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In the summer of 2016, a game named Pokémon Go, a mobile app, created by the company, Niantic, took the world by storm. The point of the game is to catch Pokémon creatures, virtually through your phone. The app uses GPS to track the location of your phone, in order to tell you where to find your next creature. Although, the app was a total hit and is really fun to play, many argue that teens should stop playing the game. Document A, an article by Sarah E. Needleman, named, " 'Pokémon Go' Craze Raises Safety Issues", Document B, an article named, "Pokémon Go! The One Serious Problem Everyone Should Worry About", by Bernard Marr, Document D an article, titled, "Is Pokémon Go good for our society?", and Document E an article titled, "The Psychological Pros and Cons of Pokémon Go", all agree that Pokémon Go should not be played. Teenagers should stop playing Pokémon Go because it makes them be targeted by criminals and has negative psychological effects on them.

First of all, when a teenager has all of their attention of an app and having a goal of catching the pokEmons, they will not be aware if the place in which they are in. That place could have a high profile of criminals or the teenager could have been sent to that specific place by somebody. Bernard Marr states, " It [Pokémon Go] uses a Google Map and your real-world GPS location to direct you to Pokémon you can catch, and that information can be misused." What he means by this is a person with hacking skills could hack into the app and purposely send

individuals to a place near them in order to kidnap or rob them. It's clever because the individual will be too busy being on their phone to realize what is going on. Speaking of robberies and criminals, according to Document D, a police department from Philadelphia cautioned players to, "Be mindful of what you play online...", since there was a long line of robberies occurring when the criminal was armed and used Pokémon Go as a source to prey on players instead of enjoying the fun the game has to offer. While the game is fun, it is also dangerous, you never know if you are being targeted by people who want to hurt you. Obviously, the teen will not be attentive of the situation, so for their own safety, they should stop playing this game.

Furthermore, Pokémon Go not only makes players get hurt by others, but it also makes it easier for the player to hurt other people and themselves. According to document D, there have been news reports where the player has, fallen into a body of water, tripped, or even created a car crash that hurt themselves and/or an innocent person. These things happened because the player was so caught up into catching them all. In order for the car to crash, the person behind the wheel must have been carelessly using their phone while driving, It is like texting and driving or drunk driving, but instead of being intoxicated with alcohol, the person is intoxicated with playing the game. In the words of Needleman, "... get hurt searching in unsafe areas, a dark alley or along a river, for example- particularly while staring at a smartphone screen." People can get seriously hurt when being distracted by a pointless game. Their lives care worth more than catching all the pokEmons in dangerous places. An opponent may argue with me and say, "Not all teens are deeply distracted by the game, they are smart enough to know if their lives are in danger." Yes, a lot of teens are not "dumb" enough to not realize when their lives are truly in danger, but then all their attention is focused on the words, "Gotta catch them all!", they will have the

encouragement to catch them all. Also, when a trendy, fun, and addictive game is shown to a teenager, of course they are going to compete with friends and try to be the best. However, if being the best means going to unsafe, unfamiliar areas, not playing the game at all would be the best for the teen. Knowing this, parents will obviously not approve for their children to continue playing the game.

In conclusion, yes this is a fun and exciting game, but it is not worth playing it if your life is put into danger. Altogether, teens should stop playing this game, considering the dangers. They don't get any helpful information out of it, it is just-- as I have mentioned before-- a pointless game with no meaning behind it. Teens absolutely need to stop playing this useless game.