

WHY DOES POKÉMON GO STILL MATTER?

A1 Analytical Publishing Project

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YOU MAY HAVE HEARD OF OR PLAYED POKÉMON GO IN 2016,
LET'S IDENTIFY SOME FEATURES OF THIS GAME TO EASE THE
DISCUSSION...



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POKÉMON GO IS...

A mobile, augmented reality (AR) game in which players capture virtual monsters known as Pokémon. The purpose of the game is to encourage players to physically move to various places and cooperate with other players to catch and raise Pokémon.

The game launched in July 2016, and became not just a smash hit game, but a global cultural phenomenon; in the summer of 2016, it seemed as if there was no getting away from Pokémon GO. There was even a Pokémon GO Frappuccino! How many games get a drink named after them at Starbucks (Mansoor Iqbal, 2020)?



Image from : [Kitchn](#)

WHAT MAKES POKÉMON GO SO ATTRACTIVE?

First of all, this game applies not only interesting personal experience but also encourages physical and social activities (Nigaglioni, 2017).

Hsieh and Chen (2019) categorized it as a kind of “exegame” which requires players’ physical activities while gaming.



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MULTI-LEVEL ENJOYMENT

Pokémon GO has a variety of deep content for “hardcore players” to thrive, but it also provides simple activities for leisure players to move and catch all kinds of Pokémon (Tran, 2018).

BENEFITS OF PLAYING POKÉMON GO



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Hsieh and Chen (2019) revealed that the adolescents who systematically practiced Pokémon GO for 10 weeks in their research had significantly increased their “selective attention, concentration levels and creative imagination” (p. 1863).

SOCIAL AND EMOTIONAL IMPROVEMENT

Adolescents have improved their emotionality and sociability as well. Both boys and girls in Hsieh and Chen's (2019) research liked to play with the company, which has enhanced their relationship with peers.

Serino, Cordrey, McLaughlin and Milanaik (2016) argued that Pokémon GO could create a sense of unity among players regardless of their socio-economic status.

ENCOURAGING MORE OUTDOOR ACTIVITIES

Tateno, Skokauskas, Kato, Teo and Guerrero (2016) and Kato, Teo, Tateno, Watabe, Kubo and Kanba (2016) suggested that Pokémon GO may reinforce players to go outside. Many research agreed that participating in physical activity weekly can significantly increase students' cognition, emotional and social performance (Laborde, Dosseville, & Allen, 2016; Ruiz-Ariza et al., 2017, as cited in Hsieh & Chen, 2019) mentioned above.

IT HAS BEEN FOUR
YEARS, DOES
POKÉMON GO STILL
MATTER?



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Comparing to its cultural impact as a phenomenon, academic interest to the educational property of Pokémon GO is rare. Much of the research I had read have mentioned the feature of mobility.

However, none of them explicitly investigate how mobility as a mechanic facilitates players' learning differently to other games.



I believe that mobility turns Pokémon GO into a unique game that bridges the virtual and real world. As James Gee (2015) argued, a good game can provide a simulation in which the players can practice the problem-solving skills they want to use in the real world. And how to connect these two worlds for learners is teachers' job (Chee, 2016).



Image from Pixabay

Many mobile games are, in fact, anti-mobile. They use mobile devices as platforms to promote the game, but players are not required to “move”. On the contrary, Pokémon GO invites players to physically move to accomplish the game tasks.

By moving physically in the real world to encounter with graphical creatures: Pokémon, this game encourages players to practice the skills of using resources wisely, being patient, exploring the unknown and interacting with virtual and real circumstances simultaneously.

Image from Pixabay



“I've never struck up such immediate conversations with random individuals on the street who all had the telling look of another Pokémon GO player. ” --(Craig Smith, 2016)



Image
from
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The social activities that occur in playing Pokémon GO can be both “real” and “virtual”, which is another uniqueness of Pokémon GO because most relationships in other video games are mainly indirect and virtual (Gee, 2013).

It is the fourth year since Pokémon GO had been launched, and many people may have forgotten this game already. However, during the four years, we have never seen a second game that can extend its impact beyond the game arena like Pokémon GO. It is a game that was ahead of its era.

Pokémon GO does matter to me because it opens a window that I can take a peek of what education may look like in the future.

AR + Mobile devices + Games = Practicing high order thinking in a situated learning environment with fun.

RESOURCES

CRAIG SMITH

Craig's blog: [Explore everything with Pokémon GO!](#)

He catches the mobility feature of Pokémon GO and suggested various teaching methods around it, accompanied by apps.

The brilliant mechanics of Pokémon GO provided an in-depth and detailed analysis of Pokémon GO. It is a very professional analysis that focuses on the game mechanics.

THE IMPLEMENTATIONS IN DIFFERENT SUBJECTS

- POKÉMON GO FOR LISTENING AND LANGUAGE DEVELOPMENT
- Is 'Pokémon GO' GOod For Science?
- Pokémon GO in the classroom

THESE TWO WEB PAGES LINK TO MANY OTHER SHARING IDEAS

- [GO learn with Pokémon GO!](#)
- [Pokémon GO: WHAT EDUCATION SHOULD BE](#)

THANK YOU FOR READING



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