learning environment of your group's invention (@scottmacleod in process)
- Send students out on campus and have them record (written notes) observations of general cell phone/mobile use on campus. How many cell phone users do they note during a 15 minute observation? What are those users doing (talking, texting, other)? Paying close attention to "texting" users: how aware are they of their surroundings while "texting"? From your location, could you tell if they are texting or using a mobile application? Could you tell if they were playing Pokemon GO?
- Discover new places in your neighborhood through Pokemon Go: Poke stops as landmarks. How Pokemon Go can help to engage gamers/audiences with their own landscape and environment. Explore poke stops, make a list of them (maybe give them a priority number(?)), and reflect about how those places are important and/or displays the nature of that specific neighborhood.

Discussion starters

- Amy Bruckman's 12-yr-old's comment that Pokemon Go involves "You capture a creature from the wild, imprison it, and then force it to fight other creatures....And when they're hurt, you give them 'potions' (in other words, drugs). And those Pokemon candy that level them up? Nope, those aren't steroids--no siree!"
- From virtual to land:
    - "Whether/not #PokemonGO ends up being the cure 4everything from depression 2 obesity, fact remains it's getting me out the house &off Twitter" @ldlapinski
    - "#PokemonGo has already been a better treatment for my depression than anything my doctor prescribed or therapist recommended" @gleefullyhello
    - "Pokemon Go has got me up and moving and meeting new people. Thank you, Nintendo/Niantic, for giving me a great anti-depression tool. <3" @ManectricMan
- Security: (Virtual) The power of the voices of the users. When users aren't satisfied with the security protocols, they manifested in the network, and Ninatic takes action immediately, fixing bugs.
    - "This patch [the ones associated to the information of the Google account] comes a day after users discovered that Pokémon Go asked many iOS users for complete access to their Google accounts. Developer Niantic later said requesting that much information had been a mistake." Source
    - What are the privacy implications of the use of locational data in Pokémon GO? How long is users locational data stored? Who has access to this data? How could this data be used by Niantic and other marketplace actors? What potential is there for the misuse of this information?
    - (Physical) where you'll Play the game? In a Mountain, in the River, in the middle of the street
- Long Tail Economy: the long Tail with 'technopeople' is now a space with múltiple kind of persona which want to play the game.
- Supply Change: the physical spaces are now offering new products based on some specifications that are parts of the virtual game (eg: in a museum are rarely pokemons, if you come here you can catch them and at the time we offer a 2x1 ticket)
- New physical products: wearables (Pokémon go plus) and Google Glasses in the future (i suppose). This added to own money transactions in the app
- Why GO? Of the many prior AR games that have been developed, why did GO succeed where others did not -- or did, to a lesser degree? Recommend applying puzzle pedagogy here, e.g., initial groups discuss, and then interface with secondary groups, discuss, and then return to original group to share back broad perceptions.
- How should educational institutions (e.g., K-12s, out of school time organizations, etc) think about integrating GO and similar future games/experiences into their instruction? Or, what should such institutions learn from GO to apply to their instruction?

Weekly Schedule

Week 1

Week 2

Seaver, Nick. 2016. Pokémon GO and three kinds of capture. July 25. Boston, MA: https://medium.com/@npseaver/pok%C3%A9mon-go-and-three-kinds-of-capture-d3d4f574824f#.b6hkah9jl.

Week 3

Theorizing place

Pokemon Go - reading theorizing its “place”

Reading Boellstorff (2008), chapter 1, and MacLeod (2016), chapter 1, in what ways do their understandings of actual and virtual place vis-a-vis online and Harbin culture inform conceiving of Pokemon Go augmented reality place? (@scottmacleod in process)

Week 4

Theorizing play vis-a-vis gaming

Pokemon Go - reading on fun play (as in the video here - http://www.ign.com/wikis/april-fools-day-game-pranks/Google_Maps_Pokemon_Locations)

Week 5

Pokemon Go field trip

Create with your friends a very fun play Youtube video

Week 6

- Student presentations: Lightning talk/PechaKucha - Students compare and situate augmented reality/mobile gaming relative to other media forms (desktop gaming, VR, tabletops). What gameplay has changed deliberately to suit the medium. What are the (likely) unintended consequences?

Week 7

Week 8

Week 9

Week 10

Week 11
Design a location-based game that is not Pokemon Go
Students form groups and collaboratively design a new kind of location-based game that uses different gameplay mechanics and circumvents some of the design issues of Pokemon Go. Could use Mixed Reality Game Cards for this activity.
https://www.researchgate.net/publication/306039058_Developing_Ideation_Cards_for_Mixed_Reality_Game_Design

Week 12

Using the PokemonGo photo and video mapping to Google Maps, rewrite / hack PokemonGo to create a program for people playing Pokemon in all countries' languages to populate a film-realistic 3D interactive, group-buildable, with avatars STEM virtual earth (like Google Street View with OpenSim) "AudubonApp & #PokemonGO w photos & vids mapping to GMaps are [potentially] great tools for populating [a] film-realstic virtual earth [in all 8k languages] -http://scott-macleod.blogspot.com/search/label/ethno-wiki-virtual-world-graphy …" https://twitter.com/WorldUnivAndSch/status/757294610460782593 (@scottmacleod in process)

Week 13

Week 14

Week 15

Week 16

Course Learning Objectives

Describe how Pokemon Go, as an augmented reality MMORPG game, can facilitate new kinds of interplay between the actual and the virtual.

Define the role augmented reality could play in social interactions and communication practices.

Situate AR in historical context; define key terms in related fields (transmedia, new media, remediation, hypermediacy, "old" media, presence, immersion, magic lens).

Create a single week's Pokemon Go focus out of this 15 week course syllabus for other course syllabi